

# ENIGMA

## BEYOND CODE



## THEME GUIDE

## Mansion Cards

The perimeter around the Mansion is heavily guarded. Stern people in uniform open lattice gates only after a thorough check and ID verification. Trees growing around the Mansion completely shelter it from prying eyes. A narrow, paved road leads from the gate to an impressive three-story Victorian mansion. But if you stand for a while on a broad in front of it, it seems that the building is blurred and changes its shape.

The Mansion was heavily affected by Chaos in the course of the Agency's attempts to break the Enigma code. Now it is continuously reconfiguring itself. Its rooms somehow change their location. The Agency operations are focused on the most stable parts of the Mansion – but if you step aside, you may wander about dimly lit corridors and chiseled stairways for hours.

The Agency personnel claim that all rooms are interconnected – and, being in one room, you are in all of them simultaneously. But one needs a truly outstanding mind to put some use into it!

During your turn, you may execute the effect (or effects) of a Mansion card only if you have named it and were not caught in a lie.

You do not execute the effect (or effects) of a Mansion card if you have a Silence token, or if you are accomplishing your Character's Mission, or you view or reveal this card by effects of any kind.

The effects of Mansion cards are mandatory. The only exception is the 2nd effect of the Scherbius Phantom card.

The card description always refers to the player taking the turn if not specified otherwise.

### Key Terms:

**Face-down card** – a Mansion card lying face-down on the table. At the beginning of the game, all Mansion cards are face-down.

**Revealed card** – a Mansion card lying face-up on the table.

**Peek at a card** – you secretly view a face-down Mansion card and put it back without revealing. You may not peek at a revealed card or the card whose effect you are executing.

**Reveal a card** – you flip a face-down Mansion card face-up.

Remember that you may have only 1 Decryption token and 1 Chaos token. The second Decryption or Chaos token cannot be taken.

Below is the description of Mansion cards' effects for a game involving 2–5 players. In the Face to **Face with Chaos Solo** mode, some cards have different effects.



Library is the most chaotic place in the Mansion. Bookcases levitate in the air, while books freely flutter here and there... The Agency personnel got used to this. However, the books sometimes change as well – new content appears under the same cover... Opening a book may result in an encounter with Chaos or, quite the opposite, in finding a solution useful for the researches.

peeked at... the true Library, you neither take a Decryption nor Chaos token.

➤ The Decryption/Chaos pictograms in the upper-right corner of Mansion cards count only when you peek at the card executing the effect of Library card.

Required for:  
**Archivist, Wanderer**

Peek at another face-down Mansion card. Depending on the Decryption/Chaos icon in the upper-right corner of that card (under its symbol), take a Decryption or Chaos token.

➤ *Special situation.* If you have successfully lied by naming another Mansion card as the Library and



The code used in Enigma machines is based on Chaos. The Agency has gathered plenty of data on the Enigma code. The research into these data enables the Decrypter to break it. In addition, having a grain of Chaos inside and using even the limited knowledge of the code, it is possible to find things concealed within the Mansion.

**You don't have a Chaos token:** Do nothing.

**You have a Chaos token:** Peek at another face-down Mansion card.

*Required for:*  
**Dark Messiah, Decrypter**



The Agency monitors the entire world. The Radio Center receives radio intercepts and confidential reports around-the-clock and conveys those to the Command Room. In addition, Agency's orders are transmitted from here.

You reveal another face-down Mansion card.

*Required for:*  
**Dark Messiah**



The invited cryptology experts work together. Of course, some of them only simulate efforts to break the code... Teamwork is the best possibility to understand the true intentions of your teammates. This also allows you to directly affect them – for instance, suggest what book to take in the Library...

**You must choose one of the two effects:**

View another player's Character card. You must neither show this card to other players nor tell them what card it is.

OR

Choose another player. If that player has no Chaos token, they take one. If that player has a Chaos token, they return it to the Supply.

*Required for:* **Wanderer**. *Especially useful for:* **Medium**



Tome of Order and Chaos is in a secret room somewhere in the Library. This room is continuously drifting around the Library, making it difficult to locate its entrance! But untangling the book is even more difficult. Just simply browsing its pages brings forth the Chaos Breakthrough.

**First:** The Time Keeper moves the Time token one slot forward. If this is the last slot, the game immediately ends.

**Then:** You reveal another face-down Mansion card.

*Required for:*  
**Wanderer**

*Especially useful for:*  
**Saboteur**



The heart of the Agency accumulates intelligence and military reports from all over the world. Only a brilliant mind is able to extract the key points from this flood of information! The Command Room personnel are always aware about the current Mansion layout as well... but the guards won't allow anyone possessed by Chaos to enter the room!

**You don't have a Chaos token:** Peek at another face-down Mansion card.

**You have a Chaos token:** Do nothing.

Required for: **Decrypter**



This sophisticated machine was invented by Alan Turing in his attempt to oppose Chaos by using the power of Order. It either banishes Chaos from a person or provides an insight into the Enigma Code and anything befouled by the touch of Chaos.

**You don't have a Chaos token:** Take a Decryption token.

**You have a Chaos token:** Return it to the Supply. You don't take a Decryption token.

Especially useful for: **Decrypter** and... every Character with no Chaos.



After the invention of Enigma Machine, Arthur Scherbius became a phantom stuck between the worlds. The Agency managed to bring him to the Mansion – but it is impossible to restrain an ethereal creature. Now, Scherbius Phantom can be met in any part of the Mansion. He changes the Chaos/Order balance in any person he meets. Then, following the twisted logic of Chaos, Scherbius Phantom may swap minds and bodies of those who failed to flee from him.

**First:** If you don't have a Chaos token, take one. If you have a Chaos token, return it to the Supply.

**Then:** You may swap your Character card with any other player of your choice (or you

may ignore this effect). Neither of you show your Character cards to other players nor tell what these cards are. Now, each of you must accomplish the Mission of your new Character to win the game.

➤ **Scherbius Phantom card has a slightly different effect in 2-player games.** You take a new Character from the top of the Character stack and then discard the previous Character face-up near the stack.

See «2-player Game» on page 10 of the Game Rules.

Required for: **Medium**. Especially useful for: **Ghost**



The research of the Enigma Machine anticipates the breaking of its code and earns time. But whenever that happens, Chaos penetrates into our world and the Mansion changes layout. The Enigma Machine affects the entire Mansion – any person having a grain of Chaos inside may interfere.

**Both effects of the Enigma Machine card may be completely cancelled.**

To do so, any player, starting with the player taking the turn and proceeding clockwise, may return a Chaos token

to the Supply. This cannot be done by a player with a Silence token.

➤ Enigma Machine is the only card in the game whose effects may be cancelled by any player.

**First:** The Time Keeper moves the Time token one slot backward (counterclockwise). If the Time token is on the 1st slot, it is not moved.

**Then:** Take Enigma Machine card and any 2 other Mansion cards (either face-down or revealed), shuffle these 3 cards together, and put back face-down.

You may not view these cards after shuffling and, therefore, don't know where each of the 3 cards is now.

*Who wants to cancel its effects: **Archivist, Saboteur***

## Character Cards

The Agency has gathered the best specialists from around the world. Each of them is believed to possess unique cryptology skills.

Each of them has been charged with the same task: break the Enigma Code! The continuous use of Enigma Machines by the German military thins the fabric of our reality – like drops of water wearing away stone – and could ultimately lead to the Chaos breakthrough.

But, in fact, only a few specialists are honestly trying to break the Enigma code. The others just pose as cryptologists and simulate active efforts – while pursuing their own interests.

Chaos is equally dangerous to each of them. Each has a plan on how to prevent the Chaos invasion or survive it. That's what their true goal is. But what happens with the world is a different story...

The Agency suspects that not all the specialists are what they claim to be. However, there is no time to look for

**others! Therefore, the personnel are closely watching them and, in case of a slightest suspicion, temporarily suspend from the research. Even the true Decrypter must exercise maximum caution!**

You may attempt to accomplish the Mission of your Character either before or after naming a Mansion card. You also may use the Decryption token before accomplishing your Character's Mission.

**If your Character's Mission has been successfully accomplished,** you immediately win the game.

**If you failed,** you are out of the game until the next one. Leave your Character card on the table face-up. The card cannot be used for the rest of this game in any way. Return your Decryption, Chaos, and Silence tokens, if you have any, to the Supply.

You may not lie while accomplishing your Character's Mission. If you have a Silence token, you may not accomplish your Character's Mission.

The players accomplish the Missions of the Decrypter, Dark Messiah, Archivist, Medium, and Wanderer following the rules outlined below:

- ❶ **Until the first mistake.** If you reveal a wrong Mansion card or, being the Medium, incorrectly identify the Character, you lose.
- ❷ **In sequence: reveal your Character > present required tokens > reveal required cards > identify the Character.** First, reveal your Character — put his/her card on the table face-up. Next, present the required token, if needed, or point out that you don't have one (Medium). After that, reveal, *in any order*, the Mansion cards needed to accomplish your Character's Mission. Finally, if you play

for the Medium, point at a player with no Chaos token and name their Character.

Of course, if the required Mansion card is face-up, it's enough to simply point at it. But if the card is face-down, and you have revealed a wrong card, you immediately lose and *do not* reveal any more cards.

The Missions of the Saboteur and Ghost are unique; they are explained in the Characters' descriptions.

If you have mistakenly revealed your Character (e.g. not having a required token) and haven't done anything else, you don't lose and put the Character card back in your hand. But other players now know who you are!



The Decrypter is the only Character honestly striving to break the *Enigma Code*. Using the trial and error method, *Decryption* results, and intelligence data provided by the *Command Room*, the Decrypter tries to decipher the *Enigma Code* and stop Chaos!

#### Decrypter's Mission

Having a **Decryption** token, reveal your Decrypter card. Then reveal in any order **Command Room** and **Enigma Code** cards.



The Dark Messiah has mastery over the very essence of *Chaos*. With its help he/she seeks to change the *Enigma Code*. His/her goal is to broadcast the modified code signal across the whole world using the Agency's *Radio Center*. Wherever the signal travels, people will surrender to it forevermore, becoming the servants of the Dark Messiah... and relay the signal. The first of his/her orders will be to destroy the *Enigma Machines*.

#### Dark Messiah's Mission

Having a **Chaos** token, reveal your Dark Messiah card. Then reveal in any order **Radio Center** and **Enigma Code** cards.



The Medium wants to transfer the *Phantom of Arthur Scherbius* to a specialist of cryptology, one obsessed with Chaos. *Chaos* will serve as the bridge through which the Phantom will pass between worlds, and will help to control it in its new host... Scherbius invented the Enigma Machine. He knows the inner workings and how to hack its source code. That should allow him to stop Chaos! But, of course, the one in whom Scherbius dwells will remain forever lost between worlds. Alas the Medium believes it is but a small sacrifice. After all, the salvation of humanity is at stake!

#### Medium's Mission

Having no **Chaos** token (*otherwise Scherbius will possess the Medium instead of her victim*), reveal your Medium card. Then reveal the **Scherbius Phantom** card. Finally, point at any player with a **Chaos** token and correctly name their **Character**.

➤ If you have incorrectly identified the other player's Character, that player does not reveal their Character. You will see who it was at the end of the game.

➤ You are not able to name a Character of a player who was eliminated from the game previously... at least because that player may not have a **Chaos** token now!



The Archivist has been serving at the Agency for longer than he remembers himself. His deep knowledge and outstanding mind enabled the Archivist to join the research into the Enigma mystery. He believes that the Mansion affected by Chaos may be used to restrain and control Chaos. To do so, it is necessary to arrange the *Mansion rooms* in proper order, turning the Mansion into a Chaos controlling system. The Archivist intends to use the *Library* as the power focusing center, as he knows it best, and it is the most affected by Chaos part of the Mansion.

#### Archivist's Mission

Reveal your Archivist card. Then reveal **Library** card. Next, you have to name and reveal **4 face-down Mansion cards** one by one as follows: name the first face-down card – reveal it; name the second face-down card – reveal it, and so on.

➤ Library does not count for the 4 cards the Archivist has to reveal.

➤ *Special situation.* If less than 4 face-down Mansion cards remain, it's enough for the Archivist to correctly name and reveal all remaining face-down cards to accomplish his Mission.



For many years, the Wanderer has been journeying between worlds. His goal is to reach the plane where he has left his beloved one. To do this, the Wanderer needs the *Tome of Order and Chaos* located in the Agency's *Library*. He hopes to puzzle out this book through *Teamwork* with other cryptology experts. Should he succeed, Chaos and Order would turn the entire world into an insane battlefield – but the Wanderer tries not to think about that. After all, this is just yet another world in his long journey...

#### Wanderer's Mission

Reveal your Wanderer card. Then reveal in any order **Tome of Order and Chaos**, **Library**, and **Teamwork** cards.



She is a ghost. Her spirit was put out of sync with her body during a failed attempt to break the Enigma Code. Her goal is to obsess one of the invited specialists using *Scherbius Phantom*, thus, gaining their body, life, and... Mission.

### Ghost's Mission

The Ghost may not win the game. Your only chance to win as a player is to replace the Ghost with another Character.

#### Changing the Character:

**First, you should name the Scherbius Phantom card during your turn** (either by telling the truth or lying). If you are not caught in a lie, execute the 1st effect of the card (take a Chaos token or return it to the Supply). Then immediately reveal your Ghost card.

**Next, take any 3 Mansion cards.** If you want, you may take Scherbius Phantom card as one of them. You may take both face-down and revealed cards.

You do not show the cards that were face-down to others.

After viewing the 3 taken cards, put them back face-down in any way you like. Now you are the only player who knows where each of these cards is.

**Then you execute the 2nd effect of Scherbius Phantom card – but in a different way:** remove Ghost card from the game (until the next one) and take instead a new Character card from the top of the Character stack. You don't show your new Character to other players.

➤ After replacing the Ghost with a new Character, you may immediately attempt to accomplish his/her Mission if you want.



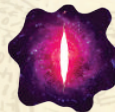
The Saboteur has been assigned by Germany to infiltrate the Agency. But his ambitions go beyond the plans of the supreme command who are interested only in military plans of the Allies. The Saboteur knows the secret of the Enigma Code. His goal is to sabotage the work of the cryptologists and allow Chaos to break into our world. He hopes that his secret knowledge of the workings of Chaos will allow him to rein Chaos in at the right moment, and onward wielding it to his full advantage.

### Saboteur's Mission

**When the time expires,** you reveal your Saboteur card and automatically win. No Chaos Breakthrough occurs in that case.

The Saboteur must not have a **Silence** token when the time expires – otherwise, Chaos breaks into our world and the Saboteur loses together with all other players.

## Tactical Tips



1

**Decryption** is received by the effects of Turing Bombe and Library, and **Chaos** is received by the effects of the Scherbius Phantom and, again, Library. In addition, Chaos may be obtained through Teamwork by the decision of another player.

You may lose Chaos by executing the effects of Turing Bombe and Scherbius Phantom or through Teamwork. You may not lose Decryption by effects of the Mansion cards – but you return Decryption to the Supply when you use it.



**2**

**The Decrypter and Dark Messiah** are the main Characters of **Enigma. Beyond Code**. The Enigma Code is one of the best concealed cards in the game, as it is required for their Missions. Players should consider that the Decrypter often shows a desire for a Decryption token, and the Dark Messiah for a Chaos token.

**3**

**The Wanderer** often wins because the players are trying to conceal the location of cards required by Decrypter and Dark Messiah – and forget about the Wanderer. However, the Library is the second most concealed card after the Enigma Code, since it is necessary for both the Wanderer and the Archivist.

**4**

**The Medium** pays special attention to the Teamwork. It not only allows her to find out the Character of another player, but also on occasion to hand them a Chaos token. However, you can often guess a character by the player's actions.

**5**

**The Saboteur** wants to have both Chaos – to cancel the effect of the Enigma Machine – and Decryption – to execute the effect of the Tome of Order and Chaos twice at the end of the game (if it is face-down). In the latter case, the Saboteur plays the Decryption and names the Tome of Order and Chaos, and then names it again as the part of his turn.

**6**

**The Ghost** is trying to find Scherbius Phantom as soon as possible using both fair... and foul means. However, the Ghost must exercise caution. It is so tempting to lie about Scherbius Phantom on the very first turn! But if the Ghost is caught in a lie, other players would understand her true nature and take every effort to prevent her from finding Scherbius Phantom.

**7**

**The Archivist** uses the Library to peek at face-down cards. It is crucial for him to notice when players tell the truth, in order to quickly determine the location of the Mansion cards. A special danger for the Archivist is presented by the Enigma Machine card, which sometimes will nullify his efforts.

**8**

**It is not that easy to lie and avoid being caught.** Try to remember all Mansion cards as early as possible to make decisions quickly. Or, alternatively, always say: *“Wait, I have to look at the Reference sheet and read the card description...”* This confuses other players. Try to lie with the maximum benefit for yourself and to prevent others from finding cards required for their Missions.

**9**

**The Enigma Machine** makes it possible to reshuffle cards supposedly needed by other players. Therefore, players often cancel its effects – even if they don't play for the Saboteur or Archivist.

**10**

If you feel that your chances to win the game are low, you may cause **Chaos Breakthrough** by using the Tome of Order and Chaos – especially if you believe that there is no Saboteur around. After all, who cares about the fate of the world if you have lost... right?



# DETAILED EXAMPLE OF A GAME

A game involving 4 players – John, Maria, Serge, and Elizabeth – is about to begin. The Characters participating in this game: Decrypter, Dark Messiah, Wanderer, Saboteur, Medium, Ghost, and Archivist. Four of them are distributed between the players, while the three remaining have been put aside in a stack (in the upper part of the picture).

This example presents an Enigma. Beyond Code game session from beginning to end.

## TURN ONE. TURING BOMBE

Everyone decides that John will be the **Time Keeper**. So, he is the first to take a turn. But prior to this, he moves the **Time** token 1 slot ahead on the Time sheet.



### John's First Turn

John is playing the **Decrypter**. To win, he has to find the **Command Room** and **Enigma Code** and obtain a **Decryption** token.



At the beginning of the game, there is no difference in what Mansion card to peek at. John chooses the upper-right card (highlighted on the picture) and... no luck.





It is the **Radio Center**. By naming it, John would reveal another Mansion card, thus, helping the other players. This does not look like a good plan! Not forgetting, the Radio Center is needed by the Dark Messiah.



Therefore, John decides to lie. He puts the card back in its place and tells others that this is the **Turing Bombe**. The other players believe him, and John takes a **Decryption** token. Great start!

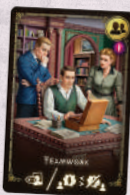


### Maria's First Turn

She sits next to John clockwise – so John passes the turn to her. Her Character is the **Ghost**... who cannot win! Maria's goal is to change her Character by finding the **Scherbius Phantom**. Additionally, this will allow her to peek at any 3 Mansion cards, which is definitely good!



Maria decides to peek at the left card in the middle row. This is **Teamwork**. She is tempted to lie and tell others that this is Scherbius Phantom but... it is too risky for the Ghost!

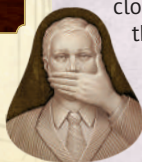


Therefore, Maria returns the card back and honestly names it: Teamwork!

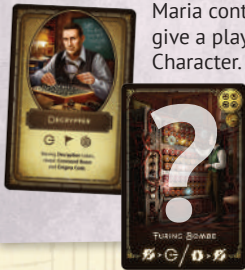


Apparently, her long hesitation whether to lie or not has raised doubts – two players don't believe Maria: John and Serge.

**Serge** is the closest player in clockwise order – so, he checks the card. Serge secretly looks at it... sighs, and takes a **Silence** token. Maria said the truth, meaning his doubts were unjust!



Now everybody knows that this is Teamwork, so Serge puts the card back face-up.



Maria continues her turn and executes the effect of Teamwork. She has two options: give a player or force them to discard a Chaos token OR look at another player's Character. John had taken a Decryption token which is required for Decrypter to win. Maybe that's his Character?

She decides to look at John's Character... yes, that's it! John is the **Decrypter**. So, most probably, he has lied about Turing Bombe to get a Decryption token. Therefore, that card likely is anything but the Turing Bombe!

### Serge's First Turn

He has the **Dark Messiah** and needs a **Chaos** token, the **Radio Center**, and, like the **Decrypter**, the **Enigma Code** to win.

But Serge is **Silenced** – so, he may only peek at a Mansion card.



Serge noted Maria's face when she saw John's Character. Something was wrong there. Did he say 'Turing Bombe?' Seems unlikely...



Wow, it is, in fact, the **Radio Center**! Success! He found the first card required to accomplish the Dark Messiah's Mission! Serge passes the turn and returns the Silence token to the Supply.



### Elizabeth's First Turn

Her Character is the **Medium**. To win, she needs to find **Scherbius Phantom** and then correctly name the Character of another player who has a **Chaos** token. At the same time, Elizabeth herself should not have a Chaos token.

Teamwork is face-up, and that's lucky. It lets her look at other player's Characters and also allows her to give someone a Chaos token. It's a shame she cannot do both actions in the same turn. John took a Decryption token on his first turn, so maybe he has the Decrypter. She wonders if she's right.

Elizabeth names **Teamwork** and executes its second effect to look at John's Character, just as Maria had done earlier. Aha! He has the **Decrypter**.

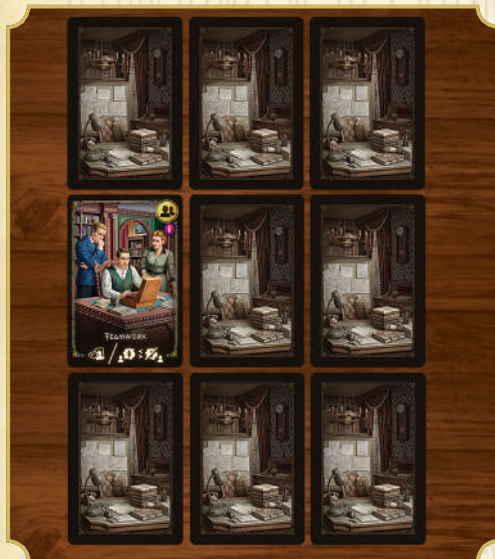
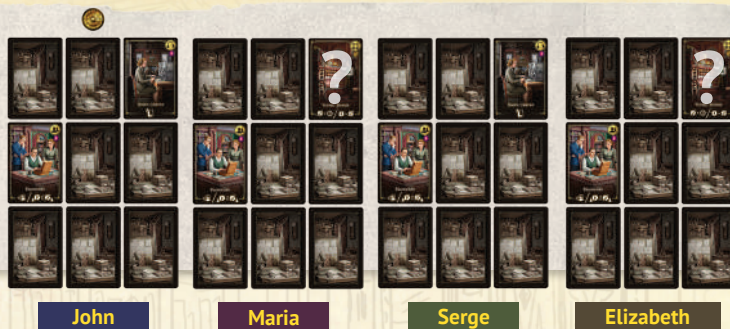
**John** has reasons to feel uncomfortable – both Maria and Elizabeth know his Character! Furthermore, Elizabeth purposely looked at John's Character using Teamwork. This may mean that she has the Medium. John really feels left out in the cold.



### Before the Second Turn

The pictures on the right show what Mansion cards are known to what players and what tokens they have.

Maria and Elizabeth know that John has the **Decrypter**. The players suspect that Elizabeth has the **Medium**.



This is how the Mansion actually looks in the game: only **Teamwork** is revealed.

Prior to his second turn, John moves the Time token 1 slot ahead. Three rounds remain before the **Chaos Breakthrough**.



## SECOND TURN. TOME OF ORDER AND CHAOS

### John's Second Turn



John peeks at the upper-left Mansion card – it is **Tome of Order and Chaos!**

But instead, John names **Scherbius**

**Phantom**. He wants to use it to swap Characters with Elizabeth, and by doing so protect himself in case she really is the Medium. Not only will he have the Medium, he will know her “new” Character, the Decrypter.



But **Maria**, who needs the Scherbius Phantom for the Ghost, checks him – even before Elizabeth suspects something is wrong and could intervene. His lie is exposed!

John gets the **Silence** token, and his turn immediately ends. The Tome of Order and Chaos remains face-down. Maria is lucky – she has caught John in a lie and learned another card!



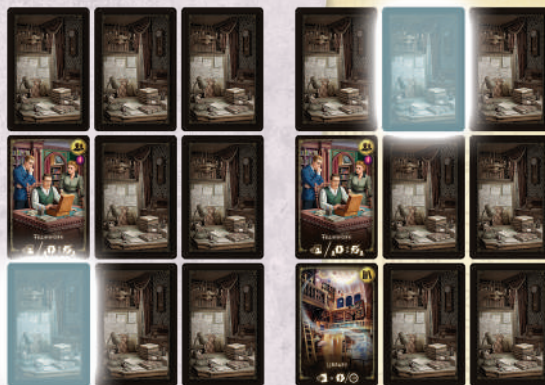
### Maria's Second Turn



Maria secretly looks at the lower-left Mansion card – it is the **Library**. Everybody likes this card – while Wanderer and Archivist love it the most, as they need it for victory... Lie to them? No! Maria honestly names Library.

John is Silenced and may not doubt her words. Serge believes her. But

**Elizabeth** suspects a lie, checks the card, and... gets a **Silence** token. The Library is now revealed.



Maria continues her turn.

She peeks at the central Mansion card in the upper row – and it is... **Scherbius Phantom!** A **Decryption** token is shown in its upper-right corner, so Maria takes it using the effect of the Library. She cannot use Scherbius Phantom this turn to switch her Ghost with another Character as she has only looked at it. She will do this in her next turn!



### Serge's Second Turn



Enigma Code – if peeked at using the effect of Library – it gives a Chaos token – not Decryption. So, the card secretly looked at by Maria is not the Enigma Code, which he needs. Serge names **Library** and peeks at the upper-left Mansion card – the one John and Maria already know.

It is the **Tome of Order and Chaos**. It brings him his much-needed **Chaos** token. As Serge knows the location of Radio Center, now he only needs to find the Enigma Code to achieve victory! And he'd better move fast, as having a Chaos token exposes him to Elizabeth's presumed Medium!



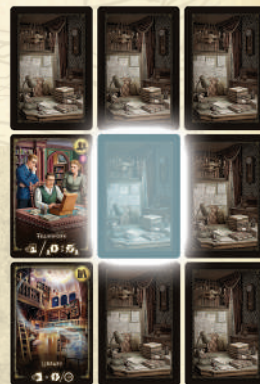
### Elizabeth's Second Turn



She has a **Silence** token and peeks at the central card in the middle row – it is the **Enigma Machine**. Alas,

it's not the Scherbius Phantom she's looking for...

Elizabeth passes her turn and returns the Silence token to the Supply.



### Before the Third Turn

The game is progressing. The players now know more cards and have more tokens. The cards peeked at using the effect of the **Library** are marked by respective symbols on the pictures.



John

Maria

Serge

Elizabeth



However, in reality, only 2 Mansion cards are revealed – **Teamwork** and **Library**.

At the beginning of his third turn, John moves the Time token 1 slot ahead. Two rounds remain before the **Chaos Breakthrough!**



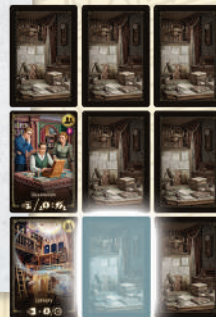
## THIRD TURN. SCHERBIUS PHANTOM

### John's Third Turn



John is Silenced. He peeks at the central card in the bottom row: it's the **Command Room!**

Now he only has to find the Enigma Code. Keeping this in mind, John passes the turn and returns the **Silence** token to the Supply.



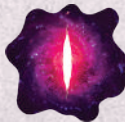
### Maria's Third Turn

It is her moment of glory! Maria uses the **Decryption** token by discarding it and names the central card in the upper row: **Scherbius Phantom**.



The players remember that Maria peeked at this card during her previous turn. In addition, she used the Decryption token to name it — so she is not afraid to be checked. Therefore, everybody believes her.

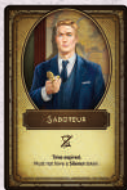
Maria executes the first effect of Scherbius Phantom and takes a **Chaos** token (she didn't have one). She then presents her **Ghost** to other players.



To fulfil the Ghost's Mission, Maria chooses and peeks at 3 Mansion cards (highlighted on the picture). These cards are: **Turing Bombe** (as expected, John had lied claiming that it was in the upper-right corner!), **Command Room**, and **Enigma Code**.

Maria puts the 3 cards back in the places of her choice. She knows where each of these cards is now. The others don't.

In total, Maria now knows 7 cards out of the 9! Her victory is in sight. The only thing left is to change her Character. She returns the Ghost card to the game box and takes a new Character from the top of 3 cards put aside in a stack — it is **Saboteur**! She will win when the **times run out**.



Maria has already used her Decryption token. Now she has to perform the standard action of her turn — secretly look at a card and name it. Upon considering her options, Maria names the **Library** and peeks at the central card in the middle row. It is the **Enigma Machine**. So, the ninth card John had lied about is Radio Center.

After using the Library to peek at the Enigma Machine, Maria takes a **Decryption** token. *Now she knows all the cards and has both Chaos and Decryption tokens.* In her next turn, she will surely win — either by the Saboteur or by John's Decrypter after swapping their Characters through the effect of Scherbius Phantom!

But Maria cannot predict everything.

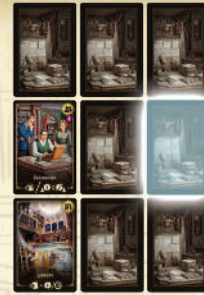




### Serge's Third Turn

No doubt, Maria has the Saboteur! Otherwise she would already win. The Saboteur is dangerous – but for Maria, he is the worst option. It is also obvious why Maria hasn't named Tome of Order and Chaos to advance the time – in that situation, Elizabeth would win after swapping the Characters with Maria by using the Scherbius Phantom prior to John's next turn that manifests the Chaos Breakthrough.

However... if Serge is lucky and finds the Enigma Code, he may win.



Thanks to Maria using the Library, Serge knows that the central card in the middle row brings a Decryption token. The Enigma Code brings Chaos if looked at using the effect of Library. Therefore, the Enigma Code is not there – it is among the 3 cards recently peeked at by Maria's Ghost!



Serge peeks at the right card in the central row. Because Maria knows it, he honestly names the card: **Command Room**. No effect is executed because he has a Chaos token.

Two cards remain. Serge has to take the risk – otherwise there is no chance for him to win. Serge reveals his Character – it is the **Dark Messiah**.

He presents the **Chaos** token and reveals the right card in the bottom row... It is **Turing Bombe**, not the Enigma Code!!!



Alas, Serge is **eliminated from the game** leaving the Dark Messiah card face-up on the table. He does not reveal the Radio Center, as his Mission has already failed, and returns the Chaos token to the Supply.



### Elizabeth's Third Turn

Elizabeth needs to reveal the Scherbius Phantom while not having a Chaos token and correctly name another player's Character who does have a Chaos token. Elizabeth knows who has the Decrypter, but she doesn't have a Chaos token. Now all she has to do is name Teamwork to hand a Chaos token to John, and then win the game by revealing the Scherbius Phantom and pointing to his Character. Alternatively, she can look at Maria's Character using Teamwork, and since Maria has a Chaos token, achieve victory.



But Elizabeth makes a fatal mistake. She decides to play it safe and make sure that the central card in the top row is really Scherbius Phantom. She names the **Library** and using its effect peeks at the card. It was in fact the **Scherbius Phantom!** Elizabeth takes a **Decryption** token as shown in the upper-right corner of the Scherbius Phantom, but she is not allowed to use it on the same turn.



John still doesn't have the Chaos token that Elizabeth's Medium needs. She can still win by assuming that Maria has the Saboteur. But Elizabeth doesn't dare to take the risk... and passes the turn.



### Before the Fourth Turn

Three Mansion cards are revealed. The players know all or almost all cards.

John moves the Time token 1 slot ahead. This is the last turn before the **Chaos Breakthrough**... However, everybody knows it won't happen!



## FOURTH TURN. ENIGMA CODE

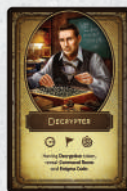
### John's Fourth Turn



The picture shows what cards are known to John, what are questionable (although he has no doubts about them), and what cards were peeked at using Library and provided Decryption tokens. It is obvious that Enigma Machine is in the center, while Enigma Code is right below it.

Of course, John could play it safe by naming Command Room first – and only then, after the confirmation of its location, accomplish the Decrypter's Mission. But why would he do this if Serge has already named it – and Maria, who knows this card, did not catch him in a lie!

John tells other players that he is about to accomplish the Character's Mission. He reveals his **Decrypter** and puts the card on the table face-up. Then he presents the **Decryption** token. And finally reveals **Command Room** and **Enigma Code**.



### VICTORY!

John gets a **Triumph** token.



All players were on the verge of victory. The world is saved... for now. It is time to start the next game!



