

LOVECRAFTESQUE RULES SUMMARY

THINGS TO AGREE DURING SETUP

- ⊙ General tone, and any banned elements
- ⊙ Era and setting; the main location; and one other location per player (two per player in a two-player game).
- ⊙ The *Witness*'s name and role; why they are at the main location; one personality trait; and one source of strength.
- ⊙ One person to be the first *Narrator* – whoever has an idea for the first *Clue*.

ROLES

- ⊙ *Narrator* decides when, where the scene happens, who is there, what is happening.
- ⊙ *Witness* says what they do and say, and narrates their inner fears and rationalisations.
- ⊙ *Watchers* add extra detail and elaboration to the *Narrator*'s descriptions.
- ⊙ At the end of each scene, **everyone** *Leaps to Conclusions* about what is going on.
- ⊙ Roles pass left after every scene.

THE RULE OF CREEPING HORROR

Everything must be rationally explicable, and there may not be any overt attacks – including theft, sabotage or other destruction – or any kind of violence (including discovering bodies), until the *Final Horror*.

Special Cards allow you to break this rule, and provide inspiration for *Clues*. Instant effect *Cards* have an effect when played. Continuous effect *Cards* remain in play and enable new options for the whole of the game.

PART 1 AND PART 2 SCENES

During *Part 1* and *Part 2*:

- ⊙ The *Narrator* reveals exactly one *Clue* every scene.
- ⊙ *Part 1* ends after the fifth scene.
- ⊙ In *Part 2* the *Witness* can begin the *Journey into Darkness* at the end of any scene, or the *Narrator* of the next scene can make it a *Force Majeure* scene.
- ⊙ Otherwise, *Part 2* ends after the scene in which the 8th *Clue* is revealed.

PART 3 SCENES

- ⊙ *Force Majeure* scene (if needed). The *Narrator* forces the *Witness* to begin the *Journey into Darkness*.
- ⊙ The *Journey into Darkness*. Players take *Turns* to narrate a few sentences, either describing the environment, describing the *Witness's* inner thoughts, or elaborating on the previous narration. The final step of the *Journey* may be described from the 12th *Turn*, and must be by the 16th.
- ⊙ The *Final Horror*. One player volunteers to be *Narrator* and weaves the *Clues* together. The player on their left plays the *Witness* once more.
- ⊙ In the *Epilogue*, the players narrate an ending that reveals the fate of the horror and of the *Witness*. If there are 3+ players, pass roles left twice before this scene.