

Le Fantôme de l'Opéra

A game of investigation by **Bruno Cathala & Ludovic Maublanc** for **2 players** ages **9 years and up**
Approximately **30 minutes**



Paris – 1881 – Opéra Garnier

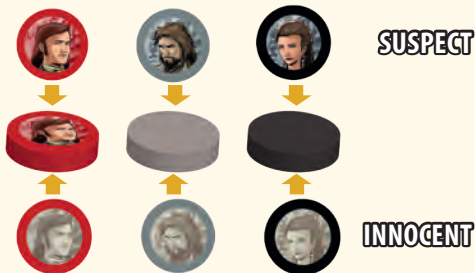
La Carlotta, the famous opera singer, is rehearsing for her next recital. A series of strange events frightens her a little more every day: a chandelier falls and nearly kills her, strange voices come out of nowhere, doors slam ... It's clear: a ghost haunts the place! It is out of the question for her to stay in Paris under these conditions. Therefore, this mystery must be solved as quickly as possible, as she is threatening to leave Paris to perform her recital at La Scala in Milan! The matter is urgent and the whole of France is in turmoil ... The first elements of the investigation have identified eight suspects. Each has good reasons to want to make La Carlotta flee ... Will you be able to unmask the culprit in time?



Contents

- One game board
- 8 double-sided character tokens, in 8 different colors, with a Suspect side and an Innocent side.

Before the first game, you will need to paste the stickers on the pieces according to their color (e.g., sticker with a red background on a red token, etc.).



- 8 character cards, each representing a character, with icons symbolizing their special power.



- 1 La Carlotta token / 1 Blackout token / 1 Padlock token



- 11 alibi cards, each representing a character or the Phantom (3 cards)



- 1 Game round card: Investigator on the front / Phantom on the back, detailing the steps in a Game round



Aim of the game

One player is one of the eight suspects who pretends to be the Phantom.

He will be called **"the Phantom"** in the remainder of these rules.

He is the only one who knows its identity. His objective is to frighten La Carlotta sufficiently that she leaves the Opéra Garnier permanently.

One player is the Investigator

He will be called the **«Investigator»** in the remainder of these rules. He isn't represented by any pieces on the board.

His objective is to discover which identity the Phantom is using before La Carlotta decides to leave the Opéra Garnier for La Scala in Milan.



Set-up



The players choose who will play the Phantom and who will play the Investigator.

The Investigator sits facing the board, such that the Opéra is the «right side up».

The Phantom sits on the opposite side. He sees the board upside down.

The action takes place in ten lighted rooms in the Opéra Garnier, some of which are connected by corridors (A) and secret passages (B pink passages).

A track represents La Carlotta's level of concern. The rightmost space represents the definitive cancellation of the Diva's recital (C).

- 1** Mix the 8 character tokens and place them at random (so the beginning of each game will be different) in the eight peripheral rooms of the Opéra, Suspect side up. The two central rooms never contain characters at the beginning of the game.
- 2** Place the Power failure token in the same room as the grey character token, Joseph Buquet.
- 3** Place the Padlock token so that it blocks the corridor between the room occupied by the blue character token, Madame Girya, and the adjacent room clockwise.
- 4** Place the La Carlotta token on one of the seven possible starting spaces:
 - If both opponents are evenly matched, La Carlotta is placed on the central space.
 - If the Investigator is manifestly stronger (for example, more experienced (an adult versus a child) or has won several consecutive games), move La Carlotta one, two or three spaces to the right.
 - If the Phantom is stronger, move La Carlotta one, two or three spaces to the left.
 It is thus always possible to choose a balanced start, regardless of the relative experience of the two players.
- 5** Place the Game round card next to the board, Investigator side up.
- 6** Shuffle the eight character cards and place them in a pile, face down, next to the board.
- 7** Shuffle the eleven alibi cards and place them in a pile, face down, next to the board.
- 8** The Phantom player picks the first alibi card, secretly looks at it, and slides it face down under the board in front of him. This is the character who is pretending to be the Phantom throughout the game. (The character thus designated is the only one not to have an alibi).
If it's a Phantom card, then shuffle it back into the pile and take another card.



PRINCIPLE OF THE GAME

During each round, four characters are activated (two by the Investigator and two by the Phantom).

At the end of each round, the Phantom indicates whether it:

- **CAN** manifest its presence by triggering a new frightening event (falling chandelier etc.).
- **CANNOT** manifest its presence.

Depending on the information provided by the Phantom, the Investigator may definitively exclude some characters and gradually identify the identity that the Phantom is using.

Based on the number of suspects remaining in the Opera House, the La Carlotta token is moved towards the Opera's exit. If the Phantom has appeared, fear increases its grip on her and she moves an additional space ...

The game consists of a fierce struggle between the Phantom and the Investigator, each cleverly placing the characters:

- The Investigator trying to identify the Phantom as quickly as possible, by reducing the number of suspects to slow the progression of La Carlotta towards the exit and, most importantly, to prevent her from definitively leaving the Opéra Garnier.
- The Phantom trying to delay the Investigator as much as possible in his investigation, in order to scare La Carlotta enough that she decides to leave Paris.



How to play

Each Game round consists of the following steps:

1. Selection and activation of characters
2. Manifestation of the Phantom
3. End of the round / End of the game

1. Selection and activation of characters

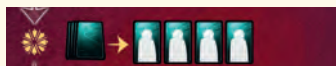
Four characters will be played in each Game round. Each player playing two.

When the Game round card is Investigator side up

(which is always the case in the first turn)



The eight character cards are shuffled and placed in a pile next to the board.



Draw the first four character cards from the deck and place them face up on the table.



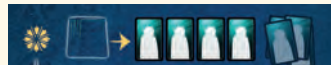
The Investigator chooses a character from the four cards first and plays it (He moves the character token and/or uses its special power).

The character card is then discarded.

Then the Phantom selects two characters from the remaining three. He plays them one after the other (movement and/or special power), and discards the cards played.

Finally, the Investigator plays the last character, then discards it.

When the Game round card is Phantom side up



Draw the last four character cards from the deck and place them face up on the table.



This time, the Phantom plays a character first, then the Investigator plays two, and finally the Phantom plays the last one. After being played, the character cards join the discard pile.

2. Manifestation of the Phantom



The four characters in a round have been played. The Phantom must now announce whether it **CAN** appear or if it **CANNOT**.

■ The Phantom **CAN** appear

To do this, the character pretending to be the Phantom must:

- be **alone** in one of the lit rooms of the Opéra, or
- be in the same room as the Blackout token.

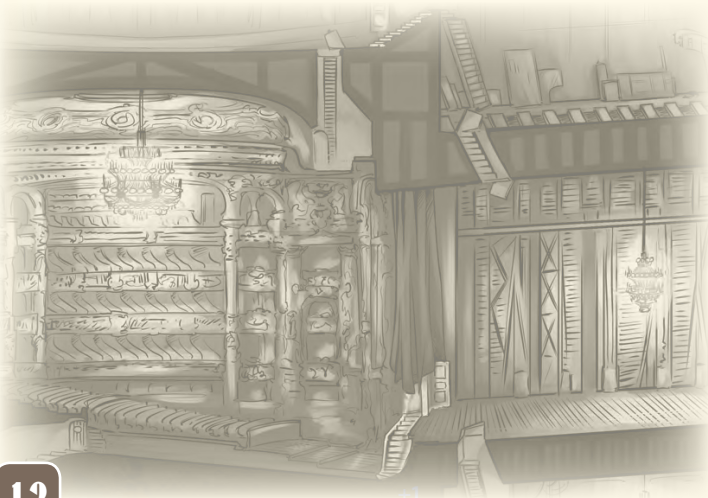
(This room is **unlit** because there is a power failure. No matter how many characters are in this room, the Phantom can still appear without revealing his true identity).

The Investigator can absolve all the characters that are in **lit rooms in the company of at least one other character**. He turns their tokens over to show the "innocent" side, without changing their location.

In **example 1** opposite, the Phantom announces that it can appear.

- De Chagny (Red), Christine Daaé (Black), Joseph Buquet (Grey) and The Persian (Chestnut) are immediately cleared because they are present in a lit room in the company of at least one other character.
- Madame Giry (Blue) and M. Richard (Purple) cannot be cleared because they are in a room deprived of light.
- Meg Giry (Pink) and M. Moncharmin (White) cannot be cleared because they are each alone in a room.

Example 1



■ The Phantom **CANNOT** appear

Because the character pretending to be the Phantom is present in a lit room in the company of at least one other character.

The Investigator can clear:

- All the characters who are alone in a room of the Opéra,
- All the characters that are in the unlit room due to the Blackout, regardless of the number of characters in this room.

He turns their tokens over to show the "innocent" side, without changing their location.

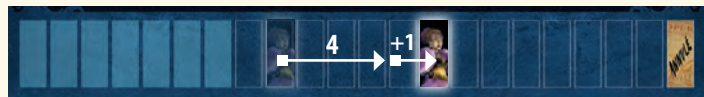
In **example 2** opposite, the Phantom announces that it cannot appear.

- Meg Giry (Pink) and M. Moncharmin (White) are immediately cleared because they are alone in a room.
- Madame Giry (Blue) and M. Richard (Purple) are also cleared, as they are in the room deprived of light.
- Christine Daaé (Black), De Chagny (Red), Joseph Buquet (Grey) and The Persian (Chestnut), present in lit rooms in the company of at least one other character, remain suspects.

Impact on the movement of La Carlotta in examples 1 and 2:

If there are two or more suspects remaining:

- Although the investigation is moving along, she is not reassured. She moves towards the exit the same number of spaces as there are suspects still on the board,
- And if the Phantom has appeared, her concern is even greater: she moves one additional space ...



So in **example 1**, there are still four suspects on the board: La Carlotta thus advances four spaces towards the exit. Then she moves an extra space because the Phantom has appeared.



In **example 2**, there are still four suspects on the board: La Carlotta thus advances four spaces towards the exit. The Phantom did not appear, so her movement stops there.

If there is only one suspect left:

the Investigator immediately wins the game. (See point 3).

Example 2



3. End of the round / End of the game

When the above steps have all been carried out:



If La Carlotta has reached (or moved beyond) the exit space

Terrified by events and by an investigation that has stalled, La Carlotta leaves the Opéra Garnier. Paris does not deserve her talent! The Phantom wins. Today still, it is said that one can sometimes hear his cavernous laughter in the corridors...

If there is only one suspect remaining

The character who tried to pass for a Phantom is immediately arrested by the Investigator. La Carlotta, reassured and grateful to the Parisian authorities, maintains her recital at the Opéra Garnier. The Investigator wins the game.

In all other cases



The Game round card is flipped to its other side, and a new round begins.



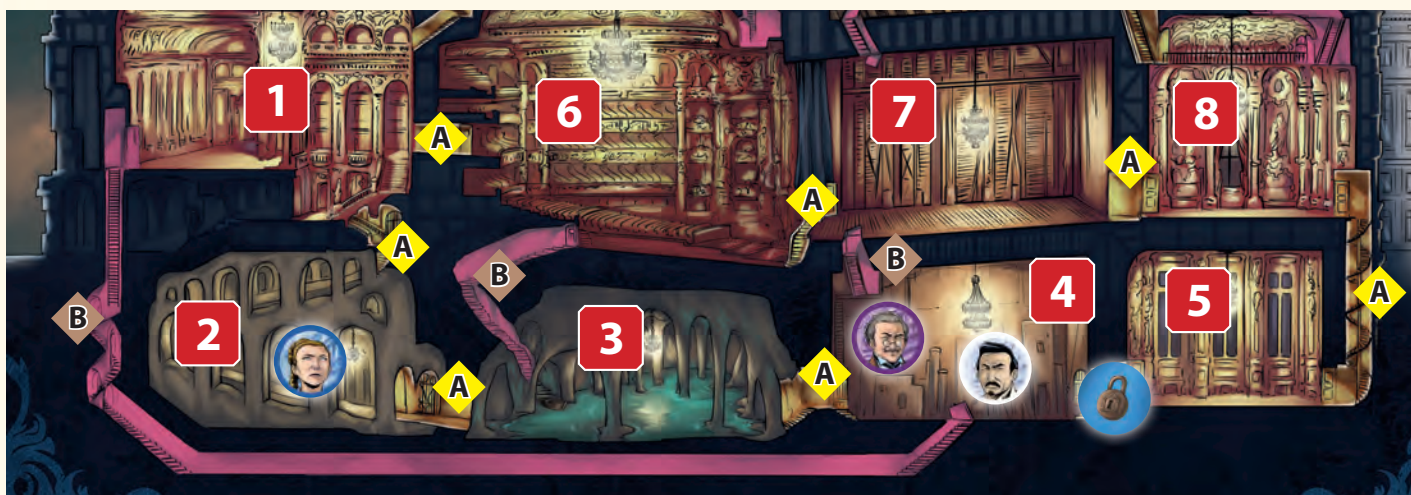
THE CHARACTERS AND THEIR USE

There are eight different characters. Each character, when activated, must move and/or use its special power. The symbols on the cards remind the players what the power of each character is and when it must or can be used.

Movement - General Rules

When a character moves, it **MUST** move at least one room, but **MAY** move up to a number of rooms equal to the total number of characters in the starting room.

It can only use the corridors **A** that are not blocked by the padlock. The secret passages (**B** - Pink) may **ONLY** be used by the pink character, Meg Giry.



In the example above:

Madame Giry (Blue) can move only one room (single character), and must therefore choose to go to room **1** or room **3**.

M. Moncharmin (White) can move one or two rooms (there are two characters in the starting room). He can go to **2** or **3**, but not **5** as the passage between **4** and **5** is blocked by the padlock. He cannot go to any other rooms because he cannot use the secret passages.

Important: If M. Moncharmin (White) is moved before Madame Giry (Blue) and goes into **2**, there are now two characters in Madame Giry's room. This means that she could then be moved one or two rooms. The order in which you choose to activate the characters is therefore very important.

A few words about the symbols:



The power **MUST** be activated **AFTER** the movement.



The power **MUST** be activated **BEFORE** or **AFTER** the movement, at the player's choice.



The power is optional and **CAN** be activated **DURING** the movement.



The power is optional and **CAN** be activated **AFTER** the movement.



The power is optional and **CAN** be activated **INSTEAD OF** movement.



The characters:



Raoul De Chagny : moves **THEN** must use his special power.

Young Patron, is suspected of wanting to scare La Carlotta away so that she will be replaced by Christine Daaé, with whom he is madly in love.

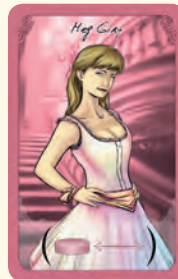
Special power (MANDATORY): **AT THE END** of his movement, he draws the top card from the «alibi» pile.

When Raoul de Chagny is activated by the Phantom:

- If the card drawn is a character: he keeps secretly facedown in front of him.
- If the card is The Phantom, he reveals it immediately and moves La Carlotta one space to the right towards the exit (if La Carlotta reaches the exit by doing so, the Phantom immediately wins).

When Raoul de Chagny is activated by the Investigator:

- If the drawn card is a character: he reveals the card and immediately turns the corresponding token over to show its innocent side. If there is then only one suspect left, the Investigator immediately wins.
- If the card is the Phantom: he immediately reveals it and moves La Carlotta one space to the left, away from the exit. (If La Carlotta is already on the leftmost space, she is not moved.)



Meg Giry : moves **WITH** possible use of her power.

The Concierge's daughter, she was almost born with the building and knows every nook and cranny. She is now part of the Opéra's corps de ballet and has a fierce hatred of La Carlotta who behaves like an obnoxious diva with «the junior staff». Something to arouse the suspicions of the Investigator.

Special power (OPTIONAL): During movement, she is the only one allowed to use the secret passages (pink). Important: she cannot use the secret passages when she is moved by the abilities of other characters.



Madame Giry : moves **AND** must use her power.

The Opéra Garnier's concierge, she is responsible for opening the various rooms. She is suspected of being mad at La Carlotta for her disagreeable behavior towards her daughter, whom she protects!

Special power (MANDATORY): She **MUST** move the padlock token to any other corridor. This token blocks movement between two rooms. It cannot be used to block a secret passage (pink). It can be moved to a corridor that is not connected to the room where Madame Giry is.

This power can be activated before or after movement, at the player's choice.



Joseph Buquet : moves **AND** must use his power.

Machinist at the Opéra Garnier, he is particularly in charge of the building's very temperamental lighting. He is suspected of wanting revenge: La Carlotta roundly rebuffed him when he declared his love.

Special power (MANDATORY): He **MUST** move the Blackout token to another room. It does not matter if the new room is adjacent or not to the starting room.

This power can be activated before or after movement, at the player's choice.

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Christine Daaé : moves THEN may use her power.

This young singer, particularly beautiful and charismatic, has the unanimous support of the whole Opéra. The police think that behind this sweet innocent face there lies a Machiavellian manipulator prepared to do anything to replace La Carlotta.

Special power (OPTIONAL): At the end of her movement, she can attract ALL the characters in

ALL adjacent rooms to her room.

The characters moved in this way cannot use the secret passages, nor cross the padlock.

This power can only be used after the movement of the character.



M. Moncharmin : moves THEN may use his power.

Co-director of the Opéra, he is also known for his sudden and violent rages, causing the staff to avoid him. The fact that he tells anyone who will listen that he can no longer bear the Diva's whims makes him a prime suspect.

Special power (OPTIONAL): At the end of his movement, he may cause ALL the characters in the

same room as him to flee to neighboring rooms. The player who activates M. Moncharmin decides how to divide the characters among the adjoining rooms. The characters moved in this way cannot use the secret passages, nor cross the padlock.

This power can only be used after the movement of the character.



M. Richard : moves normally OR uses his power.

He is the second co-director of the Opéra. He is suspected of wanting to manage the Opéra Garnier on his own by causing M. Moncharmin to take the blame for this affair!

Special power (OPTIONAL): Instead of moving, he may swap places with any other character.



The Persian : moves WITH possible use of his power.

An enigmatic and charming character. Nobody knows who he really is and what his motivations are. He is suspected of being here in the pay of La Scala of Milan, only too happy to welcome La Carlotta if she suddenly leaves Paris.

Special power (OPTIONAL): When he moves, he can take ONE other character from the starting room

with him. He can keep the character with him until the end of his movement or drop it off on his way to another room.

