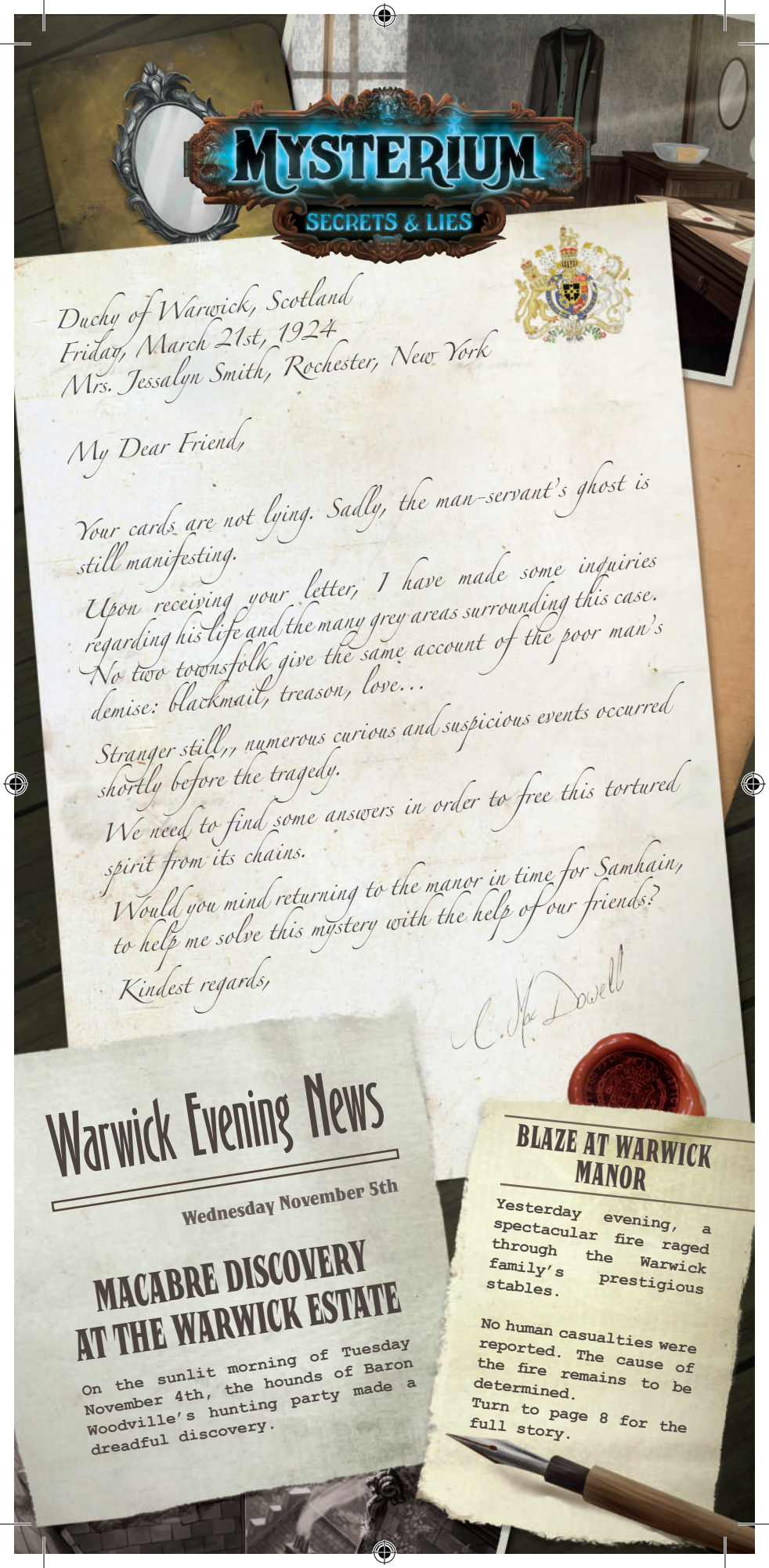

MYSTERIUM
SECRETS & LIES
Duchy of Warwick, Scotland
Friday, March 21st, 1924
Mrs. Jessalyn Smith, Rochester, New York
My Dear Friend,
Your cards are not lying. Sadly, the man-servant's ghost is still manifesting.
Upon receiving your letter, I have made some inquiries regarding his life and the many grey 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. McDowell
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.

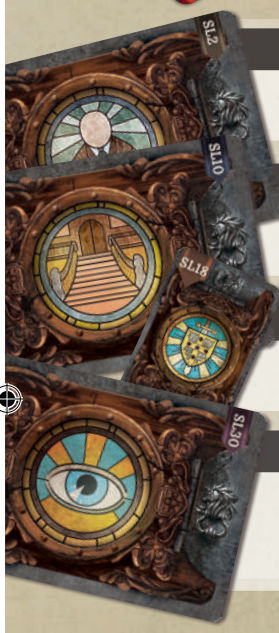
Game Components & Setup

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

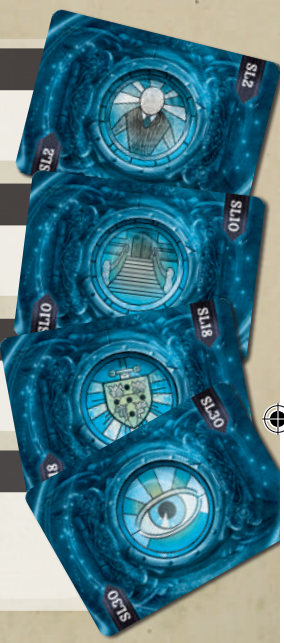
Card backs numbered SL13 to SL18

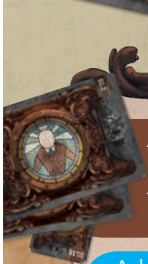
Story Cards

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 man-servant's demise.





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



Story cards are an alternative to 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.