



*Where the Past comes to life...*

# ***1975: NIGHT OF THE RITUAL***

60 MIN<sup>1</sup>

**3-5 PLAYERS:**

2 VS 1<sup>2</sup>

3 VS 1

4 VS 1

A game by  
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<sup>1</sup> Estimated time

<sup>2</sup> FULL COOPERATIVE GAME: game is over if one player dies





## CHAPTER 1. THE INCIDENT.

Four people are trapped in the *Museum of the Mexica Culture* after a mysterious incident: minutes before closing, a person with erratic behaviour entered the museum to steal a relic from the exhibition, and then proceeded to set himself on fire. Whether he self-immolated because he was crazy or his death was accidental they have no way of knowing. What they do know is that they're unable to leave the place: the door is sealed, the phone doesn't work, and through the windows (they bang on the glass and doors, and not a scratch remains) they only see smoke: it looks as if they were in another dimension. One of them, an elderly man, states that they have been "captured by the devil to pay him tribute on this night: his night." He's right about one thing, though: this place feels like hell. The fire is spreading through the second floor. The museum guard says that something needs to be done, if they don't want to be burned alive, or worse (?).

The paramedic comes back rushing and in a panic. She says that the corpse of the suicide man has risen, and now it's chasing her...

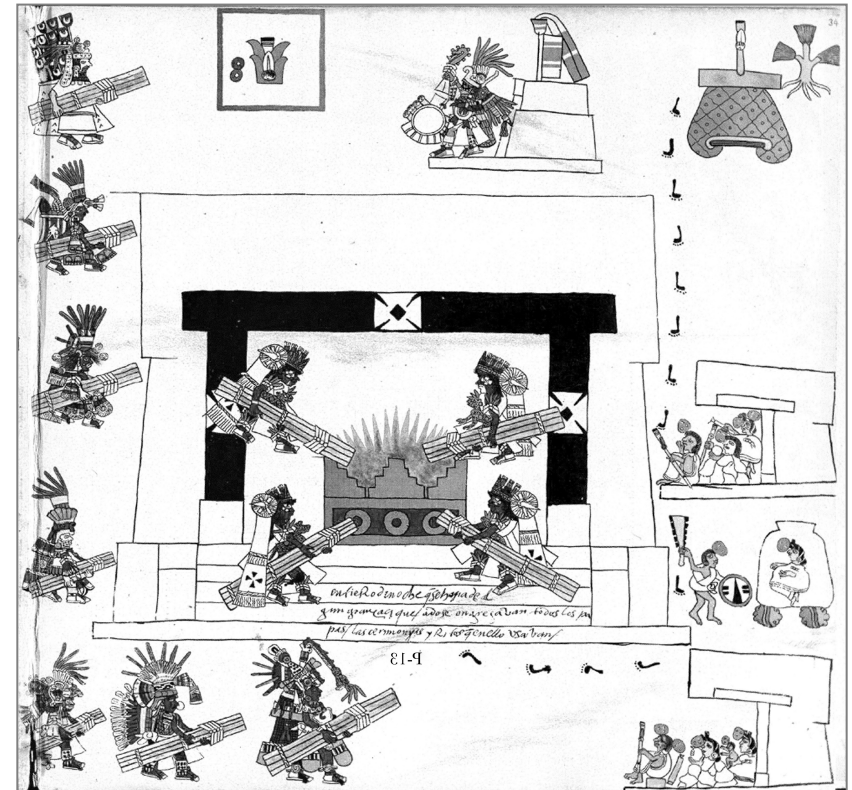
There is an ancient text in the Museum ARCHIVE, hidden from the general public and dating back almost five hundred years: the last time the "ungodly" ritual of the "savage" inhabitants of this land was documented firsthand. If they long to return to their homes, it would be a good idea to give it a look.

**1ST OBJECTIVE:** Go to the ARCHIVE and find more clues about the "New Fire" ritual. Each player must reach a specific location in order to receive their second OBJECTIVE:

- Player 1: O-7    • Player 2: O-4
- Player 3: O-6    • Player 4: O-5

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**Players who achieve this OBJECTIVE, can proceed to page 7 and to the list of the RITUAL OBJECTIVES.**



Fuego Nuevo Ceremony. Codex Borbonicus.

## INTRODUCTION

*The Fuego Nuevo ceremony was a ritual carried out by the Mexicas every fifty two years, since time immemorial. It was believed that this ceremony was essential in order to maintain balance in the universe: an offering to the god of fire Xiuhtecuhtli, to perpetuate the existence of time, space, and the Sun. Despite the fact that the mexica civilization no longer exists, it is said that there are still people who congregate every fifty two years in order to perform this ritual: by doing this they have maintained, without anyone else noticing, the existence and order of the universe.*









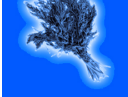
### OBJECTIVES:

1. Look for information about the RITUAL in the museum's ARCHIVE.
2. After obtaining information, perform all the steps of the RITUAL.
3. Players will also have an individual **SECRET OBJECTIVE** which they must complete after carrying out their part in the GROUP OBJECTIVES.

**TIME LIMIT: 3:00** (54 rounds)

### GAME PREPARATION:

1. Place the BOARD.
2. Deal CHARACTER CARDS, HP pieces, and respective starting *tokens* to each player.
3. Shuffle the SECRET OBJECTIVE deck and deal two cards to each HUMAN player. Players keep their cards a secret from others and place them face down next to their CHARACTER CARD.
  - In a four player game, remove the “FANATIC” and “LIFESAVER” cards from the game, before shuffling and dealing the cards.
  - In a 3 player game, remove the “FANATIC”, “LIFESAVER” and one “COLLABORATOR” card from the game, before shuffling and dealing the cards.
4. Set the GAME CLOCK at **6:00**.
5. Shuffle the ARTIFACTS deck and place near the game area, face down.
6. Add the EVENTS cards labelled “1975” to the EVENTS deck, shuffle and place near the game area, face down.
7. Place *tokens* and player pieces according to the CHART:

LOCATION	LOCATION	LOCATION
J-12 J-13 L-12 L-13		A-4 A-7 E-1 M-6
L-2 H-5		K-10, J-4
G-10	2 	
C-5	x3 	
J-5		D-4 J-2
D-5		F-5 H-3 G-12 O-10
D-6		B-5, D-1 D-10 M-2
		H-8
		O-15
		B-2
		O-2
		B-15
		K-12 K-15 L-14 N-12, N-10

				
M-13	G-15	B-12	D-15	M-10
				
D-14	O-14	J-15	L-15	G-13

### CHAPTER 3: NEW FIRE

*“Once the rites have been completed, everything should return to normal... but the long awaited peace does not come. We followed the codex instructions: we dragged our feet to satisfy these shadows and demons. That man's sacrifice, destroying the artifacts, even offering our own blood... has it all been for nothing?”*

Filled with frustration, one of the survivors strikes at the museum's door with a sharp blade. The act, previously futile, this time rewards the survivors with a small dent on the wood, which gives them a breath of hope: they set up to turn that door into splinters, in order to escape. This will not be easy, since the door is thick and heavy: an old bicentennial gate built to resist past invasions. It would just be easier if they had the keys to these heavy locks, but they have disappeared. It seems that someone hid them: someone with no intention to leave this place. Mistrust lurks in everyone's mind but there is a more present issue: the fire has reignited, this time stronger (a coincidence?). Before long, they'll all be engulfed in flames if they don't find a way out.

**SPECIAL RULE 1:** After 12:00, the museum's ENTRANCE space (A-2) can be destroyed to escape the museum. COST: It takes three WEAPON usages at A-2 to “destroy” the door. Each time a player “strikes the door” he/she cannot perform other ACTION on that turn. After 3 strikes, the ENTRANCE is considered unlocked: players leave the game when they reach the ENTRANCE space.

**SPECIAL RULE 2:** After 12:00, the museum will gradually be consumed by the fire. A new floor will be invaded every hour:

- At 12:00, place FIRE tokens in H-1, I-1, I-8, and P-8.
- At 1:00, place FIRE tokens in I-9, I-16, and P-6.
- At 2:00, place FIRE tokens in A-9, H-9, and H-16.

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At 3:00, the whole museum will be on fire: players who didn't achieve their SECRET OBJECTIVE and left the museum before that time will have DIED.

**NOTE:** Some players may have the same SECRET OBJECTIVES.

**NOTE regarding the ESCAPIST riddle:** The answer is in page 2.



## CHAPTER 2. THE BOOK OF THE RITUAL

“Once the said round of the years was over and at the beginning of the new year, which was called *ume acatl*, those from Mexico and the entire region used to hold a great party or ceremony that they called *toximmolpilia*, and it is almost ‘tying of the years’. And this ceremony was held every fifty-two years (...) So then they also brought out a new fire. (...) Each neighbor of Mexico used to throw the stones or sticks that they had as gods from their house, (...). A certain place was designated where the said new fire was taken out and made (...) And the said fire was made at midnight; and the stick from which the fire was taken out was placed on the chest of a captive who was taken in the war, and the one who was most generous. (...) And when they managed to take it out and it was already made, then they opened the entrails of the captive and took out the heart, and threw it into the fire, stoking it with it; and the whole body ended up in the fire.”<sup>1</sup>

### RITUAL OBJECTIVES (ACHIEVABLE IN ANY ORDER)

1. Players take a card from the ARTIFACTS deck and keep it face down, secret from others. Players must obtain the corresponding artifact (face the card up after obtaining the artifact, to reveal you’ve fulfilled this objective). Players must then take the artifact to **D-7** where it will be “destroyed” in the museum’s boiler (when reaching this location, remove the artifact *token* from the game).
2. Go to **J-15** space (marked with the “*Chac Mool Monolith*” *token*) and give a “blood offering”. COST: 1 ACTION and -1HP (place a multi-purpose *token* next to your character’s card to show you’ve fulfilled this action).

**SPECIAL RULE:** if at least one player has not achieved all **RITUAL OBJECTIVES** by **12:00**, the EVENT card “*TZITZIMIME*” is activated (regardless of whether it has been previously played in the game).

When a player fulfills the **RITUAL OBJECTIVES**, proceeds to choose a **SECRET OBJECTIVE** card from his/ her hand and discards the other (if a player has the *FANATIC* card, he/ she must always choose this card over the other). Players must achieve their **SECRET OBJECTIVE** to **WIN** the game, without ever explicitly revealing their secret role.

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If all players have accomplished the **RITUAL OBJECTIVES** or the **GAME CLOCK** has reached “12:00”, go to page 10.

<sup>1</sup> A rough translation from chapter VII of the *Florentine Codex*. Circa 1540-1585.

