

AT RIGHT ANGLES TO REALITY



A MEGAGAME OF
UNSPEAKABLE
HORROR

GAME HANDBOOK

*Megagame
Makers*

© Brian Cameron, Richard Hands,
Jim Wallman 2006

Contents

We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.

H.P. Lovecraft "The Call of Cthulhu"

Introduction	3
How to Play the Game	3
Game Materials	4
Game Layout	5
Background	5
Finding Your Way About	9
Town Gazetteer	10
Actions	11
Fighting	12
Sequence of Play	14
Marbles & Madness	15
Money	15
Personal Possessions	16
Credits	16



Introduction

Men of broader intellect know that there is no sharp distinction betwixt the real and the unreal...

H.P. Lovecraft "The Tomb"

Deep in the unholy recesses of the world there are things that man was not meant to know. They are closer than you think - just 'around the corner' at right angles to our world in some other, non-Euclidean geometry. Only those who care little for their sanity would dare to contemplate them, let alone seek them out.

So...this is our first ever Gothic Horror Megagame.

It owes a little bit to the structure in previous role playing megagames like *Yendor Triumphant*, and much to the arcane influence of the works of HP Lovecraft and others of his ilk, "At Right Angles to Reality" is an attempt to create small shivers up your spine and put at risk what few marbles you have left.

We have tried to create a number of inter-related plotlines and interesting problems for all the players. We hope you have as much fun playing as we've had putting it all together.

Good luck – you're going to need it.

Brian Cameron, Richard Hands and Jim Wallman
Spring 2006

How To Play The Game

We shall see that at which dogs howl in the dark, and that at which cats prick up their ears after midnight.

H.P. Lovecraft "From Beyond"

In this game the players represent themselves. It is a role playing game.

Each player is given a collection of background information, resources, information, personal characteristics, and a personal briefing that outlines their personal history - some additional information on their role, their objectives, and some information known only to them.

The game is played primarily by players talking to each other. If you don't circulate and talk, then you may very well find things going badly.

Built into the game are a number of plots and scenarios. Some of these will be very obvious to everyone, some are more subtle, some are known only to one or two players. Do not expect to be able to follow up every plot line offered to you - this is an open ended game which can go in any one of a number of directions at once.

Some plots and storylines will dry up, or become blocked by the actions of others - this is to be expected.

Others will develop to the full, and some brand new stories may well appear unexpectedly as a result of the actions of other players.

Much of the fun in the game is to see how the story unfolds. But it will not do so without positive action from the players.

Our advice is to get out there and do it to them, before they do it to you. News, information and additional items will not just turn up - you have to be proactive in this game to get the best out of it.

Interacting

Please try to be as civilised as possible, within the requirement to role play and act. Not everyone role plays with the same degree of enthusiasm or colour and whilst the town drunk might, realistically, come out with a torrent of colourful abuse every time he opens his mouth, it is not strictly necessary.

Also, try to use all the information in your briefing. All too often it gets glanced at and overlooked. The materials we have given you contain useful and relevant information, not only in developing your role, but also sometimes information that others might want. That said, it is probably not in your interests to go around showing other players the entire contents of your briefing! You must make a judgement about how much of your information to reveal and to whom. Revealing nothing can be as bad as revealing everything. *You have to think about it.*

The aim has been to provide a working environment, populate it with people (you, the players), set up some basic problems and situations and then let it run.

How it turns out is, in the end, up to you.

Game Materials

We were not, as I have said, in any sense childishly superstitious, but scientific study and reflection had taught us that the known universe of three dimensions embraces the merest fraction of the whole cosmos of substance and energy. In this case an overwhelming preponderance of evidence from numerous authentic sources pointed to the tenacious existence of certain forces of great power and, so far as the human point of view is concerned, exceptional malignancy.

H.P. Lovecraft - The Shunned House

Player Markers – each player character, and some non-played characters are represented on the playing tables by a large stand-up picture of that character. This is used to allow you to be clear about where, exactly, your character is at any given time. From time to time players will attach ‘action cards’ to show what the character is spending time doing.

Cash is represented by paper money and game coins.

Sanity is represented by a supply of marbles.

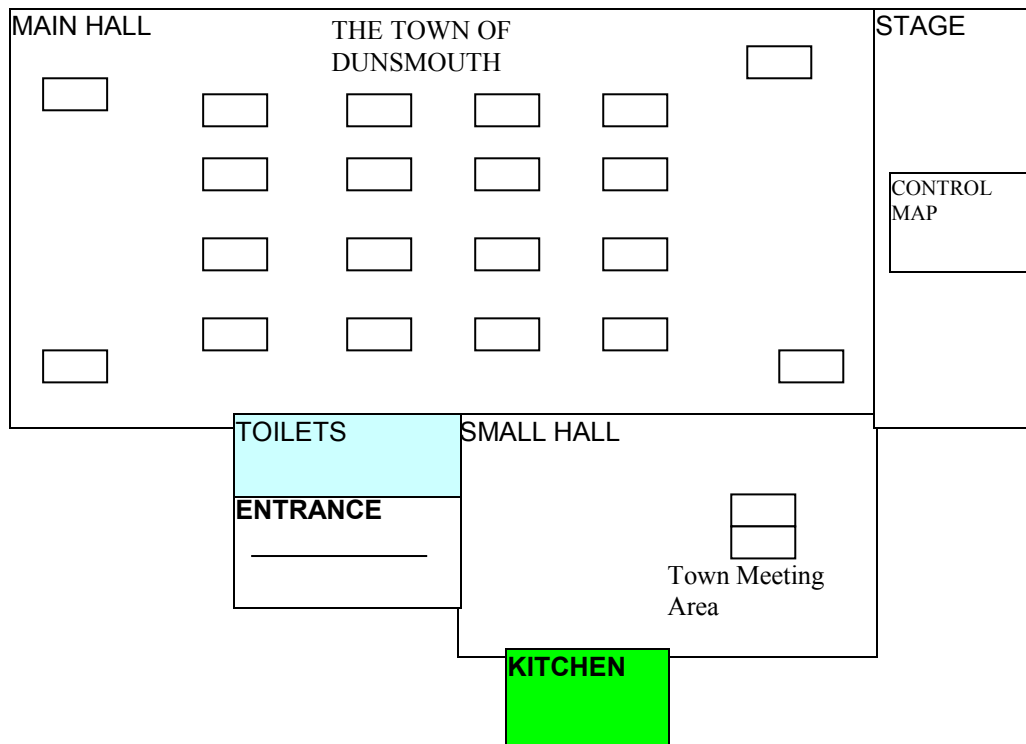
Large weapons and objects are represented by A4 laminated pictures or, in some cases, actual objects (such as items of jewellery, small statues etc).

Players need to bring nothing except this handbook and their enthusiasm.



Your personal briefing and some additional background information will be handed to you on the morning of the game.

Game Layout



Background

Certainly, the terror of a deserted house swells in geometrical rather than arithmetical progression as houses multiply to form a city of stark desolation. The sight of such linked infinities of black, brooding compartments given over to cobwebs and memories and the conqueror worm, start up vestigial fears and aversions that not even the stoutest philosophy can disperse.

H.P. Lovecraft, "The Shadow Over Innsmouth"

A Rough Guide to the 1920s

Ah, the Roaring Twenties... Art Deco signs, skyscrapers, Stutz Bearcat roadsters, Trilby hats and trenchcoats, flappers with long cigarette holders in beaded dresses, with rouged knees and rolled-down stockings, the sound of jazz in a smoky Harlem nightclub, pole-squatting, Mah Jongg, barnstorming pilots and a sky lit by searchlights...

Well yes, maybe if you live in New York or Chicago that might be what the 1920s look like.

However, Dunsmouth is a sleepy fishing port in rural New England.

They do things differently here.

Social mores are not those of the big city. People keep themselves to themselves, and they may take a dim view of your big city ways here.



Social customs

A man wears a hat unless indoors, and, unless he is a labourer of some kind, a suit, with a waistcoat, and if he is middle or upper class, probably a pair of gloves when he goes out. Women's dress has changed more since the war, with the corset all but disappearing in favour of less restrictive clothing, and hemlines creeping slowly upwards, but revealing your knees is still possible only in what we might call 'nightclub wear' today. Among the 'younger set', it is becoming increasingly common for men and women to 'date', that is, to see each other unchaperoned without being formally engaged. But it is important to realise that this is very 'modern' and certainly frowned upon by the pre-war generation, who see it as part of a general slide into lax morals. Likewise women who smoke or wear make-up may be common in the city, but in Dunsmouth will be viewed as 'loose' at best, and prostitutes at worst.

Race relations are poor, even in the relatively enlightened northeast, and – ironically in such a mongrel nation – there is widespread fear and disapproval of miscegenation, even between different religions or nationalities. This is an era which believes in eugenics and genetic determinism, and which sees the high water mark of the Ku Klux Klan. Blacks and 'Indians' are marginalised members of society. Tolerance for different ways of life is low. Homosexuality and contraception are illegal. Although gun ownership – for citizens – is not. No, not even automatic weapons. Many males between the age of 25 and 50 may have served in the Great War, and be familiar with the use of firearms.

Travel and communication

All long-distance travel is achieved by train or by steamship.

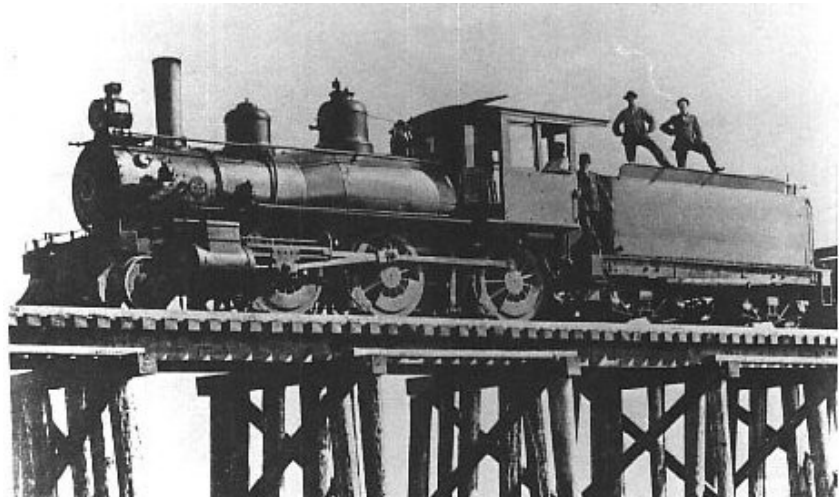
Aeroplanes are uncommon, and while Mr Lindbergh is talking of a flight across the Atlantic Ocean, air travel is only for express mail, or those who value neither their comfort nor safety.

Automobiles have been enthusiastically taken to in America, but are uncommonly seen outside the major towns and cities apart from tractors, trucks or motor-buses. Country roads are frequently in very poor repair, autos are often unreliable, and horse-drawn transport – and the occasional motor-cycle – are far more common.

Most communication is via letter (there are often several postal deliveries in a day), or telegraph.

Telephones are becoming increasingly common, with perhaps several per street in a town like Dunsmouth. All calls must, however, be routed through the local switchboard operator, who contact the local number or pass the call to the neighbouring operator. Only cities like New York have automated exchanges. Arranging a coast-to-coast telephone call may take all day as a chain of operators try to establish a connection, and even then reception is poor and connections liable to be cut off without warning due to a break somewhere along the line.

Radio ownership is fairly common, but again reception can be very variable outside urban areas. 'Portable' radio transmitters are vehicle-mounted, not carryable.



Law Enforcement

Local

Local law arrangements were inherited from the 18th century British Empire, and consist of a Sheriff (an elected position in most states) who is in charge of law enforcement in his particular county.

The Sheriff is assisted by Deputies, appointed by the Sheriff.

Since they are often not full-time and/or trained law officers, they often have a reputation for venality and



brutality. Major towns and cities generally operate their own metropolitan police forces on a British model, but in rural areas the Sheriff/Deputy system still prevails. Many U.S. states also still maintain the ancient law of *Posse Comitatus* (County Force), whereby a Sheriff may call upon all male citizens of the county to assist him in enforcing the law. The role of such armed citizen's militias was confirmed by the 1878 Insurrection Act, which forbids the use of Federal armed forces to enforce the laws of the state in favour of such 'Posses'.

Nevertheless, distrust of the partiality and/or corruption of some Sheriffs has led to the formation of an ever-increasing number of so-called Vigilance Committees ('Vigilantes'), who are like armed Neighbourhood Watches. Some are public and work with law enforcement agents, but many are secret and dispense their own brand of 'justice', up to and including summary execution (usually by hanging – 'lynching'). Vigilantism is a significant problem in many parts of the 1920s U.S.

There is also a plethora of licensed and unlicensed private investigative individuals or groups, the larger of whom, like the infamous Pinkerton Agency, are virtual private police forces, and are involved in strike-breaking and anti-union violence on behalf of major industrialists. Gaining a licence as a private investigator is fairly easy and in the absence of effective policing there has to all intents and purposes been a large-scale privatisation of detection work.

Federal

Federal law enforcement is still in its infancy, due to the distrust of Americans of central government control over any aspect of domestic life. The Federal government, as noted above, may not use armed forces for law enforcement, but the increasing problem posed by crime, especially organised crime, is driving the creation of more efficient Federal investigative agencies. Nevertheless, Federal agents are still viewed more as civil servants than law officers in this era. They are not routinely armed and have no rights to force entry.

The Federal agencies that characters are mostly likely to come into contact with are the Bureau of Prohibition, part of the Alcohol Enforcement Office of the Internal Revenue Service, or the Bureau of Investigation of the Department of Justice (later the FBI).

Prohibition

The Temperance Movement of late 19th and early 20th century America accomplished its greatest success by securing the Eighteenth Amendment to the Constitution in January 1919 and the Congressional (Volstead) Act of October 1919. From January 16th 1920, it became illegal to sell alcohol in the United States and dependencies. As of 1927, those laws are still in force.

Small quantities of wine, beer and cider may be manufactured at home “for personal consumption only”. Roman Catholic churches are licensed to buy wine specially imported for the purpose for Holy Communion, and similar licenses are available for Orthodox and Episcopal churches and some synagogues.

Whisky is available on prescription from medical doctors, provided that it is “strictly for medicinal purposes”. But otherwise, alcohol, particularly ‘hard liquor’, is forbidden. Needless to say, evasion of the law is widespread, from small-time distillers operating by night (‘moonshiners’) or by travellers, brought over the border, often hidden on their person (‘bootleggers’) to organised criminal gangs who bring cargoes overland or across the Great Lakes from Canada or by boat into Florida or to a network of ports along the coast, often transferred from vessels moored legally in ‘Rum Row’, outside the 3-mile limit into smaller craft which can be landed at secluded coves and deserted beaches.

Outlets for this illegal alcohol are generally ‘private clubs’ to which one can either buy an annual membership if you are a regular, or – for travellers – sign up at the door if you know the correct password. Since the passwords have to be memorable even to people who might be ‘somewhat the worse for wear’ they are often ludicrously simple, like “Sam sent me”, and widely known around a locale. One must simply ‘speak easy’ to the doorman to be admitted. The scale of evasion of the law is quite staggering; it is reckoned that in New York alone, the number of drinking establishments has actually doubled under Prohibition, and per capita alcohol consumption has increased (along with widespread experimentation with other drugs, such as cocaine and cannabis, but that’s another story). Much of the home-produced liquor is however of very poor quality, and in an attempt to disguise the taste the alcohol is often mixed with a variety of fruit juices or other drinks, and sometimes garishly garnished with little umbrellas or bird feathers: a so-called “cock-tail”.

A bigger headache for the authorities is that the illegal alcohol trade has swiftly become the province of organised criminal gangs, initially of all shapes and sizes, but in the large cities of the northeast increasingly dominated by existing criminal gangs of Sicilian origin.

These “Moustache Petes” have begun shouldering out Irish and Jewish and other Italian gangsters in increasingly bloody turf wars. Federal reaction to this has been slow, hampered by the fact that agents of the Bureau of Prohibition (part of the Alcohol Enforcement Office of the Internal Revenue Service) are glorified customs men and do not carry guns. However, the recently-formed Bureau of Investigation (part of the Justice Department) has begun to take more of an interest in these crimes under its dynamic new leader, J. Edgar Hoover.



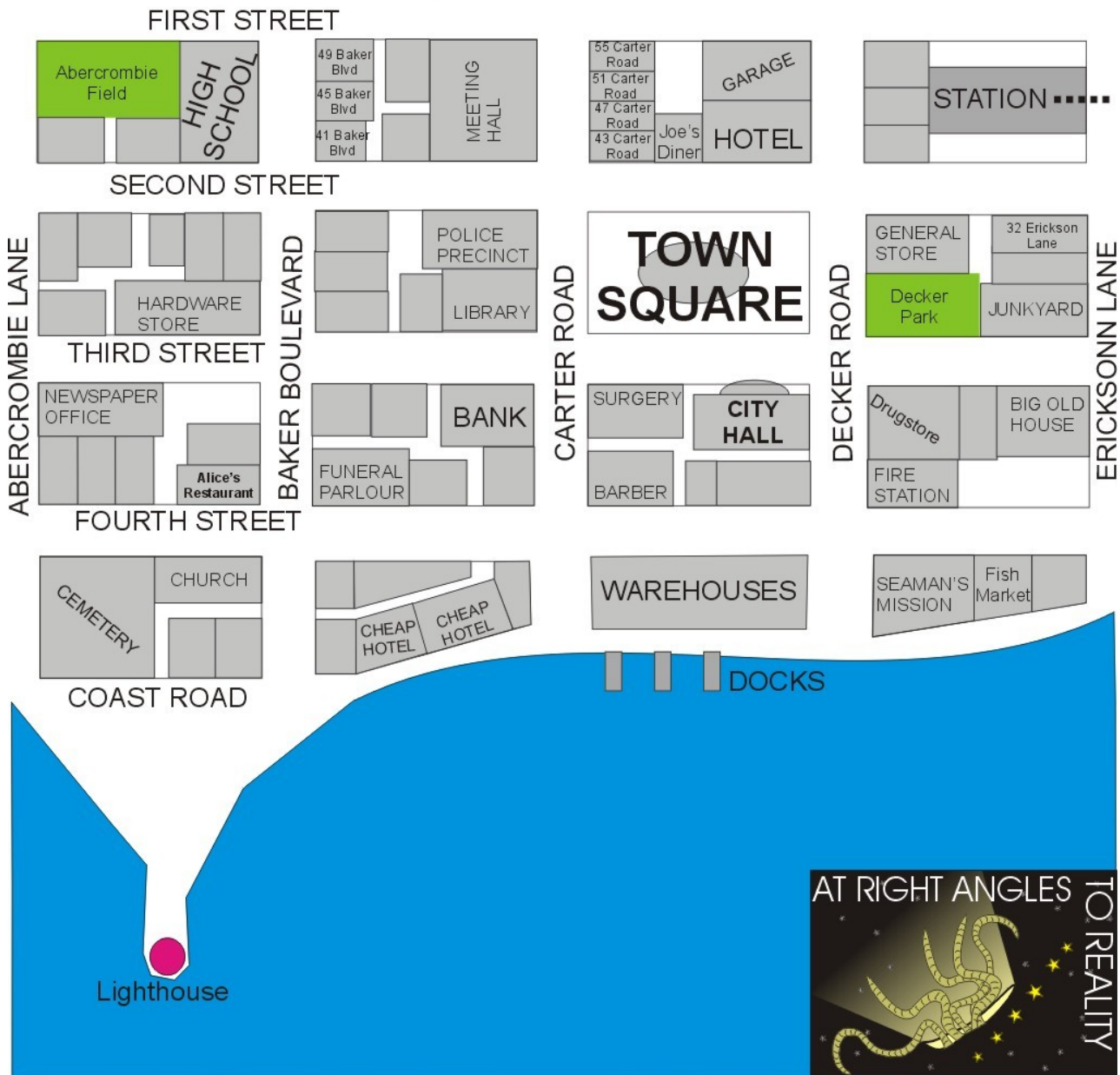
Finding Your Way About – The Town Map

Old Providence! It was this place and the mysterious forces of its long, continuous history which had brought him into being, and which had drawn him back toward marvels and secrets whose boundaries no prophet might fix. Here lay the arcana, wondrous or dreadful as the case might be, for which all his years of travel and application had been preparing him.

H.P. Lovecraft, "The Case of Charles Dexter Ward"

DUNSMOUTH

DOWNTOWN



Town Gazetteer

Searchers after horror haunt strange, far places.

H.P. Lovecraft "The Picture in the House"

There are a number of locations represented in the game. Some of these are public and may be entered freely. Some are private and may not.

Each main city block is represented by a separate table. On each table there are separate buildings marked – you can enter these by placing your character token on that building. Unless it is occupied by another player's token, or an 'open' building, you need to *break in* to enter. (See breaking and entering rules).

Location Name	Block	Daytime Accessibility
Abercrombie Field	1 st and Abercrombie	Open
School	1 st and Abercrombie	Open
Meeting Hall	1 st and Carter	Open
Joe's Diner	2 nd and Carter	Open
Garage	1 st and Decker	Open
Dunsmouth Hotel	2 nd and Decker	Open only if proprietor present
Dunsmouth Station	1 st and Decker	
Hardware Store	3 rd and Baker	Open only if proprietor present
Police Precinct House	2 nd and Carter	Open only if police officer present
Library	2 nd and Baker	Open on if Librarian present
General Store	2 nd and Decker	Open only if proprietor present
Decker Park	3 rd and Decker	Open
Junkyard	3 rd and Erickson	Closed
Newspaper Office	3 rd and Abercrombie	Open is newspaper reporter present
Alice's Restaurant	4 th and Baker	Open
First Dunsmouth Bank	3 rd and Carter	Open
Funeral Parlour	4 th and Baker	Open if undertake present
Surgery	3 rd and Carter	Open if doctor present
Barber	4 th and Carter	Open if barber present
City Hall	3 rd and Decker	Open
Drugstore	3 rd and Decker	Open
Big Old House	3 rd and Erickson	Closed
Fire Station	4 th and Decker	Open if fire-fighters present
Church	4 th and Baker	Open
Cemetery	4 th and Abercrombie	Open
Cheap Hotels	Coast Road	Open
Warehouses	Coast Road	Closed
Seaman's Mission	Coast Road	Open
Fish Market	Coast Road	Open
Lighthouse	Coast Road	Open if lighthouse keeper present

There may be other locations identified during the game. Rules for access will be supplied by Control.

ACTIONS

They must know it was the rats; the slithering, scurrying rats whose scampering will never let me sleep; the daemon rats that race behind the padding in this room and beckon me down to greater horrors than I have ever known; the rats they can never hear; the rats, the rats in the walls.

H.P. Lovecraft - "The Rats in the Walls"

Actions are marked by cards fixed to your character marker to show what you are doing. In many cases, real time spent making an action is important .

Breaking and Entering

Breaking and entering usually takes time, and in daytime will attract attention.

Attach a 'Breaking and Entering' card to the character marker. It takes five minutes to break in to most places.

Books – you can spend time 'reading a book'.

Attach a 'reading card' to your character marker. Books come in the form of a closed envelope.

To read a book you must spend a certain time in one place and declare yourself 'reading' (and therefore not available to interact with other players).

You cannot do anything else.

The amount of time depends on the size and complexity of the book and the reading time will be written on front.

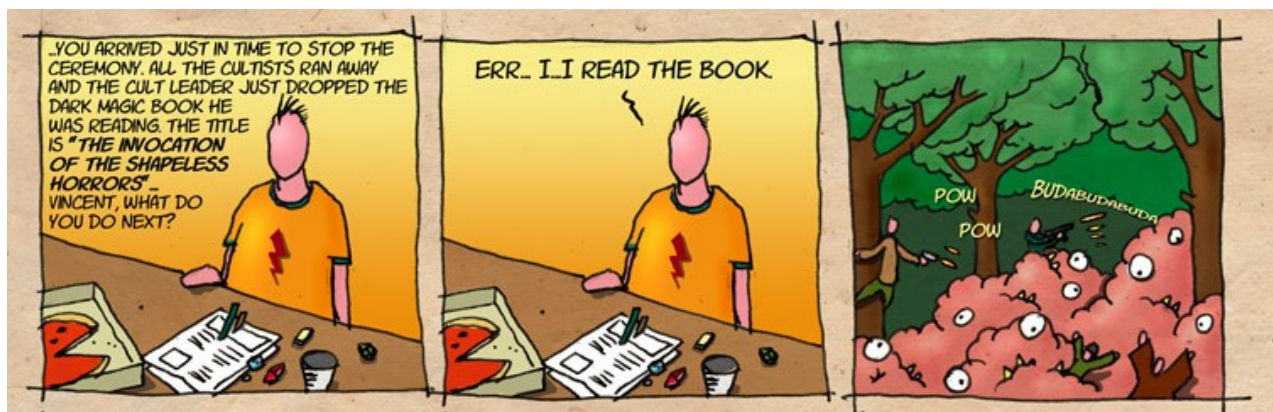
Typically this will be between 5 and 20 minutes.

At the end of the period you can open the envelope and read the summary of what (if anything) you have learned, inside.

But beware, some things come at a cost, and reading ancient tomes about things unspeakable will almost certainly also deplete your marbles (see below).

Rituals – some objects have a ritual purpose. If you don't already know about a ritual then you probably are not meant to know.

Fighting – see separate section below.



FIGHTING

It is uncommon to fire all six shots of a revolver with great suddenness when one would probably be sufficient, but many things in the life of Herbert West were uncommon.

H.P. Lovecraft - "Herbert West--Reanimator"

These rules are intended to resolve player vs player fights in the role-playing environment of this megagame.

They are meant to be easy to play and quick to resolve with little or no Control intervention. However, if necessary Control will intervene and may rule as they see fit.

The Cards

There are two sorts of cards

Weapon Cards – representing specific weapons and ammunition.

Stamina Cards – representing the character's ability to do energetic things.

The Process

A player wishing to engage in any sort of combat with another player, whether this is fisticuffs or gunplay must DECLARE this clearly.

The best way of doing this is to say to the player you intend to attack clearly *"I'm going to shoot you"* or *"I'm going to hit you"*.

In the case of multiple combats, you may have to wait while earlier attacks are resolved.

If more than 3 or 4 people are involved in a combat it may be advisable to call over a member of the Control team to help with the order of resolution.

The attacker and defender then state what they plan to do for each round of combat – some actions (such as hand to hand combat) require stamina cards to be discarded.

When using firearms, an associated ammo card is discarded every time you shoot.

In actions involving firearms versus hand to hand, firearms always get one round of combat before hand to hand cards can be used. This is true whether the person with the gun is attacker or defender. (so having a gun is a distinct advantage)

The combat can, in theory, go on for any number of rounds – but the game timetable will not wait while combats are resolved, so a combat might be cut short by nightfall (for example), or at the direction of game control.

Stamina and Exhaustion

Hand to hand combat is much more tiring than using firearms, and this is reflected by limiting the number of attacking cards each player has – representing their stamina. So in a given hand to hand combat the combatant can usually only take a offensive combat action a limited number of times.

The limit on firearms is the amount of ammunition you can physically carry. This will typically be 10 ammo cards of any type.

Similarly there is a limit on the number of weapons that can be carried and used – again this will be one large weapon and two small weapons

Weapon Classes

LARGE

Rifle
Shotgun
Tommy gun
Baseball bat / crowbar
Sword

SMALL

Pistol
Hand Grenade
Knife

Damage

Players become wounded, obviously.

Typically a player can take 6 hits before becoming incapacitated.

These are represented by red stickers which must be displayed where people can see.

There are two sorts of wound stickers – one caused by firearms or edged weapons the other by blunt weapons and fists.

Medical assistance can repair some damage – see a doctor for details. Injuries from blunt weapon or fist attacks will usually be recovered from after a good night's rest.

Some things might need more than 6 hits to bring down.....

Particularly weak and aged people might need fewer than 6 hits.

The number of hits you can take is the number of STAMINA CARDS you can hold at any one time – so as you get wounded your ability to do things declines.

Causes of Damage

Cause (and therefore also 'Weapon Cards')	Damage per hit	Notes
Rifle	2	Needs ammo card to use
Shotgun	3	Needs ammo card to use
Pistol	2	Needs ammo card to use
Tommy Gun	4	Needs ammo card to use
Punch	1	
Baseball Bat / Crowbar etc	2	
Sword	3	
Flames	2 per turn	i.e. from Molotov cocktail. Area effect
Wolf bite	2	
Creature claws	1 - 3	Depends on creature
Hand grenade / explosion	4	Area effect

ACTIONS

Action	Stamina Cards used	Notes
PUNCH	1	
DODGE	1	
STRIKE WITH WEAPON	1	Some weapons might need expertise (eg. A sword) others not (eg baseball bat)
REST	No	Gain a stamina card back – up to the maximum of hit points remaining.
SHOOT	No	Only players with knowledge of firearms get this – inexperienced gun users need a stamina card.
HIDE	No	Not just taking cover but actually finding a place to remain concealed. Automatic unless there is someone else in the building / area – in which case PSS to determine success.
SEEK	No	Finding someone – use PSS against the person sought to find them.
RUN AWAY	1	Leave the area table.
PURSUIT	1	Chase someone away from table

Interaction

Basically paper stones scissors (PSS) for everything.

Each round is just one PSS round, so the results are therefore highly unpredictable and risky.

Firearms vs non-firearms the firearms automatically hit unless the target does Dodge, Run away or Hide – whereupon there must be a PSS test.

You can dodge towards the enemy.



Firearms vs firearms must do PSS to see who gets the shot off first. The winner hits the loser misses. A draw means both miss.

Hand to hand – do a PSS, winner inflicts hits, loser doesn't. A draw means no hits.

If you have your gun out and your opponent does not, do one round of PSS as it were a firearm vs non-firearm combat.

Sequence of Play

Ultimate horror often paralyses memory in a merciful way.

H.P. Lovecraft "The Rats in the Walls"

Each game 'day' takes 40 minutes of real time to play, and the moves are tracked by the clock, time moving on whether players are ready or not.

The Game Day is divided up arbitrarily into two phases, known as Day and Night, each of 20 minutes real time.

○ The Day Phase

Players can move about the hall freely, visiting other players, changing locations, generally hanging out wherever they fancy (provided they are permitted to do so by the appropriate authority).

Players must carry with them their character marker that has to be placed on the table (and in the building) they are visiting.

☾ The Night Phase

Players must stop moving about and must locate themselves in a suitable fixed location for the night.

Sleeping in the open is not recommended.

Normally, only the police are permitted free movement at night.

There are special rules for the Night. If you wish to sneak about at night, you must write a 'night action' order and hand it to Control.

All players hand in a night movement order to control, whether or not they are actually doing anything other than sleeping.

Control will report the outcome of these night moves with the dawn.

In some cases players might be called out to resolve 'face to face' activities. To generally cause confusion and uncertainty, control will also randomly call out players who are doing nothing at night.

Marbles & Madness

When the last days were upon me, and the ugly trifles of existence began to drive me to madness like the small drops of water that torturers let fall ceaselessly upon one spot of their victims body, I loved the irradiate refuge of sleep.

H.P. Lovecraft - "Ex Oblivione"

It is entirely possible that circumstances and situations that arise during this game are so ghastly that they challenge your very sanity itself.

To reflect your sanity, we give each player a bag containing a number of marbles.

Sanity—shaking events will cause you to lose one or more of your marbles. On the whole these are not replaceable within the game.

In some cases, merely finding out things will cause a loss of marble – or encountering an event or creature that defies sense can also cost you marbles.

Players that completely lose all their marbles are, of course, quite mad.

Madness, they call it Madness

Insanity does not, of course, prevent you playing the game (there are those who feel it might be an important prerequisite). However throwing off the shackles of sanity will alter your view of the world – should you lose all your marbles you will be given an entirely new set of game rules and a modified personal briefing.

Money

There are horrors beyond horrors, and this was one of those nuclei of all dreamable hideousness which the cosmos saves to blast an accursed and unhappy few.

H.P. Lovecraft - "The Shunned House"

The unit of exchange in the game are US Dollars.

Typical Costs vary slightly according to the quality of the item and where you purchase it.

Hardware & Equipment	\$		Lodging & Dining	\$
Gasoline lamp	6.50		Cheap hotel (per night)	1.00
Baseball bat	1.50		Good Hotel (per night)	6.00
Pocket knife	0.50		Good meal in restaurant	0.80
Flashlight	2.00		Good Breakfast	0.30
Flashlight battery	0.10		Excellent cigar	0.20
Wind-up alarm clock	3.00		Cheap Meal in Diner	0.50
Binoculars	24.00			
Rope x100'	3.00		Other Equipment	
Shovel	1.00		First aid kit	1.00
Fire Axe	2.00		Medicinal brandy	0.50
Dynamite	0.10		Patent medicine	0.10
Fishing rod and reel	10.00			
Legal Weaponry				
Shotgun	50.00		Pistol	25.00
Shogun Ammo	0.20		Pistol Ammo	0.10
Rifle	35.00		Civil War Sabre	8.00
Rifle Ammo	0.10			

Personal Possessions

The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents.

H.P. Lovecraft - "The Call of Cthulhu"

In order to keep track of what people are actually carrying around in contrast to what they actually own, players are given two Envelopes.

These represent Ready Use and Safe Keeping.

Ready Use : You can only have 8 items in Ready Use at any one time, not including money (any quantity can be carried).

Any or all items in Ready Use can be used as necessary during the phase and carried about with you wherever you go. Items can be 'stolen' by a skilled pickpocket, may be looted if you are knocked out in a fight, or confiscated by the police if you are arrested. If 'searched' all your Ready Use stuff is found ("oh no..not the old 'Dollar In The Boot' trick...."). Ultimately, if you can't talk your way out of it, the only way to avoid a search is to fight.

Some weapons cannot physically be carried out of sight (rifles, large swords etc) – these count towards your 8 item limit, but may not be placed in the Ready Use Envelope. They must be carried around openly.

Safe Keeping : Any quantity of anything can be stored here. BUT. Items can only be transferred from Safe Keeping to Ready Use (or vice versa) on the turn of the phase (i.e. on the transition from day/night or night/day phases). You will only be allowed a minute to do this.

Items in Safe Keeping are not completely safe, in that a thief might break in and steal some (or even all) of the contents.

This is, fortunately, a fairly rare occurrence.

Safe Keeping Envelopes must be left in a specified location (bank, hotel safe, at the house of a trusted person, in the boot of your car) during the phase and may not be carried around with you.

Credits

I have brought to light a monstrous abnormality, but I did it for the sake of knowledge. Now for the sake of all life and Nature you must help me thrust it back into the dark again.

H.P. Lovecraft - The Case of Charles Dexter Ward

Game Design: Brian Cameron, Richard Hands and Jim Wallman

Character Artwork: Alodie Fielding

Encouragement from: Will Weir and Mukul Patel

