

AT THE START OF GAME, ASSISTANT GETS 8 CARDS DEALT FACE-DOWN IN A STACK. THEN FLIPS OVER THE TOP CARD.

IF A PLAYER'S WITS CARD IS CURRENTLY RED, THAT
PLAYER IS DEALT THREE CARDS. IF A PLAYER'S WITS
CARD IS CURRENTLY BLACK, THAT PLAYER IS DEALT 2
CARDS.
EACH PLAYER PLACES ONE CARD FACE-DOWN IN THE THREE
WHITE STACKS (RELATIONSHIP, EVENT, LONG TERM).

PLAYERS MAY NOT TALK ABOUT WHAT CARDS THEY ARE PLAYING, BUT MAY TALK "IN CHARACTER" TO HINT AT THEIR CARD PLAY.

1) FLIP CARDS OFF THE DECK, DISCARDING MATCHING SUITS, UNTIL YOU HAVE TWO CARDS WITH DIFFERENT SUITS. LOOK UP THE STORY DETAILS IN THE CHART ON THE BOTTOM RIGHT. USE THESE TWO DETAILS TO GENERATE A SCENE IDEA TO BE PLAYED OUT FOR THIS ROUND. IT MAY BE A THREAT, SOME KIND OF EVENT, A CONVERSATION, OR A FLASHBACK. IT'S UP TO YOU!

DRAW A RANDOM CARD
AT START OF GAME TO
DETERMINE STARTING
POSITION FOR
THE STRAIN PAWN.

AT EACH STEP TO THE LEFT, IF A STACK IS BELOW THE THREAT LEVEL VALUE, ONE PLAYER MUST DISCARD THEIR FACE-UP WITS CARD. THE DISCARDED CARD'S VALUE IS ADDED TO THE PLAYERS' TOTAL IN THE STACK IN QUESTION, IN THE HOPES OF BOOSTING IT'S VALUE TO "BEAT THE THREAT".

IF THE VALUE STILL DOES NOT BEAT THE THREAT LEVEL, THE PLAYERS MAY OPTIONALLY DISCARD FURTHER WITS CARDS.

DISCARDED WITS ARE
SHUFFLED BACK INTO THE
DECK.

ALWAYS REVEAL A NEW WITS
AFTER DISCARDING ONE.

THREAT LEVEL

2) FLIP OVER ALL THE CARDS IN THIS STACK.

AS THE SCENE PLAYS OUT, IF THE SUM TOTAL OF THE CARDS IN THIS STACK FALL UNDER THE VALUE OF THE THREAT LEVEL STACK:
THE STRAIN OF THE RELATIONSHIP BETWEEN THE TWO CHARACTERS WILL INCREASE, REGARDLESS OF THE REST OF THE OUTCOME DURING THE ROUND. YOU THEN MUST ADVANCE THE STRAIN PAWN.

NARRATE THE STORY ACCORDINGLY.

3) PLAY OUT THE SCENE, ALTERNATE FLIPPING OVER CARDS FROM THIS STACK AND THE THREAT LEVEL STACK, STARTING WITH THIS STACK.

IF THE SUM TOTAL OF THE CARDS IN THIS STACK FALLS BELOW THE SUM TOTAL OF THE THREAT LEVEL STACK, THEN THE NARRATION OF THE EVENT SHOULD END BADLY SOMEHOW.

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AS THE SCENE REARDING THE EVENT
COMES TO A CONCLUSION, PROCEED
TO THE NEXT STACK...
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4) FLIP OVER THE THE CARDS IN THIS STACK. IF THE SUM TOTAL OF THIS STACK IS BELOW THE THREAT LEVEL VALUE, THEN SOME ELEMENT OF AN EVENT IN THE PAST OF THE STORY HAS COME BACK TO "HAUNT" THE PLAYERS. MAYBE THAT REPAIRED PIPE HAS SPRUNG ANOTHER LEAK, OR THAT BAD MEMORY IS RESURFACING AGAIN...

THE FIRST FEW ROUNDS MAY NOT HAVE ANY LONG TERM THREATS TO DEAL WITH. NO PROBLEM. HOWEVER, SOMEONE MUST STILL DISCARD A WITS CARD TO BEAT THE THREAT LEVEL IF NEEDED.

RELATIONSHIP

EVENT

LONG TERM

AFTER THE SCENE IN THE ROUND IS FINISHED,
ALL CARD ON THE STACKS ARE DISCARDED.

REMEMBER, DISCARDED WITS ARE RESHUFFLED INTO THE DECK!

CREATE A 'PRE-MISSION START
BACKSTORY FOR YOUR TWO-CHARACTERS
BASED ON STARTING STRAIN, AND A RANDOM
DRAW OF A HEART AND DIAMOND CARD.

IF THE PAWN IS HERE,
ONE PLAYER MUST DISCARD
HIS WITS CARD AT THE END
OF THE ROUND

ONE CHARACTER
MURDERS THE OTHER

IF THE DECK HAS BEEN EXHAUSTED AT ANY TIME,
YOU ARE RESCUED.

IF A PLAYER HAS NO WITS CARDS, HE HAS DIED.

ACES COUNT AS 1 POINT.
JACKS, QUEENS, AND KINGS COUNT AS 0 POINTS.

[illegible]

COMMANDER WITS

AT START OF GAME, COMMANDER GETS 8 CARDS, HE SORTS THEM IN WAY HE WISHES PLACES THE STACK FACE-DOWN, THEN FLIPS OVER THE TOP CARD

BATHYS PHERE