

# **An Evening of Science and Mystery – Live roleplaying in an age of Steam**

## **Introduction**

### **What is Live Roleplaying?**

If you were to mix Historical Re-enactment, Murder Mystery, Improvisational Theatre and Fancy Dress into one entity, you wouldn't be far off a Live Roleplaying game. Each person who attends a Live Roleplaying game takes on a persona within the world the game is set, these worlds vary from the far future to the distant past, from the realms of science fiction to the kingdoms of high fantasy. This persona or 'Character' has experiences, desires, thoughts and needs as dictated by the attendee or 'Player' and these motivations guide the Player in portraying their Character.

Live Roleplaying games often include a set of 'Rules' by which the players should abide. These take the form of common sense health and safety guidelines which all players should follow to ensure the well being of themselves and other players, they also take the form of an agreed set of rules that define a Characters abilities within the game world in relation to the other characters. After all, you wouldn't want someone to actually stab you through the heart in a climatic battle.

Game rules allow us to simulate combat in a safe environment, enable characters to accomplish deeds beyond their players capabilities and provide both player and character with a way to interact with the world in which the game is set.

Fundamentally however, Live Roleplaying is about a group of people getting together to have fun.

### **What is 'An Evening of Science and Mystery'?**

Taking place over the course of an evening, the aim of 'AESM' is to provide players with a series of puzzles, mysteries and conundrums which may threaten, reward or appeal to the characters, the Empire, the local populace or any other conceivable subject. The characters are then free to react to, engage and solve these mysteries as they see fit, some may be of greater concern to a character than others depending on that characters motivations.

In addition to this puzzle solving theme, 'AESM' aims to generate a society of intrigue and political maneuvering as characters compete to gain funding for their research, expeditions and political agendas. Alternatively they may seek to undermine the efforts of their peers and rivals whilst various factions run by characters not belonging to players (Non-Player Characters/NPC's) bid for or offer support to further their own ends.

### **Rules of Attendance**

In attending 'An Evening of Science and Mystery' game you agree to abide by the following rules, failure to do so may result in you being issued a verbal warning or a request that you leave the site on which the game is taking place. Please understand that this is in the interests of promoting a safe and secure environment for all our players.

- 1) Please ensure you follow any reasonable 'Out of Character' (made by the person, not by the character they are portraying) requests or instructions issued by the organisers and game team during a game.
- 2) Please refrain from attending a game under the influence of any illegal substance, please ensure you do not have any illegal substances in your possession during a game.

- 3) Please enjoy alcohol responsibly.
- 4) Please abide by any safety regulations imposed by the venue in which a game takes place.
- 5) Please refrain from making physical contact with other players without prior consent. Grappling, pushing or striking another player can lead to unintended injury.
- 6) Please understand that this is a mature game and as such you may encounter adult themes or language. Remember that an unpleasant **Character** does not mean an unpleasant **Player**.
- 7) If you take the piss, please make sure it does not detract from other player's enjoyment of the game.
- 8) Please understand that you attend 'An Evening of Science and Mystery' at your own risk. We expect all players, organisers and game team members to conduct themselves in a manner that takes into account their own and other peoples safety at all times. We cannot allow an individual who acts in an irresponsible manner to remain within the venue.
- 9) The Organisers cannot accept responsibility for any loss or damage to property incurred whilst attending a game.
- 10) If at any point you have any concerns or issues during a game, please approach an organiser or member of the game team as soon as possible. We aim to make your Live Roleplaying experience an enjoyable one, but we can only resolve issues we are aware of.

## Prop and Costume Guidelines

### Props:

- 1) Please ensure that any melee weaponry (swords, daggers, clubs) is of a 'LARP Safe' variety, consisting of a flexible core covered in foam and latex. During combat be sure to pull your blows. Under no circumstances must the weapons be used to stab, even if the weapon is designed to be safe to do so. There may be larp safe weapons onsite that have been designed to look like ordinary objects such as bar stools or shovels. Do not use something to hit another player unless you know it to be designed to safely do so.
- 2) Please ensure that any ranged weapons (pistols, rifles) do not have any propellant, ammunition or batteries installed if they are capable of launching projectiles such as BB's or are blank firing weapons. Please do not bring any weapons that are illegal or require a license to own.
- 3) Please ensure that any weaponry is safely concealed whilst you are en route to a game, replica weaponry can cause considerable distress to hysterical members of the public.
- 4) Any non-combat props such as tools, utensils and boxes must be of a sturdy construction and possess no protruding sharp edges. Medical props such as syringes must not have needles attached and any drug phys-reps must be of a substance that is safe to consume should any mix-ups occur.
- 5) Any electrical or mechanical props need to be examined by the organisers before being used. Pneumatic systems must be of a low pressure (not exceeding 50psi) and be fitted with a dump valve in case of a fault. Electrical systems must be run from a DC power supply unless cleared with the organisers beforehand. Mechanisms must not have any exposed moving parts such as transmission systems that may cause injury. All power supplies must have an obvious method of disconnection in case of emergency.
- 6) All props must be constructed in such a way as to conform with the 19<sup>th</sup> Century aesthetic of the game. Please refrain from having obviously modern items on

display during game time.

Costume:

- 1) Please ensure that every effort is made to make your costume fit within the 19<sup>th</sup> Century aesthetic of the game. Frock coats, top hats and waistcoats being ideal costume. However making an effort is more important than being historically accurate, there is also plenty of room for creativity in costuming that maintains the feel of the game world.
- 2) Remember to wear comfortable costume, you'll be in it for an evening.

### **Out of Character (OOC) Calls**

The following are calls you may hear during a game, they are made as information calls and should be responded to accordingly by the Player rather than the Character.

- **Time In** – This signifies that game play has begun or should be resumed, during game play you are expected to act as your character as appropriate and assume all other players are portraying their characters.
- **Time Out** – This signifies that game play has ended for whatever reason, be it the end of the game or there is need to make a safety announcement.
- **Time Stop** – Generally made as a quick call to pause the game in event of safety concerns. On hearing this call please remain stationary and follow any directions from the game team.
- **Time Freeze** – Unfortunately there are some mystical effects that we can't fully simulate in the time available. To represent strange things acting instantaneously the 'Time Freeze' call is made to pause time momentarily. Please close your eyes and hum to drown out the casual swearing as a member of the game team races to get into the Mummy costume and position themselves in the Sarcophagus you just opened.
- **Mandown** – If you or another attendee is injured or other wise incapacitated please make this call immediately to notify everyone of the emergency. On hearing this call please remain stationary until advised otherwise to ensure the situation is resolved without incident.
- **Hand in the air** – Not a call exactly, if you see someone with their hand over their head making either a fist or open palm please treat them as not being there. This allows us to move members of the game team around without needing extra doors and passage ways in the building.

### **The World of 'An Evening of Science and Mystery'**

#### **Britain; 1865**

The first game (08/03/08) is set in the year 1865AD, a time when the sun never sets on the British Empire and Queen Victoria is loved by her people. It is a time when steam technology has progressed from the mining pumps and Trevithicks Catch-me-who-can to a network of steam locomotives expanding it's way across both Britain and her territories, whilst clockwork enables the everyday Ladies and Gentlemen to keep an accurate note of time on their pocket watches.

Coal, Oil and Gas are valuable resources used to heat homes, fuel boilers and illuminate the streets of London and other large cities. However the gas engine is an alien concept, as is the practical use of electricity. Whilst the work of Faraday has gained significant attention in the scientific community, the scientists disappearance after his 1864 Christmas lectures has stalled many projects in this area.

Tall chimneys dominate the skyline in major cities as the furnaces of Industry fill the air with the relentless cloud of enterprise. The boom in industry ensuring jobs for the men, women and children of Britain. For those without family or support, the workhouses provide a place to spend ones days in honest labour to earn their keep.

In the houses of parliament Lord Palmerston's time as Prime Minister is coming to an end and the nation waits with baited breath to see whether the Liberal William Gladstone or the Tory Benjamin Disraeli will take his place in the upcoming elections. The direction of Britain and her Empire in the coming years will be decided in this crucial time, one can only hope every monied man and women of Britain makes their vote count.

## **Transport**

The roads of Britain are still populated by the trusty horse drawn carriage, however some major cities have seen the installation of a Tramway system. These road bound rails see steam powered carriages racing through the streets as smiling passengers share a seat on this most modern transportation. The demands of Agriculture have seen traction engines steaming along country lanes and many an industrial yard employees the occasional services of an engineperson.

Perhaps the most startling road vehicle is Trevithicks steam powered carriage. Towering above all other traffic, these bizarre contraptions convey their wealthy passengers to the most important social events of a season, but have yet to gain popular use.

Hurling through the country side, their whistles blowing pride, the Steam locomotives herald a mixture of pride and fear. Delightful constructions of brass and steel, the mighty engines see increasing numbers of passengers and freight to their destination. Perhaps the railways greatest achievement has been the speed with which the postal service may now perform it's duties. As the rail network expands more and more Britons are embraced by the arms of progress.

On the seas, steampower has seen the sail become a thing of the past for merchant ships. Great paddles propelling ships through the waves in defiance of the winds to prove that nature is second to scientific acheivement. Until recently the ships of the Royal Navy retained their sails, however the invention of the screw is said to spell the end for the age of sail. The first military vessels to cut through the waves under the power of steam are said to be on the horizon, but the details of such a project have been kept in strictest confidence by the Sea Lord.

Having mastered the land and sea, people turned their intention to the skies. Developed by leading French engineers the Airship is a sight to behold. Taking advantage of the latest high pressure steam systems the airship has gone from the humble drifting balloon to a vessel capable of traversing continents. The DuBois system that made this possible allows the same boiler to provide heat for a centrally mounted balloon whilst simultaneously supplying steam to the propellers that drive the craft. The Lady Annabelle Coldwood, responsible for championing the airship's cause in the British armed forces, is the current Admiral of Britains small airbourne fleet and favourite to take the appointment as the first Sky Marshall.

Despite it's glamour, the life of an sky sailor is a dangerous one indeed. Boiler failure, avian impact and navigational miscalculations a constant worry and a fall overboard leading to certain doom. Of the few military actions to occur in the skies, no vessel has survived. Yet the benefits of this mode of transport have caught the eye of many a shipping company and commercial shipping across the skies of Europe is an increasingly regular sight.

## **Exploration**

The great boom in transportation has led to explorers travelling further and further afield. The deserts of Egypt and Plains of Africa surrendering their secrets on a daily basis. There are few places truly inaccessible in this day and age, with no shortage of daring explorers it will not be long before no stone on this planet lays unturned. Perhaps then the enquiring of mind will turn their eyes to the moon?

Exploration fever has gripped the nation, with the idle rich and curious scholars packing lecture theatres to hear tales of daring and discovery. With each new expedition deals are made and money exchanged to see the most impressive finds making their way into the most popular museums or fashionable drawing rooms.

But any explorer thinking their tale will be all adventure and celebrity are sadly mistaken. The political plays, irate natives, strange diseases, demanding sponsors, idle skeptics and harsh rivals leading to great dangers in the field. Seasoned explorers share rumours of monstrous beasts, ancient curses and missing comrades.

## **Militaria**

The expansion of the British Empire has seen many countries imitate the stylings of the thin red line. Where fifty years ago the rifle was seen as a weapon of the elite, every Red Coat now carries a rifle using the percussion cap system to ensure reliability. Whilst the gunsmiths of England have developed the pepperbox pistol in response to the American revolver, the worlds infantry has yet to abandon the trusty muzzle loading weapon.

In response to requests from the increasingly vulnerable cavalry units, research into armour has led to the development of a breast plate capable of deflecting a bullet in ideal circumstances whilst still allowing speed with a sword. Although not standard issue, many of the British heavy cavalry regiments have adopted this plate in favour of their usual attire. The Royal Artillery Corp has had cause for excitement as the once ridiculed Rocket Battalion has seen a return under the guidance of Earl Fenner as part of an experimental warfare division set up to provide distraction for restless military engineers. Although confidence in this technology is lacking due to historical precedent, the Battalion has recently been posted to British holdings in Afghanistan.

## **Communication**

With telegraph messaging a distant dream, the Royal Mail is by far the greatest means of communication in the civilised world. Postal services across the globe have expanded their range and increased their speed in conjunction with the railways. The recent purchase of three Airships by the Royal Mail is said to spell the end to isolation, by 1870 they say, there will not be a place in the Empire where one cannot purchase a Penny Black for the morning posts.

## **The World**

In America, the Civil War has seen the Confederate States defeated by the Union and a group of arms dealing enterprises known as the Parasol Foundation grown fat on the profits of the conflict. Now, whilst the nation licks it's wounds and sees to uniting the states, the Foundation is engaging in rapid over seas expansion through connections made during the war years. Queen Victoria herself is said to have played host to the Foundations Chairman, Mr. Ulyesses P. Winchester.

In Russia, the Tsar's successful military campaigns have seen a sense of national pride and feeling of invincibility settle in the populace. European countries look to the North in apprehension and even Her Majesties Armed Forces have cause for concern as rumours

of a Russian push into Afghanistan abound.

In Europe, arguments over territory are rife and much rattling of the sabre occurs. Relations between the Prussians and French are at an all time low and Denmark is acting in an increasingly volatile manner with a reported interest in increasing it's Naval strength to rival that of Her Majesties. In Germany the dreaded Kaiser Ubelhund is gathering increasing support for his warmongering stance. Many view the political situation as they might a barrel of gunpowder next to a flaming torch.

In China and Japan, the old ways are dying and the Western influence is spreading to the furthest reaches of these countries. Whilst it presents a welcoming front, the true intentions of the dragon are hidden behind it's toothy grin.

## **The Secret Societies**

It is a time when Secret Societies and Exclusive Social clubs can be found all across the civilised world. Within the Empire two such societies bring to bear more members and influence than any other.

### *The Utopian League:*

Founded on the principle that people should strive to improve themselves and build a paradise of science, art and literature, the league brings together the greatest philisophical thinkers and eager idealists.

They would be a truly formidable organisation if they could decide on a mutually agreeable concept of Utopia, perhaps if they could even agree on a method of organising their own membership. As it stands many rally behind the ideas of Willam Gladstone and it is this following that has seen the league accept the MP in a vague capacity of leadership.

Members of the League are generally eager to research new technologies and produce art works to inspire the masses. They also tend to wholeheartedly support Gladstones liberal calls to reduce public spending so that all may be free to spend their hard earned money to better their lot.

Their symbol is the White Dove of Noah, although the representations are as varied as the membership.

### *Pax Britannia:*

Founded by the wealthiest beneficiaries of the rapid expansion of the Empire, the followers of Britannia have, after turbulent first encounters, placed their considerable influence behind the MP Benjamin Disreali in support of his drive towards strengthening the Empire and maintaining peace for the benefit of it's citizens.

Locating their foundations in the business of trade and construction, the followers have ensured their influence has expanded with the railways. As the locomotives spread to further and further parts of the world, so does the society.

Members like to ensure their investments are secure and are often adverse to taking needless risk. Whilst they are unlikely to embrace controversial thinking, they are skilled in the exploitation of new ideas and technology. They are in full support of Disreali's plans to bring order to the world and introduce legislation on all aspects of life.

Their symbols are the Union Flag and the Lion. But the membership are often opposed to outward displays of their alleigence.

## **The Game**

### **Creating your Character**

In order to take part in a game you need to have a character, this is the persona you will be adopting during game time so it is important to spend time creating a character you will enjoy playing. Please bear in mind that characters may die as a result of your own or other characters actions within a game, it is always worth considering alternate characters you may wish to play in the event of your characters demise. In addition you should note that players may have only one active character at any one time.

As 'An Evening of Science and Mystery' deals with scientific discovery, political intrigue and unexplained goings on, it is worth planning a character with some drive to engage in their surroundings. It is very difficult to involve characters with no motivation to be in the varied situations they may find themselves.

At this stage it can aid character creation by producing a short character 'concept' which may be summarised in a few words, such as 'Industrial Tycoon', 'Person of Leisure', 'An Officer and a Gentleman', 'Plucky Mechanic' or 'Old Soldier.'

To create your character please follow the steps outlined below...

### **Step 1: Character Class**

Each character has a class to which they belong. This is not a social commentary as such, just a tongue in cheek stab at Dungeons and Dragons. In game terms it is a simulation of a social class system like those during the Victorian era, remember that it is your characters merits as a person that will define them once play begins.

The class you select at this stage influences the options open to you as you progress through character creation.

*Upper:* The Nobility of the lands, exact title will depend on their country of origin and size of their entourage. Nobles without an entourage are generally considered to be without title.

*Middle:* The majority of characters are expected to be from the middle classes, they have a comfortable living and respectable education. Middle class characters may declare allegiance to an Upper class character during character creation, this alters the middle class characters basic class entitlements (below).

*Lower:* Lower class characters must have a Middle or Upper class character they are allied to who can vouch for them in order to attend games, although the character they are allied to does not have to be in attendance at the same time. If required you may be allied to a Non-Player Character under Game team control.

Each Class has basic entitlements that aid the character in game, these are described below...

*Honour:* Upper class characters may have a title to denote their status, this is dependant on their 'Entourage' (the number of Middle and Lower class characters allied to them) and each member of their entourage allows them to increase their title. So a character with no entourage is untitled, a character with two members in their entourage is considered a Lord or Lady. Entourage size only dictates Honourific at character creation, gathering more allies during game time does not automatically entitle you to a higher honour.

*Allegiance:* If your character is allied to another character their entitlements are different to an unallied character.

*Means:* All characters are able to live in comfort and not worry where the next meal is coming from. Characters with Means have significant investments or property that enables them to fund expeditions, back members of parliament or invest further. When translating

your characters means into a narrative description you may decide you are a wealthy landowner or own your own Airship.

*Influence:* A character with influence has the ears of important people, although it is likely that Upper class characters influence will be in the higher echelons of society whilst a Lower class character knows which criminal elements may be of service, this is not a strict law. In game terms influence allows you to pull the right people on side for the task.

*Fame:* An indication of how your character is perceived by the masses. Whilst fame is not as potent a tool as 'Means' and 'Influence' it leads to many rewards for your character. As a character travels the world, invents new technologies and influences the political landscape they begin to gather fame. It is possible for a character to be awarded funding, titles and honours purely on the basis of their fame. But be wary who seeks to take advantage of your good name.

Note: Upper class characters begin with fame as a result of their position.

*Other:* Any additional entitlements your character may be due.

<b>Upper Class</b>				
<b>Honour</b>	<b>Means</b>	<b>Influence</b>	<b>Fame</b>	<b>Other</b>
<b>None</b>	1	1	2	-
<b>Sir/Dame</b>	1	2	2	-
<b>Lord/Lady</b>	2	3	3	-
<b>Duke/Duchess</b>	3	4	4	-

<b>Middle Class</b>				
<b>Alleigence</b>	<b>Means</b>	<b>Influence</b>	<b>Fame</b>	<b>Other</b>
<b>None</b>	1	1	0	-
<b>Yes</b>	0	2	0	-

<b>Lower Class</b>				
<b>Alleigence</b>	<b>Means</b>	<b>Influence</b>	<b>Fame</b>	<b>Other</b>
<b>None</b>	1	0	0	Additional Apprenticeship
<b>Yes</b>	0	1	0	Additional Apprenticeship

## **Step 2: Character Race**

Another stab at D&D. You must select a race to which your character belongs, this is their nation of origin or the one to which they owe alleigence. It is expected most characters will be British, but there is nothing stopping characters from all over the world.

When ascertaining a characters title or honourific, convert the ones listed in the rules from their British standard to your nations nearest equivalent.

All characters may speak English and French if they desire, characters not from nations with these as their standard language may speak their nations language in addition.

## **Step 3: Secret Society**

At this stage you may select to be a member or supporter of 'The Utopian League' or 'Pax

Britannia'. Being British is not a requirement of membership, the societies influences spread across the globe.

There is no skill or entitlement benefit to joining a society, however you may find yourself out of the loop on occasion if you refrain from getting involved. On the flip side you should remain out of the firing line to an equal extent.

#### Step 4: Skills

Skills are a mix of abilities used to solve the mysteries your character may encounter during a game and boosts to their entitlements. Any skills not covered in this section are not essential to game play, as such you are entitled to attribute any skill not listed to your character. Feel free to be a world class lawyer in addition to a military Captain and dabbler in linguistics.

- Each skill is broken down into 'Apprentice', 'Journeyman' and 'Master'.
- Each character may select one skill at 'Apprentice' and one at 'Journeyman.'
- Alternatively a character may select one skill at 'Master.'
- Lower Class characters may select an additional skill at 'Apprentice' this represents less time keeping up appearances and more time being useful.
- Each skill selection has an associated title, depending on class. A character is generally referred to by the title of their highest skill Title or class Honour.
- Some skills or skill levels are not open to characters of certain classes, these are denoted by a **N/A** mark in the title section below.
- Gender is not a factor when selecting skills, or any point during the game.
- What skills do in game is listed later on in these rules.

*Playing a Master:* Masters of a skill have spent their entire lives studying and improving their abilities. Whilst they are better at what they do than Apprentices and Journeymen, they are also considerably older. As a result, any player wishing to play a Master must represent the advanced age of their character with grey hair, beard, walking cane, spectacles, listening horn or other appropriate paraphernalia. The sanity of many Masters is also somewhat suspect and it is not unusual for them to complain that things aren't what they used to be and that the young people of today have no respect for their elders.

#### Skill Related Titles

<b>Engineering (Male/Female)</b>			
<b>Class</b>	<b>Apprentice</b>	<b>Journeyman</b>	<b>Master</b>
<b>Upper</b>	Mr/Ma'am	Mr/Ma'am	<b>N/A</b>
<b>Middle</b>	Mr/Ma'am	Mr/Ma'am	Master
<b>Lower</b>	Lad/Lass	Mr/Ma'am	<b>N/A</b>

<b>Occult (Academic/Natural [Female tense])</b>			
<b>Class</b>	<b>Apprentice</b>	<b>Journeyman</b>	<b>Master</b>
<b>Upper</b>	Ma'am/Sister	Doctor/Sister	<b>N/A</b>
<b>Middle</b>	Ma'am/Sister	Doctor/Sister	<b>N/A</b>
<b>Lower</b>	Lass/Sister	Ma'am/Mother	Ma'am/Granny

<b>Natural Philosophy (Male/Female)</b>
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<b>Class</b>	<b>Apprentice</b>	<b>Journeyman</b>	<b>Master</b>
<b>Upper</b>	Mr/Ma'am	Doctor	Professor
<b>Middle</b>	Mr/Ma'am	Doctor	Professor
<b>Lower</b>	Lad/Lass	Mr/Ma'am	<b>N/A</b>

<b>Linguistics (Male/Female)</b>			
<b>Class</b>	<b>Apprentice</b>	<b>Journeyman</b>	<b>Master</b>
<b>Upper</b>	Mr/Ma'am	Doctor	Professor
<b>Middle</b>	Mr/Ma'am	Doctor	Professor
<b>Lower</b>	Lad/Lass	Mr/Ma'am	Mr/Ma'am

<b>Military (Navy/Army [Male tense])</b>			
<b>Class</b>	<b>Apprentice</b>	<b>Journeyman</b>	<b>Master</b>
<b>Upper</b>	Lieutenant/Captain	Captain/Major	Admiral/Colonel
<b>Middle</b>	Ensign/Ensign	Lieutenant/Captain	Captain/Major
<b>Lower</b>	Crewman/Chosenman	Mr/Sergeant	Ensign/Ensign

<b>Political (Male/Female)</b>			
<b>Class</b>	<b>Apprentice</b>	<b>Journeyman</b>	<b>Master</b>
<b>Upper</b>	Mr/Ma'am	Mr/Ma'am	Mr/Ma'am
<b>Middle</b>	Mr/Ma'am	Mr/Ma'am	Mr/Ma'am
<b>Lower</b>	Mr/Ma'am	Mr/Ma'am	Mr/Ma'am

### **Step 5: Character Background**

A brief outline of how your character got where they are, who their important friends and relations are, any traumatic experiences and what events may drive them. This is used as an aid to playing your character and as a reference for the organisers when running the game.

### **Step 6: Character Name**

The single hardest part of character creation, what to name your character. It is worth spending the time to consider a cool and dramatic name for your character as you'll be hearing it quite often. A name should include given and family name, nicknames should ideally be given by other players during play, names should be appropriate to the time period the game is set in. 'Chip Laser' is not an appropriate name for your character.

### **Step 7: Starting Equipment**

Characters in 'An Evening of Science and Mystery' are considered to have a reliable income and not want for money. As such any character is assumed to have access to pocket change as required and may possess any equipment relevant to their skills, patents (explained later) or any item of generic use (such as a pocket watch, cap lock firearm or sword).

Many of the skills are left vague as to their exact execution to allow creativity when designing props and gadgets. A player with an Occultist character may decide to construct a bizarre contraption with lights, dials and doo-dahs as the means by which their character uses the skill. A player with a Mechanical character may decide a big spanner to bash things with is the best equipment for representing their skill.

As the game progresses, characters will be able to research new technologies that alter the way they use the rules. This research is represented by 'Patents' which other characters may adopt, conferring benefits to the creator and the new abilities to the character adopting. Non-Player characters controlled by the game team may also present new Patents for use by player controlled characters.

The following Patents are available to characters at any time. Although bear in mind that if you choose to benefit from these patents the groups who hold the patent will benefit from your patronage...

*Pepperbox Pistol by Swiggins of London:* A pistol allowing the use of several shots before needing reloading, this pistol confers -1 to the characters Ranged Combat 'Warm up' time (explained below).

*Revolving Pistol by The Parasol Foundation:* A pistol allowing the use of several shots before needing reloading, this pistol confers -1 to the characters Ranged Combat 'Warm up' time (explained below).

*Aspirin by Draisbach of Berlin:* A drug discovered by German scientists, this aids recovery from the pain of surgery and is said to cure headaches. (The benefits of this drug are mostly roleplayed.)

*Light Cavalry Sabre by Her Majesties Horse Guards:* Used extensively in the Napoleonic wars, the British Light Cavalry Sabre (ironically designed by a Frenchman) is without rival. This sword confers -1 to the characters Melee Combat 'Warm up' time (explained below).

*Ballistic Breastplate by Birmingham Arms:* A new introduction to meet the demands of worried cavalry. The Ballistic Breastplate provides greater protection against firearms than your average armour. This armour confers protection against the 'BANG' call in addition to the usual protection armour provides against melee weapons (explained below).

## **Playing the Game**

### **Combat**

When a group of competing scientists and politicians find themselves in unusual circumstances, it is entirely possible that someone may end up getting a bit violent. There is also the danger of unsavoury elements coming into play which may cause grief for those who get in their way.

Combat in 'An Evening of Science and Mystery' is governed by a 'Warm up' system, this is the same for both Ranged (with guns) and Melee (with swords) combat. 'Warm up' is the time a character must spend aiming, loading, parrying or otherwise preparing before they may make an accurate attack (represented by an attack call). This is a breakaway from traditional systems of melee combat due to the indoor and potentially confined nature of the game.

The standard warm up time for all players in all forms of combat is Ten (10) Seconds. This means any character may elect to use a weapon at a 10 second warm up.

Skills and Equipment may reduce this warm up time. *For example:* The Revolving Pistol confers a -1 Warm up time to Ranged combat, therefore a character using such a weapon only has to count to nine (9) before making an attack call rather than the standard ten (10).

## Melee Combat

**Playtest:** Please note that the rules for Melee combat may be altered in the lead up to the first game. You never know when a better idea may come along.

Unlike many games where physical contact with weaponry and therefore actual skill in fighting is important, in 'An Evening of Science and Mystery' melee combat is undertaken by 'acting out' a period of combat. Perhaps two assailants engage in an Errol Flynn style duel or one desperately fends off a cudgel bearing thug with nothing but a bottle. It is advised that opponents unsure of each others skill should fight in 'slow motion' to provide a dramatic scene.

To initiate Melee combat the aggressor must call '**Have at thee!**' to a character within five feet. The targetted character then has the following options...

- **Counter** – If holding a firearm at the time of challenge, the target may use this to shoot the challenger immediatly, regardless of their warm up period. This nullifies the challenge until the challenger can get within five feet again.
- **Accept** – By responding '**Huzzah**', the target agrees to the fight and combat ensues. It is from the moment the word is spoken that 'Warm up' times for melee skills are counted.
- **Yield** – By responding '**I Yield**', the target automatically receives the challenger's attack (regardless of warm up time) and responds accordingly. Yielding does not provide you with time to flee, this opportunity was available before the challenger got within range.
- In certain circumstances, such as combat with creatures or creations in large costumes, these rules may be adapted. A member of the game team will be on hand to guide combatants in this situation.

Once a challenge has been accepted the challenger begins an audible count from One (1) to Ten (10), this may take as long as the players involved in the combat require to allow dramatic representation of a fight. Once the count reaches a characters 'Warm up' time that character may call '**Touche**' to represent a successful strike to their opponent.

Understandably the shorter someones 'Warm up' the more chance they have of getting the first hit. If characters have the same warm up time then the challenger's strike gains priority, sometimes the best form of defence is a good offence.

From the moment a challenge is declared with the call 'Have at thee!' to the moment the challenge ends with a successful counter or only one character remaining uninjured, no other character may make a Ranged combat call targetted at a character within Melee. This is due to the fight representing a mad whirling of blades and bodies.

*Multiple melee opponents:* A character may only declare challenge to one target at a time, however melee may be joined by other characters. In this instance the new challenger does not fight directly but increases the 'Warm up' of the character they challenge by One (1). If a fight already has an additional opponent, further challengers must challenge these additional participants to break the skirmish back into one on one contests.

As Melee combat is essentially a mimed action, it is possible to do so with objects which are not designed for combat. A character may defend themselves with a fan or their fists, perhaps a bottle. Please ensure that when using a non-LARP safe weapon that you move at a slow speed and never aim to make physical contact with your opponent or their weaponry. Do **not** use anything with a sharp edge for miming combat.

## Ranged Combat

Ranged combat works by engaging in the relevant 'Warm up' period then getting the attention of your target and making the correct attack call.

The 'Warm up' period is silently counted in seconds, during which time you should, load, check, adjust or aim your weapon. You must ensure the target remains within your sight for the duration of this period.

The call made upon the attack 'Warming up' depends on the nature of your weapon...

- **BANG!** - Made by standard firearms using gunpowder as a propellant. Loud and producing lots of smoke, they hurl lead at their targets at startling velocities.
- **WHOOSH!** - Made by weaponry designed to engulf the target in a cloud of scoulding hot steam. These weapons have a tendency to whistle uncontrollably whilst venting steam in all directions.
- **ZAP!** - Made by weaponry using 'Faraday Crystals' to focus electrical energy into a destructive beam. Truly unpleasant devices. *Note:* At the time of the first game, rayguns are considered concept rather than reality.

An attack call made after the characters 'Warm up' period has expired will always hit the target if they are aware of the call being made. What it does to them once it hits depends on several factors.

## Armour

To provide protection against attack, characters may wear armour. Armour provides protection against all types of Melee attack but only one type of Ranged attack (Bang, Whoosh or Zap.)

To counter a Melee attack, following your opponent making the '**Touche**' call, respond with the call '**CLANG!**' to signify the blow bouncing off your armour. In cases where both Melee combatants are wearing armour, begin the Ten count again once it has finished until one or both combatants are injured.

To counter a Ranged attack, following an opponent making an attack call, respond with the call '**CLANG!**' and either falling to the floor or your knees and remaining stationary for a count of Three (3) seconds as the shock of the attack leaves you stunned.

*How often does armour work?:* Armour will provide protection against a *single* Melee attack and a *single* Ranged attack (of the specified type) every time combat breaks out. Remember this is per combat scene (like in a film) rather than for each opponent you face within a scene.

## Injury

If you are hit with an attack that is not countered by armour, your character is injured. Injured characters must fall to the floor (or deposit themselves in a safe position) and are unable to act beyond whispering short sentences, yelling in pain and moving to a safe position where they will be out of the way of other players running about and fighting.

Injured characters will need the attention of a Natural Philosopher (as described in the Skills section under 'Natural Philosophy') within a count of One Hundred and Twenty (120) seconds or their wounds will become infected, leading to a slow and painful death over the coming months.

In addition to physical injuries a character will be psychologically shaken. To combat this they will require a cup of tea or stiff drink. If they do not obtain liquid aid, the trauma of their

experiences causes a character to act distant and nervous for the remainder of the game session.

### Science time!

Bear in mind that as players develop technologies, you may find that those who adopt new devices have different constraints to those detailed above.

### Uptime

During Uptime (the time you spend roleplaying during an actual game) your character will be called upon to use their charm, intelligence and skills. The way in which the skills your character selected during character creation work within the game are detailed below.

### Skills List

**Engineering:** Covering everything from general mechanics, steam power, clockwork and eventually electrical technologies. The myriad of mysterious devices found in game have a series of laminated cards attached to the props, these cards notify anyone with at least Apprentice Engineering the function of the device and it's component parts. In addition these cards have a pair of holes through which a ribbon may be tied, the hole through which the ribbon is tied denoting whether the component is fully working or broken. If a device does not have cards attached locate a member of the game team if you wish to salvage parts.

A break down of the information presented by these cards...

- Designation (Energy source/Converter/Output device/Regulator)
- Description
- Minimum Force and Rate Inputs
- Force and Rate Output
- Input Type (Steam/Linear/Rotary/Heat)
- Output Type (Steam/Linear/Rotary/Heat)
- One way or Two way conversion

Here is a sample of what you will see on a card...

Input	Converter		Ouput
Steam	<b>Piston:</b> Originally from a Great Western Locomotive, this piston is well maintained.		Linear
Force 8			Force 12
Rate 8	<b>Working O</b>	<b>Broken O</b>	Rate 2

Input/Output	Converter		Input/Ouput
Rotary	<b>Metal Press:</b> This device converts rotary motion to bend steel.		Linear
Force 2			Force 7
Rate 6	<b>Working O</b>	<b>Broken O</b>	Rate 1

*For example:* Gadget wants to create a Steam Locomotive. Her basic build involves finding an Energy Source (in this case a Furnace, a Clockwork device would require a spring) and connecting it to a series of converters until she achieves rotary motion to propel the loco. First step is to attach a boiler to the furnace so steam can be generated, this steam is then

used to move a piston which in turn has a link to alter it's linear motion to rotary. The rotary motion is used to move the loco's wheels (the output device). Unfortunately this proves a somewhat erratic mode of transport so Gadget adds a flow regulator between the boiler and piston to control the speed (a regulator device) but first this regulator needs a little attention to fix it, seems the previous owner was a little careless.

During the build process, Gadget is careful to ensure the Output of one component matches the minimum Force and Rate inputs for the next component so it functions correctly.

**Apprentice:** Apprentice Engineers can read and understand the information listed on the laminated cards attached to props. They are also capable of fixing broken components. However they cannot construct devices by linking cards and their associated props together without the supervision of a Journeyman or Master Engineer.

**Journeyman:** Having understood the basics of Engineering, these accomplished crafters can do everything an apprentice can, with the additional ability to construct and alter devices through the linking of cards without supervision. To construct a device the Engineer arranges the props to represent the device they intend to build, roleplaying the build process with spanners, hammers and the like. The aim is to correctly link the power source to the intended output by converting the original energy into the form required.

**Master:** Having a life time of experience, these virtuoso crafters know how far they can push a system before it buckles under the stress. To represent this, a Master Engineer can jury rig one (and only one at any single point in time) of a devices component parts to alter the Input or Output 'Force' or 'Rate' of that component up or down in relation to each other. So to increase the output 'Force' of a component by Two (2) points, they would reduce the output 'Rate' by Two (2) points.

**Occult:** From the Medium contacting the dead to the Paranormal Investigators of the Academic world, the Occult world is one of mystery and danger. Within a game the study of Occultism provides a character with heightened awareness of the world around them, the ability to invoke magical powers and even the right to demand truth from the world of the spirits.

Due to the nature of the occult and the many varied ways in which it may be approached, there is no one way of describing the spiritual world or it's organisation and rules. As such it is up to the player to define their characters view of the Occult and the way in which they invoke their powers, be it through Ecto-technology or a Wand of Oak.

Characters with the Occult skill must wear a green ribbon around their right arm or on their lapel, this signifies them as being magical gifted to other Occultists.

**Spellbooks:** It is recommended that players with Occult characters carry around a 'Spellbook' or 'Research Papers' with the following information noted down to remind them of how their skills work.

**Apprentice:** The Occult apprentice is gifted with sight beyond sight, able to see what others may not. To represent this some characters and objects may have coloured ribbons attached, the colour of the ribbons providing the occultist with the following information...

- **Blue:** Magic item/Magical properties/Enchanted
- **Green:** Gifted with magical sight/Magic user
- **Pink:** Ghost/Spirit, this person or object is not of this world.
- **Yellow:** Magical residue, a spell or enchantment was recently placed on this person /item or they have been exposed to powerful magics.

- **Purple:** Aura of Dread, this person or item is a killer of many or bears the taint of demonic activity.

These ribbons are a description for players with Occult characters to respond to, if you do not have the Occult skill treat them as if they are not there.

**Journeyman:** Having used their sight to learn more of the Occult world, Journeyman occultists have discerned a method of channelling magical energies in order to cast spells. A Journeyman Occultist may cast any and all of the following spells, although **they may not cast more than one spell every half hour** without risking injury, by exceeding this limit they drain their energies greatly and are 'Injured' as if shot or stabbed, mysterious burns appearing on their body.

- **Obfuscation of the Living Spirit:** Through force of will, the occultist disguises their nature. They may remove their Green Ribbon for a period not exceeding Ten (10) Minutes. Replacing the ribbon before this time has passed ends the spell.
- **Converse with the Eternal Phantasm:** By holding your hand with thumb and little finger extended and placing it by your head as if conversing on a telephone, any ghost or spirit you approach is magically bound to answer three questions, although they do not have to tell the truth. Once you have approached a spirit you will have their attention until three questions have been answered, you drop your hand and end the spell or they feel threatened by your own or an allies actions. Only one spirit may be approached per casting of this spell.
- **Ward from the Malign Spectre:** Link your thumbs and extend your fingers to form a 'butterfly' in front of your chest. So long as you maintain this form, no spirit may step within arms reach of you or make any aggressive action towards you. This spell lasts Five (5) minutes or until you unlink your hands.
- **Domination of the Faltering Will:** By pointing towards one target character within earshot and clearly making the call '**Command: [Single Word]**' the target is obliged to follow your single word command. How they react afterwards and how they interpret vague commands is up to them. Be very careful when using this spell, although the target and onlookers will see it simply as force of will (unless they have any Occult skill) it is likely to generate ill feeling.  
*Example Commands:* Sit, Flee, Beg.
- **Resonation of the Sympathetic Cadavere:** The occultist may converse with the spirit of someone who has died within the last hour so long as their corpse is available. By spending five-ten minutes roleplaying their occult skill (ritual, using apparatus, tarrot) next to the corpse they may ask the deceased three questions which may receive three word answers, the spirit is not obliged to answer. This spell may only be performed once per deceased individual.

**Master:** A Master of the Occult is a terrible power indeed. Their skill is such that they may cast spells every Twenty (20) Minutes rather than every half hour, in addition they may use 'Obfuscation of the Living Spirit' as often as they require without it counting as casting a spell.

Such is the insight of these individuals that once per game they may enact a 'Ritual', this is ten minutes of roleplaying their occult skill (Chanting, Adjusting dials on an Ecto machine) after which they may ask the spirit world One (1) question which must be answered truthfully. However this question must be of the Yes/No kind. Although remember that the Master is the only one who '*knows*' the answer, spectators will have to take their word for it.

**Natural Philosophy:** Covering many a scientific discipline, from Biology to Chemistry,

from Medicine to Psychology, the Natural Philosopher is a well read individual. Within the game, when presented with a scientific problem not covered by engineering (such as forensic analysis, taxonomic identification or chemical compositions) the Natural Philosopher may approach a member of the game team to receive a 'Hypothesis' on the problem. This takes the form of several clues as to the nature of the problem which will prompt a solution. The quality of the clue received is dependant on the skill of the philosopher. These clues can then be discussed with other Natural Philosophers to formulate a solution. A member of the game team can then be called to oversee testing the solution which must be fully roleplayed.

Natural Philosophers also take the role of medics for the game, when injured you will require the attention of a Natural Philosopher to heal you. Remember that all healing and surgery must be roleplayed, bullets and cloth must be removed and wounds stitched. Surgery in this manner hurts, a lot.

**Apprentice:** New to the healing arts, an Apprentice Philosopher may not fully heal a character through use of surgery but is capable of stopping any serious bleeding. The injured character regains their ability to speak coherently after being bandaged up and the risk of their wounds being infected is delayed for One (1) Hour. The character is still incapable of using any of their skills.

If a character bandaged in this way does not receive surgical treatment within one hour their wounds will become infected and they will have a slow and painful death.

**Journeyman:** A skilled hand with the scapel, a Journeyman Philosopher may remove bullets, stitch wounds and sooth burnt flesh. In addition to being able to bandage wounds like an apprentice, by undertaking ten minutes roleplayed surgery the Natural Philosopher may remove the risk of a characters wounds being infected, sparing them a terrible demise. However they require the assitance of at least one other Natural Philosopher in order to perform surgery.

**Master:** Unparralled in their medical skill, they may save the life of a character suffering from infected wounds. This is not a skill to be taken lightly for it does not give it's benefits freely. To save the infected character from a grim fate the Master Natural Philosopher may amputate the infected limb, if injured in the head this will mean the removal of an eye or ear, if injured in the torso this will mean major surgical proceedings.

Amputation is a rapid process and roleplaying it should take around a minute or less. A member of the game team should be located to alter the amputee's character abilities to take account of their surgery.

**Linguistics:** Many a relevent detail is hidden within texts writing in ancient script and woe betide the explorer who ventures forth without a method of conversing with the native peoples. All characters may speak English, French and the language of their homeland, a trained linguist is expert in many of the worlds modern and ancient tongues.

## **Modern Languages**

*The Delboy system:* As it would be unfair to expect players with little knowledge of Linguistics to suddenly learn many different languages in order to portray their characters, English is used as the default method of speaking or writing modern languages with the addition of 'key words' to signify the use of a foreign language to people listening in.

Although you may understand what is said or what you are reading, if your character does not have the skill to do so, please ignore whatever is being said.

*Fluency:* When using a foreign language, it is important to adopt an accent. If a player is

talking a foreign language whilst putting on an accent (no matter how bad it may be) they will pass as a fluent native speaker.

### Using the Delboy system...

Each modern language has a set of key words which must be spoken or written at the start and end of each sentence to denote the words inbetween as being in a language other than English. Within sentences it is also worth substituting the odd word or phrase for one from the language you are speaking, French speakers exchanging 'the' for 'les' and 'I say!' for 'Sacre bleu!'

- **French** – 'Ello, ello!' <sentance> 'Encore.'  
*Example:* "Ello, ello! Les Anglais are stealing mon ousieux, Encore"
- **German** – 'Jah!' <sentance> 'Wunderbarr'  
*Example:* "Jah! Die toilet ist nicht humourous, Wunderbarr."
- **Far Eastern** – 'Wiki, wiki!' <sentance> 'Wiki.'  
*Example:* "Wiki, wiki! Joe Dolche! Wiki."
- **African** – 'Jamba!' <sentance> 'Toto.'  
*Example:* "Jamba! I bless di rains down in Africa, Toto."
- **Egyptian** – 'Ankh, pyramid!' <sentance> 'Crocodile.'  
*Example:* "Ankh, pyramid! English beware, ancient curse ahead, Crocodile."
- **South American** – 'Eh Gringo!' <sentance> 'Tequila.'  
*Example:* "Eh Gringo! Los Banditos are coming, Tequila."
- **Asian** – 'Shambala!' <sentance> 'Chakara.'  
*Example:* "Shambala! Follow me Sahib, Chakara."
- **Russian** – 'Russky Stan-dard!' <sentance> 'Dino-ahoy.'  
*Example:* "Russky Stan-dard! You vill have more Vodka, Da? Dino-ahoy."
- **Misc European** – 'Hurdy Gurdy!' <sentance> 'Bork, bork, bork.'  
*Example:* "Hurdy Gurdy! It's a cuckoo clocka. Bork, bork, bork."

### Ancient Languages

*The Stargate system:* Ancient languages are mostly found in their written form, these are languages dead for centuries if not longer. Knowledge of these languages is discerned from sources such as the Rosetta Stone. Although a scholar is only capable of making educated guesses as to their verbal use, an understanding of their written form is freely available to the dedicated student of linguistics.

### Using the Stargate system...

In game terms any ancient text is presented as a pictorial document to which the Linguist will be given a translation sheet, by matching the pictures to their corresponding letters the document may be translated. The Ancient languages include...

- **Ancient Egyptian**
- **Celtic**
- **Ancient Aztec**

The exception to this rule is Latin, to speak and write Latin please use Ig pay Atin lay.

### Arcane Language

Using the Stargate system, Arcane language covers the language of Rhy'leigh a language dating before mortal knowledge. Due to the intricate and mind warping nature of this

language, only Master Linguists have the skill to discern it's meaning.

**Apprentice:** Having studied the languages of the world, Apprentice Linguists may Read, Write and Speak all Modern languages.

**Journeyman:** Applying their knowledge to older languages, the Journeyman Linguist may Read and Write all Ancient Languages aswell as Reading, Writing and Speaking all Modern Languages.

**Master:** At the top of their field, in addition to the Apprentice and Journeyman abilities a Master Linguist may Read the Language of Rhy'leigh. They may attempt to write this language, but every scholar to have attempted such a task thus far has been driven insane.

**Military:** A character who has signed up or purchased a commission in one of the worlds military organisations learns to fight with skill and precision. Those that survive their duties develop a startling tenacity, standing up to injuries that would see the end of a lesser person.

In game terms the combat 'Warm up' times (for Melee and Ranged combat) are reduced for Military personnel and the time that passes after being injured before their wounds become infected (the time in which they need initial attention from a Natural Philosopher) is increased.

**Apprentice:** New to the trade, but ever eager.

Warm up	Injury count
-1	+60 seconds

**Journeyman:** An experienced and capable individual.

Warm up	Injury count
-2	+120 seconds

**Master:** An aging but ever ready foe.

Warm up	Injury count
-3	+180 seconds

*Note:* The values listed are for the skill your character has, Journeyman Military characters have -2 to their combat 'Warm up' (8 rather than the standard 10) **not** -2 for Journeyman and another -1 for Apprentice.

**Political:** Spending their time in the Houses of Parliament or moving in the circles of the criminal underworld, political characters are skilled at networking and arranging favours. In game terms they have an increase in their basic class entitlements of 'Means', 'Influence' and 'Fame'.

**Apprentice:** A wily individual.

Means	Influence	Fame
+1	+1	+2

**Journeyman:** Well connected, it is unwise to insult such a person.

Means	Influence	Fame
+2	+2	+3

**Master:** Has been known to take tea with Queen Victoria herself.

Means	Influence	Fame
+3	+3	+3

*Connections:* Having spoken to the right people and being well known as a reliable or fearsome individual, **once and once only** during the lifetime of the character, a Master Politician may ask a favour of Her Majesty Queen Victoria. Due to the potential power of this ability, a player may only play a Master Politician once.

### Generating Interaction

One of the hardest parts of any game is trying to strike conversation over current affairs without either a full knowledge or something new to bring to the table. To aid characters in interacting and the build the game world, we will provide each player with a brief detailing news and current events they will have picked up based on their skills, fame, influence and nationality. Although, unlike other games which utilise this method of generating interaction, there will be an attempt to provide differing views, information and stories in a characters brief to a character with identical skills. These briefs will be also be used to provide characters with clues to the mysteries and motivations they may encounter during a game.

### Downtime

During Downtime (the time inbetween games) your character will be called upon to use their class entitlements of Means, Influence and Fame. The way in which the entitlements your character selected during character creation work within the game are detailed below. Downtime in 'An Evening of Science and Mystery' represents a period of One 1 year. This means 1 Year is assumed to have passed within the game world between actual games, regardless of whether the real time is two days, two months or two years.

During Uptime you will need to talk with other characters to ascertain their plans for the coming year. They may wish to enlist your aid in a project or be willing to offer to aid you in your own research.

Downtime actions are submitted at the end of the game in the form of 'Project Proposals', these are documents on which the Project leader writes their name, type and a description of the projects aim, characters wishing to aid the Project leader write their name and signature on the 'Project Proposal' to signify their agreement to aid in the project.

A character leading a project may not aid or lead another project during the year, a character not leading a project may aid as many projects as they wish.

Project Proposals may be of the following types...

- **Research** – Using their skills and wits, the projects participants attempt to develop new technologies in the hope they may be adopted by larger institutions (Such as developing a propellor screw for the Royal Navy), produce new forms of devices for game use (Such as a new form of repeating rifle) or expand their current skill abilities (Such as researching a new Occult Spell.) Successful research is represented by a Patent.  
Research projects often require skilled participants and moderate Means.
- **Expedition** – Taking great daring, expeditions see characters heading to the far corners of the earth in search of fame and fortune. Successful expeditions see an increase in Fame for all involved and may result in increased Means and Influence. They may also uncover mysterious artefacts to study further.  
Expeditions often require skilled participants and high Means.
- **Motion** – A political maneuver designed to influence the world. A motion may be something as simple as 'Expand the railway through Cranford.' or as complex as 'Convince the Royal Armed Forces to adopt my new Steam cannon as standard issue.' Successful Motions have a direct influence on the game world.  
Motions often require high Influence and moderate Fame.
- **Opposition** – Not tied to any specific direct, opposition projects involve setting out purely to sabotage another characters project. An Opposition project decreases the chance of the opposed project succeeding and if the opposed project is unsuccessful it may result in disgrace, embarrassment and loss of Fame for the project team. But beware, if the opposed project is successful, the project team will be made aware of your Opposition.

*Biting off more than you can chew:* It is possible for a character to support several projects during downtime. As their Means, Influence and Fame, represent public opinion to a large extent they may not elect to split their 'amount' between projects (e.g. I support project A with 2 Influence and project B with 3). The more projects they support, the less effective their overall support will be towards each project. But this is not automatically an even sharing.

*Building on Foundations:* Particular advanced or complex Project Proposals can be made easier to achieve by mounting smaller projects beforehand. A 'Natural Philosopher' wishing to research 'Smallpox Vaccination' may convince a 'Political' character to propose a project creating media outcry at the Smallpox problem. The following downtime, when the Natural Philosopher submits their vaccination research proposal, their research is aided by plenty of volunteers and politicians seeking to look like they have the public interest in mind.

*For Example:* The wealthy executive Donovan wishes to find the Holy Grail and obtain immortality. To make this easier he employs Dr. Jones Snr. To *Research* the Grails location before mounting an expedition. This research done, Donovan then asks the Nazi government to support his *Expedition* Project Proposal 'Go and get the Grail'. Along the way Donovan's expedition meets *Opposition* from Dr. Jones Jnr. until it finally meets with mixed success in the Valley of the Crescent Moon.

*Project Dangers:* No matter how insane or dangerous your project may be, it will not directly result in your characters death. However it may incur the wrath of powerful individuals, result in tropical disease or adversely impact your characters sanity.

## Patents

Successful research is represented by 'Patents'. By convincing other characters and

institutions to adopt your patent they gain free access to the equipment or skill for their own use. In addition, for each character who adopts one of your patents, you will come a step closer to increasing your Fame. If you convince an institution such as The Royal Mail to adopt one of your patents you will receive an increase not only in 'Fame' but in 'Means' and 'Influence' also.

*Who owns a Patent?:* All characters involved in a research project gain the benefits of the patent should they wish, they also gain the right to offer the access to the Patent to other characters. Only the Project leader gains an increase in Fame when a patent is adopted by characters outside of the project team.

However, when a patent is adopted by an institution, steps towards increased 'Means' and 'Influence' are awarded to characters based upon the amount of 'Means' and 'Influence' they originally brought to the project. Steps towards Fame increases may occur for all members of the project team, but they will be significantly greater for the Project Leader.

In this way a project leader may become famous for their research, whilst the wealthy character who supported the research sees most of the financial benefits.

## **Character Advancement**

'An Evening of Science and Mystery' does not offer characters the chance to increase their skills through expenditure of 'Experience Points'. Becoming a Master craftsman takes a lifetime of study.

For characters to advance they may research or adopt new Patents to broaden or enhance their skills or play the Fame game.

As characters increase their Fame they gain the attention of important people. Famous individuals may receive honours, degrees, awards, invitations to important functions and could be offered academic positions.

Fame may be gained through...

- Successful Expeditions
- A reputation for Successful Motions
- Extensive adoption of Patents
- Achieving the objectives for Secret Societies or Influential Institutes
- Impressing the influential Individuals you may meet at a game
- Player and Game Team vote – We encourage everyone who attends a game to vote for their favourite or most memorable character, the character with the most votes gains an automatic increase in Fame.

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