

MYSTERIUM

SECRETS & LIES



Duchy of Warwick, Scotland
Friday 21st March, 1924
Mrs. Jessalyn Smith, Rochester, New York

My Dear Friend,

Your cards are not lying. Sadly, the servant's ghost is still manifesting.

Upon receiving your letter, I have made some inquiries regarding his life and the many grey areas surrounding this case. No two townsfolk give the same account of the poor man's demise: blackmail, treason, love...

Stranger still,, numerous curious and suspicious events occurred shortly before the tragedy.

We need to find some answers in order to free this tortured spirit from its chains.

Would you mind returning to the manor in time for Samhain, to help me solve this mystery with the help of our friends?

Kindest regards,

C. MacDowell

Warwick Evening News

Wednesday November 5th

MACABRE DISCOVERY AT THE WARWICK ESTATE

On the sunlit morning of Tuesday November 4th, the hounds of Baron Woodville's hunting party made a dreadful discovery.

BLAZE AT WARWICK MANOR

Yesterday evening, a spectacular fire raged through the Warwick family's prestigious stables.

No human casualties were reported. The cause of the fire remains to be determined.
Turn to page 8 for the full story.

Game Components & Setup

This is an expansion for the *Mysterium* base game. No other expansion is required to play this expansion. Beside setup, all rules used in the base game still apply. This expansion does not introduce any additional rules.

42 Vision Cards

The 42 *Secrets & Lies* vision cards are shuffled together with the 84 vision cards from the base game and/or with the 42 *Hidden Signs* cards, to form a new deck.

Character Cards

6 psychic cards 6 ghost cards

Card backs numbered SL1 to SL6

Location Cards

6 psychic cards 6 ghost cards

Card backs numbered SL7 to SL12

Object Cards

6 psychic cards 6 ghost cards

Card backs numbered SL13 to SL18

Story Cards

18 psychic cards 18 ghost cards

Card backs numbered SL19 to SL36

Each story card represents a potential motive that could have led to the servant's demise.

Add the character/location/object **psychic cards** from the *Secrets & Lies* expansion to the character/location/object **psychic cards** from the basegame (and/or the *Hidden Signs*) and shuffle them.

Add the character/location/object **ghost cards** from the *Secrets & Lies* expansion to the character/location/object **ghost cards** from the base game (and/or the *Hidden Signs*).

Story cards are an alternative to the object cards. During setup, choose to play with object cards **or** story cards:

- If you play with object cards, return the story cards to the box. They will not be used during the game. Draw the number of character/location/object cards as indicated in the base game rules (see Game Difficulty & Card Setup, page 8).
- If you play with story cards, return the object cards to the box. They will not be used during the game. Draw the number of character/location/story cards as indicated in the base game rules (see Game Difficulty & Card Setup, page 8).

Play the game according to the entire base game rules.