

HYSERIA

HOW TO PLAY



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HOW TO PLAY
VIDEO!



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HYSTERIA



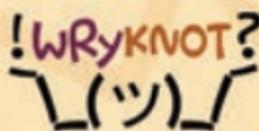
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CONTENTS



5 Human Cards



40 Skeleton Cards



Rulebook



2 Reference Cards



**9 Accuse/
Peek Tokens**



5 Capture Tokens



On Dia De Los Muertos, a child named Luna followed her dog Kiko through a portal into the underworld. Some inhabitants saw her hide... there?
No wait... **THERE!**

They gathered; looking left and right, peeking under here and there trying to capture her before the third day - trapping Luna forever!

SETUP

1. Create and shuffle the playing deck using the chart below.

# of players	# of Skeleton Cards	# of Human Cards
5	22	3
6	27	3
7	31	4
8	36	4
9	40	5

2. Give each player 1 Peek/Accuse Token:



3. Deal 3 cards facedown to each player. Put the rest of the deck in the center of the table. Put the 5 Capture Tokens next to the deck.



4. Each player puts their cards in a row from left to right on the table in front of them. They may now look at the cards.



Remember: Once placed, cards may not move or switch positions unless passed during play! Players may always look at any of their own cards in front of them however - even if those cards are captured.



There are two “teams” in Hysteria:



If all of the cards currently in front of you are skeletons, you are on “**Team Skeleton**” and are trying to **capture** at least 3 Luna cards to win!



If any of your current cards are Luna, you are on “**Team Luna**”. Try to trick others with mistrust, misinformation, deception and plain ol’ LIES to escape and win!



Remember: Players can change teams throughout the game by passing cards!

OBJECTIVE

Players will try to help, or prevent, capturing copies of Luna hiding among the rows of cards in front of players.

This happens over 3 rounds that begin with the **INFORMATION PHASE**, and end with the **CAPTURE PHASE**.



HYSTERIA is an open-discussion game! Any player may offer, or argue, any “information”, “deductions”, or “opinions” at any time during the **Capture Phase**.

GAMEPLAY FLOW

INFORMATION PHASE



LOOK



PASS



CAPTURE PHASE

PEEK or ACCUSE



VOTE



ROUND END





INFORMATION PHASE



Begin each round by **gathering information**. At the same time, each player LOOKS at 1 uncaptured card in front of the player *to their left*.

This card must go back into the space it came from. *Don't discuss what you see yet!*



Next, all players LOOK at 1 uncaptured card in front of the player *to their right*.

Finally, all players simultaneously **PASS** any uncaptured card in front of them to their left. The passed card must go into the same space made by the card your neighbor is passing.



REMEMBER - change teams! You may pass ANY uncaptured card in front of you: Skeleton OR Luna!

As soon as everyone has passed a card, the **Information Phase** ends and the **Capture Phase** begins.



CAPTURE PHASE

Any player may place their Token on top of any one uncaptured card in front of another player to PEEK or ACCUSE it.



PEEK

Privately look at the uncaptured card, then replace in the same spot.



ACCUSE

Call a mandatory vote to **CAPTURE**  a specific card in front of another player.



Player actions occur and resolve in the real order they happen, as determined by the players.

Any specific card may only be peeked at and Accused once per round. (Eg. Any card may only ever have 1 Peek and 1 Accuse token on it at most).



All players must vote with a majority “Thumbs Up” to capture an accused card. If the vote passes, place 1 **capture token**  on the accused card.

Note: Ties always result in a capture.



Remember - Captured cards may not be looked at by other players, passed, or peeked at!

When all players have taken an action (or do not wish to), the **Capture Phase** ends and the round is over.

ROUNDS 2 & 3

Return 1 Peek/Accuse token to each player. Capture tokens remain on their placed cards.

Deal 1 new card to the right of each player's row of cards. (Each player will have 4 card spots in round 2, and 5 in round 3).

Begin the next round:

- **LOOK left**
- **LOOK right**
- **PASS left**
- **PEEK/ACCUSE any uncaptured card**
- **CAPTURE accused cards by vote**

WINNING THE GAME

The game ends at the end of the 3rd round, or immediately when the 5th Capture token is placed.

You may now reveal **captured cards** one-by-one around the table.



If *at least* 3 Luna's are captured, all **"Team Skeleton"** players win!

If *less than* 3 Luna's are captured, all **"Team Luna"** players win!

However, if *at least* 3 Luna's are captured, but not all of them, then all players with an uncaptured Luna secretly win along with **"Team Skeleton"**!

GAMEPLAY VARIANTS

Tired of playing the game the same way? Seasoned social deduction player? Then these variants are for you! Use these variants to spice up the game and make things harder for “**Team Skeleton**”.



Note - We recommend using a gameplay variant when playing with 5-6 players.

Variant 1: Buy Less Candles

If a player accuses a card and that card gets captured, the player loses their Peek/Accuse token for the remainder of the game!



Variant 2: Limited Democracy

If players use their peek action during a round, they may not vote that round. Their ability to vote resets at the beginning of each round.



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