

A game by Antonin Boccara and Yves Hirschfeld
Illustrated by Olivier Danchin

21 minutes of exploration
For 2 to 6 treasure hunters
Aged 6 and up



MYSTERIUM KIDS

CAPTAIN ECHO'S TREASURE



THE STORY SO FAR

Legend has it that the old mansion on the outskirts of the city is home to a fabulous treasure! Hoping to find it, you decide to spend the night there.

You are about to give up when the ghost of Captain Echo appears to help you find his treasure. He isn't much of a talker, but he plays a mean tambourine, and he's going to use it to tell you which rooms to search in!

GOAL OF THE GAME


Players cooperate to find Captain's treasure before the moon has traveled across the sky and the night is over.


Each round, **one player becomes the Ghost of Captain Echo**. The **Ghost** must use the tambourine to give clues that help the other players guess the correct *Noise* card. If they do, they get to reveal a piece of the Captain's treasure.

COMPONENTS AND SETUP

- A 1 Manor board**
Place it in the middle of the table.
- B 1 Round Marker board and 1 Moon token**
Place the *Round Marker* board Calm side up  directly above the *Manor* board. Place the *Moon* token on the leftmost moon space.
- C 78 Noise cards**
Shuffle the *Noise* cards and place one face up in each of the *Manor* board's 5 rooms. Place the rest of the *Noise* deck facedown next to the *Manor* board.
- D 10 Treasure tiles**
Take the 7 *Treasure* tiles **without** a  symbol, and mix them to make a facedown stack next to the *Manor* board. Return the tiles with a  symbol to the box.
- E 5 Ghost tokens and 1 tambourine**
The oldest player takes these five *Ghost* tokens and the tambourine. They play as the **Ghost** for the first round of the game.



For a more difficult game, use the Stormy side  of the *Round Marker* board.

When doing so, mix the 3 *Treasure* tiles with a  symbol in with the other 7 *Treasure* tiles.



A ROUND OF PLAY

The **Ghost** mixes the five *Ghost* tokens, takes one at random, looks at it, then places it facedown to **keep it a secret from the other players**. The number on the *Ghost* token tells the **Ghost** which *Noise* card they must make the other players guess.

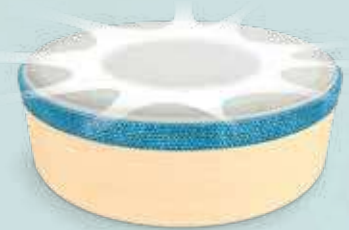
The **Ghost** takes the tambourine and asks the other players to **close their eyes**. The **Ghost** player says «Boooo» to announce the beginning of the clues, then uses the tambourine to make noises that help the other players guess the correct card. When they are done, they say «Boooo» to announce the end of the clues. The other players can now **open their eyes**.

Once the other players open their eyes, they can discuss the **Ghost's** noises and work together to guess which *Noise* card the **Ghost** was indicating. **The Ghost cannot speak or give any other clues during this time!** When they are ready, the players tell the **Ghost** which *Noise* card they have agreed is correct. If the players cannot agree, the player to the left of the **Ghost** makes the final choice.

The **Ghost** reveals the *Ghost* token taken at the beginning of the round. Does the number of the *Ghost* token match the number of the *Noise* card that the players chose?

Giving clues for a *Noise* card

The **Ghost** can produce any noise they like (scratch, bang, tap, slide, use various rhythms, etc.) using the tambourine and its various textures.



If keeping eyes closed during the **Ghost's** clues is too complicated for younger players, they can simply turn around while the **Ghost** is making noise.

If the players guessed the correct card:

You have found a piece of treasure!
Flip the top *Treasure* tile and place it next to the *Manor* board.



If the players did not guess the correct card:

They didn't find any treasure this round.

Some *Treasure* tiles only show one half of a larger treasure. Once you find both halves of a treasure, combine them.




END OF THE ROUND


Regardless of whether or not the players found any treasure, **advance the Moon token one space to the right**. Take all the *Noise* cards on the *Manor* board and return them to the box. The **Ghost** passes the tambourine and the five *Ghost* tokens to the player to their left, who becomes the **Ghost** for the next round. The new **Ghost** reveals five new *Noise* cards to begin a new round.

GUESSING ONE OR TWO CARDS

The number of cards next to the *Moon* token indicates how many *Noise* cards the players must guess during that round.

 : guess one *Noise* card.

The *Ghost* draws one *Ghost* token and gives tambourine clues, as described earlier.

 : guess two *Noise* cards using the following rule changes (other rules remain the same):

The *Ghost* takes two *Ghost* tokens this round. They must clue one after the other.

Once the players' eyes are closed, the *Ghost* begins by saying «Boooo», and makes tambourine noises to give clues for their first *Ghost* token. The *Ghost* then says «Boooo» again to tell the other players they are going to give clues for their second *Ghost* token (**players' eyes remain closed**). Once finished, the *Ghost* says a last «Boooo» to let the other players know that they can **open their eyes**.

The players work together to guess the two *Noise* cards, one after the other. After guessing the first *Noise* card, the *Ghost* reveals the first *Ghost* token to see if it matches. Whether or not it does, the players then guess the second *Noise* card, and the *Ghost* reveals the second *Ghost* token to see if it matches. **For each correct guess, the players flip one *Treasure* tile faceup.**

END OF THE GAME

When the *Moon* token moves to the last space, the sun begins to rise. The final round begins.

After the final round, the players calculate their score. Score one point for each **complete** star symbol on your faceup *Treasure* tiles.

Scoring for Calm Nights:

0-3 points:

Not bad...
there's still plenty to explore in the manor...

4-6 points:

Look at all that loot!
The manor still has some surprises left for you.

7-8 points:

Wahoo! You're almost there!

9 points:

Congratulations, nothing gets by you!

Scoring for Stormy Nights:

0-5 points:

Not bad!
You're on the right path!

6-9 points:

Great work for such young sailors.

10-12 points:

Very impressive!
You are seasoned explorers.

13 points:

Perfect. You are the champion treasure hunters!

EXAMPLE OF A ROUND

The **Ghost** drew *Ghost* token number **5**, They must give clues for the *Noise* card in *Manor* room **5** (the one with the cat).

The **Ghost** says «**Boooo**» before giving their clues. To help the other players guess the *Noise* card, the **Ghost** thinks about the sounds a cat makes (purring, meowing, etc.) The **Ghost** can even use things drawn on the card, like how the cat is scratching the wall. The **Ghost** decides to recreate that noise by scratching the tambourine.

The **Ghost** then says «**Boooo**» to finish giving clues.

The other players are deciding between two cards: the rake (room **3**) and the cat (room **5**). After talking it over, they decide to guess the cat, because they think the **Ghost** would have made a more repetitive sound if it were the rake.

The **Ghost** reveals the *Ghost* token: the numbers match, which means that the cat was the correct *Noise* card. They flip a *Treasure* tile faceup. It's the second half of the telescope. They combine the tiles to form another star symbol, before proceeding to the **END OF THE ROUND**.

