

MYSTERIUM

HIDDEN SIGNS

Duchy of Warwick, Scotland
September 26, 1923

Mrs. Alma Salvador, Luxor, Egypt

My Dearest Alma,

In your recent letter, you expressed some doubts regarding the success of our last séance together. After long refusing to acknowledge the truth, I now realize the extent of my mistake as the manor once again resonates with a supernatural presence.

Our ghost is wandering the halls again, sending more lurid visions that I am having difficulty deciphering. If we are to make contact, we will need your talents and those of our friends. I have already taken the liberty of inviting Jessalyn, Madame Wang, Alphonse and Ardkashir to return to the manor for Samhain. I need your help now more than ever. Do say you will come!

I look forward to reading your reply,
Ever yours.

C. Mc Dowell



GAME COMPONENTS & SETUP

This is an expansion for the *Mysterium* game.

All rules used in the base game still apply.

This expansion does not introduce any additional rules.



42 vision cards

The 42 Hidden Signs vision cards are shuffled together with the 84 vision cards from the base game, forming a new deck.



Character cards

6 psychic cards

6 ghost cards

Card backs numbered HS1 to HS6

Location cards

6 psychic cards

6 ghost cards

Card backs numbered HS7 to HS12

Object cards

6 psychic cards

6 ghost cards

Card backs numbered HS13 to HS18



Add the character/location/object **psychic cards** from the Hidden Signs expansion to the character/location/object **psychic cards** from the base game and shuffle. The setup rules are the same as for the base game.

Add the character/location/object **ghost cards** from the Hidden Signs expansion to the character/location/object **ghost cards** from the base game. The setup rules are the same as for the base game.

