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Game: **MYSTERY OF THE ABBEY**

Pub: **Days of Wonder (1996)**

Page 1: **Rules summary**

v2

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For best results, print on card, laminate and trim to size.

MYSTERY of the ABBEY

Setup

Each player takes a **Suspect sheet** inside a **Deduction notebook**, then chooses a coloured monk and places it in the **Ecclesia**. Shuffle and place the **Bibliotheca**, **Crypta**, **Scriptorium** and **Event** decks on their places.

Shuffle the 24 **Suspect** cards, place one face down under the board, and place 5 (if three or six players) or 3 (if four or five players) cards on the Suspect space on the board. Deal the remaining cards to the players.

Roll a Monk die to find the first player, and give him the 8 **Mass** cards (stacked in chronological order). The Mass bell will start on the circled 1 on the topmost card.

Roll 2 dice and place one die each in the two **Confessorium** to see who has been to Confession last.

Game Turn

Play moves in clockwise order.

- 1 Move Mass bell** *If you are the first player of the turn*, move the bell one spot on the topmost Mass card. If it is on 4 move it off and call the Mass.
- 2 Move Pawn** Move pawn 1 or 2 steps. A two step move cannot be made to return to the first step.
- 3 Encounter** If the room is occupied you *must* ask a question.
- 4 Action** Proceed with any actions relevant to the room now occupied.

Questioning Others

If multiple pawns are present, you may choose which player to question.

The questioned player may either:

- 1 Make a vow of silence** The player puts a finger to his lips and declines to answer.
- 2 Answer the question** The player then gets to ask a question in return which *must* be answered.

All questions must be answered truthfully to the best of the player's knowledge. Any question may be asked as long as it does not reveal a suspect's name. Names may be supplied as part of the question.

Scoring

- Each correct revelation +2
- Each false revelation -1
- Correct accusation +4
- Each false accusation -2

The player with the most points wins. If a tie, the player who revealed the culprit wins.

Rooms in the Monastery

Confessorium (Confessional)

Randomly draw a **Suspect card** from the hand of the player who last visited (as indicated by the colour of the die there). Then turn the die to your own colour.

There may only be one pawn in a Confessorium at a time.

Cellula (Cells)

Randomly draw a **Suspect card** from the hand of the cell's owner.

There may only be one pawn in a Cellula at a time. However if the owner of the cell enters, the intruder must give back the card (if he doesn't have it anymore, a random card is drawn from his hand) and then move to the Ecclesia for **Penance**.

Scriptorium

Take a **Scriptorium card**.

Plain books (no star) are read aloud and apply immediately.

Special books (star) are kept secret until played and can be removed from the scriptorium.

Bibliotheca (Library)

Draw a **Bibliotheca card**, read it aloud and apply immediately.

A player may only visit **once** during the entire game. Only the players with the fewest cards in hand may enter (no other player may have fewer cards, and at least one player must have more).

Parlatorium (Parlour)

If there are still **Suspect cards** in the Suspect space, draw the top one.

If there are no cards remaining, you may ask the player of your choice to show you a card. Specify one or to characteristics of the card you wish to see. If the questioned player has no cards that apply, he may say so and does not have to reveal any.

Crypta (Crypt)

Draw a **Crypta card**.

It may be used at any time to immediately play an extra turn after fulfilling a normal turn. Each player may have only one Crypta card at a time.

Capitulum (Chapter Hall)

Players may make a **Revelation** or an **Accusation**. There is no obligation to do either.

Mass

Mass is held every 4 turns. During Mass:

- 1 Place all pawns in the Ecclesia**
- 2 Pass Suspect cards** Each player simultaneously gives one or more Suspect cards, as indicated by the Mass card, to the player on his left.
If he does not have enough he gives all he has.
- 3 Event card** An Event card is drawn and applied immediately.
- 4 Pass Mass cards** The deck of Mass cards and bell are passed to the last player of the last turn, who becomes the first player of the new turn.

At the beginning of his first turn he moves the Mass card just played to the bottom of the deck and places the bell on the 1 position of the new card.

Revelations

Monks may visit the abbot in the **Capitulum** to make a **revelation** — a public announcement of **one (and only one)** characteristic of the guilty monk.

All revelations are written down and verified at the end of the game (see *Scoring*).

You cannot make a revelation that has already been made, but you may contradict a previous one.

Accusations

Monks may visit the abbot in the **Capitulum** to make an **accusation** — a public naming of the **culprit**.

No accusation can be made as long as there are still Suspect cards to be had from the Parlatorium.

If the accused monk's card is in another's hand, it must be shown to all. The accuser is then moved to the Ecclesia for **Penance**, and loses 2 points (see *Scoring*).

If the accused is guilty (confirmed by the card under the board, the game ends (see *Scoring*).

Penance

A player caught searching another's cell, making a false accusation, or forgetting to move the Mass bell or call Mass (or any other reason by common agreement) is moved to the **Ecclesia** and skips his next turn.

He may neither ask or answer questions while there.

If a pawn goes to Penance just before the Mass, he must skip his first turn after Mass.