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The Cards

This game consists not of a printed book, but of a series of cards. These cards should, if possible, be duplicated as reference for the players. If you're printing them yourself, the A5 size is handy for you to print 2 pages to a sheet then fold it over.

In a game such as this, where the players and their characters have at best incomplete knowledge of both the rules and events in the world around them, it is a boon to have some means of keeping their information straight. The cards provide a means of doing so. If a card is on the table, the rules and setting information on it is true (or at least, true enough for the time being). Characters may learn about the setting details, and players absorb the rules. The cards also provide a means of differentiating between player theories as to what is going on, and what can be generally assumed to be true to avoid misunderstandings. Players forming theories about hidden cards is an important facet of the game, and the best way to keep their characters alive.

If a card is not on the table, none of its content can be assumed by a character or a player. Only the GM knows for sure which hidden cards are true, and some of these may be placed on the table as the game progresses and more information is uncovered. In this way, players making unsafe assumptions about the game world may put their characters at great risk. Sometimes the GM may permit a player to see a card, but keep it secret from the other players.

The cards are numbered, but only to help identify them and to create a system of numerology for the game. There are plenty of gaps in the numbering, and some cards may contradict one another. The GM can use whichever subset of cards he chooses. He may also write cards of his own.

Cards generally have rules and world information on one side, and scene-setting images or prose on the other.

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Providing the players with redacted versions of some cards, where the GM wishes some details to remain secret or unconfirmed, can be

very useful.

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