

Paperclip

The Occult Chronicles

Instruction Manual



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1.Introduction

Welcome to The Occult Chronicles, the single player turn-based strategy game that puts you in the role of an agent of the elite Occult Defense Directorate a.k.a. O.D.D. sent on a mission to investigate strange happenings at an ancient abandoned estate in the countryside. This manual will provide you with all the information you need to start playing the game.

Minimum System Requirements

Windows XP/Vista/7

1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

1 GB RAM

32 MB Video Card capable of 1024 by 768 resolution

CD-ROM drive if installed via CD-ROM

400 MB of free hard drive space

Installation

Via Digital Download: After downloading the self extracting .exe from our trusted e-commerce provider, double-click the downloaded file and select a location for the Occult Chronicles Game folder. Note the location selected and then navigate there to find the .exe file OccultChroniclesWindowed.exe (runs game in window RECOMMENDED) or OccultChroniclesFullScr.exe (runs game full screen). Double click on either file to start the game.

General Technical Tips and Warnings

- The Occult Chronicles uses Adobe Director 11.5, which can grow sluggish on computers that have not been rebooted after a significant amount of time. Reboot your machine if you experience delayed response to mouse clicks or if you notice general slowness.
- If you experience unexpected script errors, or if the program will not run, try the game in a Windows-compatibility mode. Right-click the game's .exe or shortcut and select Properties then the Compatibility tab. Experiment with these compatibility settings for best fit.

2.Overview

The Occult Chronicles is a computer turn based strategy game whose design is heavily influenced by both modern adventure board games and the classic rogue like formula. You start your adventure in the main entry foyer and then proceed to explore a creaky old haunted mansion encountering all manner of strange and macabre things. Your mission will take you to the caverns and dungeons below the mansion where you must confront and defeat an unspeakable evil.

QUICK START General Play Concepts

- 👤 After you have chosen the game's starting parameters, you need to create an agent by assigning points to your 4 basic attributes and your starting health and sanity points. You must also type in a name and then select a background, a starting bone (die), and a starting edge (passive bonus).
- 👤 **IMPORTANT TIP:** Your selected background will include a bone (die) that comes along with it. You should select a **DIFFERENT** starting bone that complements the bone that comes with your background. At this point having two bones of the same type does not have an advantage in the game.
- 👤 Once the game is created you will find your character icon placed on the game board.
- 👤 Your character icon represents you current location on the game board. You can move your character to a valid adjacent location by left clicking on that location.
- 👤 Valid adjacent locations are indicated by a green boots icon that appears when the mouse is moved over a location circle. Only horizontal and vertical movement is permitted. Diagonal movement is **NOT** permitted.

QUICK START General Play Concepts cont.

- 👤 As you move your character icon around the board more doors, rooms and locations are revealed.
- 👤 You can open a door by left clicking on it.
- 👤 Encounters can occur when you move onto a location. Sometimes you will see a '?' icon that indicates some type of encounter is present at that location. Other times the encounter will be random or a hidden trap.
- 👤 When an encounter is triggered a dialogue box appears. Encounters consist of Options which then lead to Challenges.
- 👤 You will usually be able to choose from several options at the base of the encounter dialogue box.
- 👤 Options are represented by buttons with tarot suit symbols and vary according to the target trick points needed for success as well as the number of tarot cards played to the board (trick cards) and tarot cards drawn to your hand.
- 👤 Left click on an option button to initiate a challenge.
- 👤 To win a challenge you need to play tarot cards from your hand to take tricks on the board. If you equal or exceed the target number of points, then you win the challenge when you proceed to the results phase.
- 👤 First click on a face down tarot card on the board to reveal it. This is the trick card that must be taken.
- 👤 If you have any cards in your hand that match the trick card's suit then you MUST play one of those. Click on the card in your hand and then click on the trick card to attempt to take the points. If your card's value is greater than or equal to the trick card's value then you win the trick and the points for those cards.
- 👤 All non face cards are worth 1 point. Pages are worth 2 points. Knights are worth 3 points. Queens are worth 4 points, Kings are worth 5 points. Major Arcana (A Trump Card) are worth 7 points if they take a trick.
- 👤 You receive points for both the trick cards taken and the cards played from your hand to take the trick. So if a Page of Swords is played to take a 3 of Swords you will receive 3 points.
- 👤 If you do not have any cards in your hand that match the suit of the revealed trick card, then you may click on another unrevealed trick card and attempt to match and take it.
- 👤 You proceed to reveal trick cards and play cards from your hand until you can no longer claim any more trick points. The more trick points that you claim above the target value for success the better your rewards will be during the results phase. Conversely, the fewer points you have compared to the target value for success, the worse the penalties will be during the results phase.
- 👤 Left click on the Win or Fail button on the board to proceed to the results phase. The button will read either win or fail depending on how many trick points you have managed to claim.
- 👤 The results phase presents 10 face down cards that will determine the outcome of the challenge. If you won the challenge you MAY choose up to the value presented on the bottom left of the board. If you lost the challenge then you MUST choose the number of cards presented on the bottom left of the display.
- 👤 Left click on a result card to reveal it and have it take effect.
- 👤 Positive cards can reward you with a variety of bonuses from health and sanity points, to powerful items and expertise tokens which you can use to level up your character's attributes and to gain additional edges.
- 👤 Negative cards can penalize you with a variety of punishments from health and sanity point loss to wounds and impairments that take up space in your inventory and often degrade your attributes and abilities.
- 👤 Wound and impairment cards are difficult to remove during the game.
- 👤 Talismans that you possess will randomly appear on top of result cards depending on whether the affinity of the talisman matches any of the tarot suits for the option that was chosen. Talismans also each have a unique percentage chance to be triggered to appear if an affinity match exists

QUICK START General Play Concepts cont.

- 👤 If you click on a result card that has a talisman on it, the revealed effect will be negated if the card is not a 'No Result' card. If this happens then the talisman has a chance to be removed from your pool at the end of the results face. The chance is equal to its release attribute.
- 👤 **IMPORTANT TIP:** Use the personnel file button (located at the bottom of your character UI on the left side of the screen) to access your background card to assign expertise tokens to increase your attributes and abilities.
- 👤 Use items in your inventory to modify your tarot cards during your challenges.
- 👤 Ranged Weapons DO NOT require a bone roll to determine whether they were successful. Their effects are also always fixed at a constant number. Ranged weapons require ammo to work.
- 👤 Melee weapons DO NOT require a bone roll to determine whether they were successful but they DO require that you have a Swords or Cups bone. The bone roll determines how effective the item is.
- 👤 Spells DO require a Pentacles bone and that you roll less than or equal to your Pentacles attribute for the spell to work. You must also roll a special bone that belongs to each spell to determine whether you lose any health points during the casting. Spells require charge to work.
- 👤 Psychic Talents require a Wands bone and that you roll less than or equal to your Wands attribute for the talent to work. Psychic Talents create pushback when used. Pushback results in increased health and sanity loss cards when any type of challenge is failed. Pushback slowly decreases each time you move into a new location on the board.
- 👤 As you move around the game board, a counter ticks each time you move into a new space. At set intervals plus or minus a random number, a story token is drawn.
- 👤 The story token reveals a small piece of background information as well as a general game condition that affects game play. Only the current story token is active for the purposes of affecting the game rules and mechanics.
- 👤 Story tokens can have either positive or negative effects. The difficulty level that you chose as well as your hidden luck attribute influences the chance that the token will be positive or negative.
- 👤 **IMPORTANT:** If the last (12th) story icon is drawn then the game ends and you lose.
- 👤 In general you should explore the upper floors of the mansion first starting with the main floor. You can gather clues that will help greatly in overcoming the final encounter. Clues will give you a special bonus for the final encounter.
- 👤 At some point you will want to proceed to the basement and the levels below the mansion. You will need to either be able to locate and get past the door leading down to the first sub level or find an alternate route.
- 👤 There are 3 sub levels. They are filled with traps and powerful abominations. Your goal is to find the final encounter room and overcome the evil that dwells there.

3. Main Menu

After starting the game you will encounter the Main Menu screen. The following options are available:

- Continue:** Click to continue with the last saved game.
- New Game:** Click this button to start a new game.
- Load Game:** Click this button to load a previously saved game.
- Archives:** Click to view the history of your top agents.
- Options:** Click to adjust the game's audio settings.
- Quit:** Click to leave the game and return to your desktop

3.1 Start New Game

Once you click New Game, you will be directed to the New Game Settings Menu, where you will decide the parameters for the game you wish to play. There are several key characteristics you may change:

3.1.1 Game Parameters

Select A Mission: These arrows allow you to select a mission for your agent.

Story Speed: This setting determines the rate at which story tokens are drawn during the game. If the last story token (12th) is drawn before you have completed your mission then the game ends and you lose.

Difficulty: This setting can make the game easier or harder. It affects the number of points you get to build your character as well as things such as the number of points needed to win challenges and the frequency of random encounters.

Game Mode: This setting determines whether perma-death and iron man settings are enabled. If you choose the 'Reaper' mode then your game ends if your character ever reaches 0 health or sanity points. Additionally you can only save the game when you exit your play session.

3.1.2 Create Agent

Once you click Next from the New Game Setting Menu, you will be directed to the Create Your Character Menu. There are several key aspects to character creation:

Points: This number indicates how many points you have left to spend on attributes

Attributes: There are six primary attributes to which you can assign points.

Name: Enter a name for your agent

Background: Select a background

Starting Bone: Select a starting bone (die) in addition to the specific one that your background will provide.

Starting Edge: Select a starting edge (passive ability)

3.2 Load Game

Here you may choose to load a game that was saved from a previous session. Click the name you wish to load, then click Load to continue or Delete to permanently remove it from the list.

3.2.1 Reaper Button

This button allows you to view and load games that are in the Reaper mode i.e. perma-death and ironman.

3.2.2 Normal Button

This button allows you to view and load games that are in the normal mode.

4. The Game Elements

4.1 Your Agent

The UI on the left side of your screen allows you to see all the important aspects of the agent character that you created.

4.1.1 Attributes



The Swords attribute corresponds to physical combat of any kind i.e. guns, swords, knives, hand to hand and even explosives.



The Wands attribute corresponds to any mental challenge i.e. resisting the many horrors that you will witness, deciphering an arcane text, figuring out the inner workings of some ancient artifice, negotiating with a demon, etc. Psychic abilities fall into this category as well.



The Cups attribute corresponds to any physical challenges that the character's body might need to overcome i.e. quickness in evading a trap, running away from a problem, resisting the poison coursing through his veins etc.



The Pentacles attribute corresponds to any arcane challenges i.e. the ability to cast spells, use sorcery, and channel occult energies.



Additionally, each character starts with and may gain an unlimited number of health or sanity points. If at any time a character has zero health or sanity points, that character is killed or driven insane.



4.1.1.1 Luck

Your agent has a hidden attribute that is called Luck and starts at a level of 0. Luck can range from -10 to +10. During the course of the game you can reveal aura and omen cards during the Results Phase. These cards increase (aura) or decrease (omen) your Luck attribute by one point. Luck is used to influence a lot of the random outcomes that occur during the game.

4.1.1.2 Max Health and Sanity

The maximum amount of health or sanity that your character can acquire during the game is determined by the difficulty level that you select at the start of the game.

Legend = 25 points Max Health or Sanity

Hero = 30 points Max Health or Sanity

Veteran = 35 points Max Health or Sanity

Agent = 40 points Max Health or Sanity

Recruit = 45 points Max Health or Sanity

4.1.2 Talismans

Your agent usually starts the game with a talisman determined by his background. As the game progresses you may be rewarded with additional talismans when you win various challenges. A talisman can protect you from negative results cards that are revealed during the results phase. Talismans correspond to the various tarot suits according to their affinity. If a challenge involves the suit that shares an affinity with a talisman that you possess, then there is a chance that it will appear on top of a random result card when you lose a challenge. If you select the card marked by the talisman then the effect of the card will be blocked by the talisman. However, when a talisman is used like this there is a chance that it will be removed from your pool at the end of the results phase. Talismans have several important aspects.

4.1.2.1 Affinity

This is tarot suit to which the talisman corresponds. Talismans are defined by the basic elements;

Air = Swords

Water = Cups

Fire = Wands

Earth = Pentacles

4.1.2.2 Appearance Chance

This is the percentage chance that a talisman will appear.

4.1.2.3 Release Chance

This is the percentage chance that a talisman will be removed from your talisman pool if you reveal the card that is beneath it.

4.1.2.4 Activating/Deactivating

You can left click on a talisman in your pool to remove the possibility that it will be triggered and appear during the appropriate results phase. When the talisman is transparent it is deactivated. To activate it you must left click on the talisman again. The talisman will no longer appear in a transparent state.

4.1.3 Personnel File

This button displays your agent's personnel folder. It is located at the bottom of your character UI pad on the left side of the screen. Within the folder is a lot of important information.

4.1.3.1 Background

This tab lets you view your background and skill cards.

4.1.3.1.1 Background Card

Your background card lets you level up your character's attributes and abilities. On the background card is an icon of a golden coin with a number next to it. This represents the number of expertise coins that you have available to spend. Below this you will find a list of items with circles representing places that you can allocate coins. If you left click on a circle a coin will be placed there. If you fill up all the coins for an entry you will be awarded whatever the entry describes. This is one of the primary ways that you can increase your attributes.

4.1.3.1.2 Skill Card

Your background card lets you add additional skill cards to your agent. A skill card appears after you have added the sufficient number of expertise coins to the 'Add Skill Card' choice on your background card. You will be given a choice from a list of skill cards available in the game.

Skill cards also let you spend coins to increase your agent's attributes and abilities.

4.1.3.2 Edges

This tab let you view the edges that your character has acquired. Edges are passive bonuses that can help your character out during the game. You can gain edges by spending expertise coins or completing some quests.

4.1.3.2.1 Edge Level and Max Level

Every edge has a level at which it operates. This level often determines how effective the edge is. Edges also have a max level which determines how high the level can be boosted when an upgrade edge card is revealed during the results phase.

4.1.3.3 Bones

This tab let you view your agent's bones (dice). Bones come into play when your agent uses items in his inventory. There are two types of bones; Attribute Bones and Spell Bones.

4.1.3.3.1 Attribute Bones

There are four bones that correspond to your agent's four tarot attributes i.e. Swords, Cups, Wands and Pentacles. These bones are used when determining whether inventory items used during a challenge are successful.

4.1.3.3.2 Spell Bones

Every spell in the game has a unique bone that corresponds to it. This bone is rolled immediately to determine whether the spell caster takes any wounds from channeling arcane energies.

4.1.3.4 Clues

This tab let you view all the clues that your agent has collected. Clue cards will give you a special bonus when confronting the final mission encounter beneath the mansion. The more clues you collect, the better your chances for success. Clues can be found in any location on the board that does not already contain a unique encounter. Clues are almost never revealed on the board by an icon. There are 3 clues on the main floor, 2 clues on the second floor and 1 clue in the attic. Additionally, there are 3 clues scattered among the 3 sublevels.

4.1.3.5 Quests

This tab let you view your agent's quests and their status. As you explore the mansion you will find that some of its denizens can be communicated with. This sometimes depends on whether you have a sufficient attribute in one of the Tarot categories. An option to communicate will appear on the encounter dialogue that enables you to pass a challenge to activate the quest. A quest card will be created and placed in your personnel folder with instructions on how to proceed. Finishing quests can provide powerful rewards that will help you navigate the dangers and horrors of the levels below the mansion.

4.2 The Game Board and Movement

Your agent is represented on the game board by an icon. When you start the game you are in the main entry foyer and must proceed to explore the game board.

4.2.1 Rooms

The game board is divided up into rooms. When you open a door to a new room it is immediately revealed and made visible. Rooms contain movement location circles. These circles indicate where your character can move within the room.

4.2.2 Doors

The rooms on the game board are connected by doors. To open a door left click on the door icon.

4.2.3 Secret Doors

Some doors are hidden and cannot be viewed unless you detect them while moving within the room or move into an adjacent movement circle. Note: Detection for secret doors is automatic if you move into an adjacent movement circle. If you move within a room that possesses a secret door but are not adjacent to the door then you have a percentage chance roll based on your Wands, Pentacles and Luck attributes of detecting the secret door. The difficulty level of the game also plays a part in determining the detection number. A chime will sound and the door will be revealed if the (hidden) detection roll is successful.

4.2.4 Locked Doors

Some doors are locked and you must first win a challenge to open them.

4.2.5 Movement

You can roll your mouse over movement circles that are adjacent to the circle that currently contains your agent's icon. If the circle changes to a green foot icon then movement is permitted to that location. Your agent can only ever move in a horizontal or vertical direction. Diagonal movement is never allowed.

4.3 Encounters

As your agent moves about the board, he will sometimes come across encounters. These are enemies, traps or situations that your agent must overcome.

Most encounters are static and will not actively pursue you. Random encounters however will generally attempt to pursue you if you successfully flee from them (these encounters are represented by a skull icon on the game board). To lose a random encounter that is pursuing you, you need to move more than one room away from the encounter. If the encounter can not observe which door you went through contact is broken. Once contact is broken there is a chance based on the game difficulty and your hidden Luck attribute that the encounter will be removed from the game. Otherwise it will loiter or randomly choose an adjacent room to enter until it is removed from the board.

4.3.1 Encounter Dialogue

Whenever your agent triggers an encounter by moving into a movement circle in a room, a dialogue box will appear. An illustration and general text description will set the stage for the encounter and at the bottom of the dialogue box a row of buttons will be presented. These are option buttons. They represent the various ways that your agent can respond to the encounter.

4.3.2 Option Buttons

Option buttons represent how your agent will respond to an encounter. They consist of a challenge type, challenge level and 3 tarot symbols.

4.3.2.1 Challenge Type

Challenge types determine how the agent can interact with the tarot cards when the challenge is resolved. Many items, spells, etc. can only be used during specific challenge types. Edges will often only affect certain challenge types as well. Some challenge types are further divided into sub types.

Challenge Types:

Horror

Combat – Humanoid, Animal, Monster, Undead, Demon, Eldritch, Mechanical

Sorcery – Dispel, Battle

Psychic

Flee

Evade Trap

Physical Test

Puzzle

Lore

Perception

Persuasion

Deception

4.3.2.1.1 Evasion

Evasion is a special result that occurs when your character succeeds in a Flee challenge. Normally when you succeed in a flee challenge you are sent back to the space from which you entered the challenge. This can lead to you sometimes being trapped by enemies. Each time that you succeed at a Flee challenge, you have a 5% chance per trick point won above the target level of turning the result into an Evade condition. Instead of being placed in the location from which you entered the challenge, you remain in the location where the challenge occurred and now have the flexibility to determine where you will move next.

4.3.2.2 Challenge Level

The challenge level determines the base number of trick points needed to win the challenge. Some edges or story effects might modify this number.

4.3.2.2 Tarot Symbols

The three tarot symbols on the option button indicate which of the agent's attributes govern the three fundamental aspects of the challenge.

The first symbol indicates the Prime Attribute. This attribute is subtracted directly from the Challenge Level to determine what the final trick taking target number is to win the challenge.

The second symbol indicates the Trick Place Attribute. This attribute helps determine how many unrevealed i.e. face down cards are placed on the game board.

The third symbol indicates the Draw Attribute. This attribute helps determine how many tarot cards are drawn to the players hand for use in taking tricks.

4.3.3 Challenge Resolution

Once you have chosen which option your agent will take, the trick taking card game begins. You can either win the challenge or fail the challenge. To win you must take trick points equal to or greater than the target number that the option required. A set of cards based on the option you chose is displayed on the game board. A set of cards is also dealt to your hand which now becomes part of your Inventory UI.

4.3.3.1 Taking Tricks

Points are gained by revealing trick cards that are played to the board and then playing cards from your hand that match the suit of the trick card that was revealed. If the card that you play from your hand has an equal or greater numerical value then you get trick points for both cards in the set.

If you do not have a card in your hand that matches the suit of a card already revealed then you may reveal another trick card by clicking on it. Keep revealing trick cards until you find a match or no longer have cards to reveal.

An example: You click on a card and reveal it to be a 5 of Cups. In your hand is a 7 of Cups. You click on the 7 of Cups in your hand to select it and then click on the 5 of Cups to claim the trick. Since your 7 is greater than the 5 on the board you win the trick and receive 2 points. 1 point is earned for the 5 of Cups and 1 point for the 7 of Cups.

Another example: You click on a card and reveal it to be a Page of Swords. In your hand is a King of Swords. You click on the King of Swords in your hand to select it and then click on the Page of Swords to claim the trick. Since your King is greater than the Page on the board you win the trick and receive 7 points. 2 points are earned for the Page of Swords and 5 points for the King of Swords.

Card Numerical Values

Ace = 1
Deuce = 2
Three = 3
Four = 4
Five = 5
Six = 6
Seven = 7
Eight = 8
Nine = 9
Ten = 10
Page = 11
Knight = 12
Queen = 13
King = 14
Major Arcana = 15

Trick Point Values

Ace = 1
Deuce = 1
Three = 1
Four = 1
Five = 1
Six = 1
Seven = 1
Eight = 1
Nine = 1
Ten = 1
Page = 2
Knight = 3
Queen = 4
King = 5
Major Arcana = 6

NOTE: There are 23 unique Major Arcana cards in the game. If you find one during the game, it is sent to your inventory and placed in the bottom most tab with the icon of the crystal ball. Major Arcana can have a passive bonus that continue until they are played to take a trick during a challenge or a special effect that triggers when they are played to take a trick. Major Arcana cards are Trump Cards and can claim any trick card regardless of the suit of the trick card on the board.

4.3.3.2 Using Items in Inventory

At most times during the trick taking game you can use items in your inventory (cf. Inventory) to try and change the cards in your hand or on the game board. Left click on the card in your inventory to select it. On the left hand UI panel that describes the item a button will often be found that allows for a special ability to be activated. NOTE: Most items have specific conditions that allow for the item to be used.

4.3.3.3 Finishing the Challenge Phase

Once you can no longer match any cards from your hand to trick cards that have been revealed or no longer are able to or desire to use inventory items, then you must click on the Win or Fail button located at the bottom right corner of the game board UI and move to the results phase.

4.3.3.3.1 Determination

If you are attempting a particularly difficult challenge and you are drawing less than 5 cards or less than 5 trick cards are being placed on the board, then after you fail a challenge, if you attempt the exact same challenge again you will receive a +1 bonus to cards drawn and tricks on the board each time that you fail until you are drawing at least 5 cards and at least 5 cards are played to the board. If you leave the encounter or pick a different option type (challenge) then the bonus is reset back to 0 and will only increment again if you fail the challenge.

4.3.3.4 Results Phase

During the results phase you are presented with 10 face down cards. A number is displayed that indicates how many cards you may or must reveal. If you won the challenge then may pick up to the number presented. The cards revealed will be positive in nature i.e. you will gain health or sanity points and acquire inventory items. The more trick points you earned over and above the target level the better the rewards will be. The converse holds for the case where you failed the challenge. The cards will be negative when revealed and you must reveal the number presented. The greater the difference between the number of trick points earned and the target level needed for success, the more severe the punishments will be.

When you have revealed the appropriate number of result cards you must then click ok. Health points and sanity points for your character are then adjusted based on the results. If you reach 0 or less points in either category the game is over if you are playing in 'Reaper' mode. If you are playing in normal a.k.a. 'Care Bear Mode' then you wake up in the main entry hall with your health points and sanity points replenished to their starting levels and hopefully feeling a little bit ashamed.

4.3.3.4.1 Claiming Ammo, Charge and Courage

After the results phase has finished, if you have revealed any ammo, charge or courage cards then you will need to distribute them amongst your items. A dialogue box appears that shows you the current card being distributed and a list of items that can be 'reloaded.' You must click the claim button to proceed to the next result card to be distributed or to finish this last part of the results phase. Excess ammo, charge or courage that is not distributed is LOST.

4.3.3.4.2 Ensuring Encumbrance Not Violated

After the results phase has finished, if you have revealed an item card that when added to your inventory would cause the total encumbrance value of all the items in its category to exceed your attribute for that category, then a dialogue box will appear that will let you adjust your inventory by discarding cards first.

IMPORTANT: All items that are discarded are permanently lost and no compensation is given for cards discarded during the results phase.

IMPORTANT: You can right click on an item in your inventory when you are not involved in a challenge and a dialogue box will appear that will let you discard a card and receive its encumbrance value as an equivalent number of expertise tokens.

4.3.3.4.3 Legal Encumbrance Violations

Sometimes you will have items sent to your inventory by means where you are not revealing result cards. Cards that appear automatically revealed during the results phase fall into this category as well. These cards will be added to your inventory EVEN IF they would result in you having more encumbrance points for a tarot category than would normally be allowed. You do not have to remove any cards at this point but you will not be allowed to add any more cards to that category if you reveal further items during the results phase.

For Example: You have items in your pentacles inventory that total 4 points. Your pentacles attribute is 4 as well. You spend expertise tokens on a skill card and that results in a spell with encumbrance 1 being added to your inventory. Normally you would have to discard a card but in this case you are allowed to exceed the 4 point limit. Your encumbrance for pentacles now reads 5/4.

4.4 Inventory

Across the bottom of your screen is a UI that allows you to manage your inventory. Items are used by left clicking on them to select them and then pressing the special abilities button that appears in the left hand UI panel.

4.4.1 Types / Subtypes of Items

Items that you can use in the game each have a specific tarot suit that determines in which tab they belong.

Items also have subtypes as well. These determine what types of special ability actions the item can perform and also which edges will modify their special ability action results.

4.4.2 Encumbrance Value

Each item in your inventory has an encumbrance value. You can never add a card to your inventory if it would bring the total encumbrance value of all items in its tarot suit category above that of the value of your attribute in that category.

For example: You have a Swords attribute value of 2. You already have a ranged weapon with an encumbrance value of 1. You discover another ranged weapon during the results phase with an encumbrance value of 2. The total for both these weapons would be 3 which exceeds your Swords attribute of 2. You will need to discard the weapon already in your inventory if you wish to add the new one to your inventory.

4.4.3 Ammo, Charge or Courage Requirements

Many items require ammo, charge or courage in order for their special actions to be used during a challenge. These units are expended each time the item is used. They can be recharged by finding the appropriate cards during the results phase.

NOTE: Some items cannot be recharged or reloaded when their level reaches 0 and the item is instead removed from the game.

4.4.4 Usage Restrictions

Many items require that you possess a specific type of tarot suit bone or that your attribute in a certain category is at least a certain level.

4.4.5 Special Ability Actions

There are two types of special ability actions that items can possess. Challenge Actions and General Actions.

Challenge actions can only be activated during a challenge and generally affect the playing of the tarot cards or the revealing of the result cards.

General actions are only used when the player is not resolving a challenge and is simply active on the game board. These actions are more global in nature and do things like restore character health points or sanity points.

Left click on the special ability button that is displayed on the left hand info panel when the item has been selected. The button must be green for the special ability to be activated.

When you activate a special ability action you will often have to select certain cards on the game board or in your hand. Left click on the card to select it.

NOTE: If you want to select less cards than the maximum that you are allowed to target, you can click the 'OK' button in the bottom left corner of the card game display box.

NOTE: Many special ability actions let you bump the value of cards up or down. A distinction is made between a Face Card and a Non Face Card for the purposes of allowing you to select targets. A Face card is a Page, Knight, Queen or King card. You can often spend expertise coins to gain edges that let you target face cards with these actions.

NOTE: When bumping cards up with special ability actions, you can generally NOT bump a Non Face Card up into a Face Card. You can however use expertise coins to obtain edges that will permit you to do this. The higher the level of the edge, the higher you can bump the card i.e. with a level 4 edge you can bump the card all the way up to King from a Ten.

4.4.5.1 Ranged Weapons

Items with the 'Ranged' subtype fall into this category. The special ability actions of these items always succeed UNLESS you have a ZERO in your Swords attribute. You never have to roll a bone to determine success. The amounts by which card values are bumped up or down are fixed. Ranged weapons require ammo.

4.4.5.2 Melee Weapons

Items with the 'Melee' subtype fall into this category. The special ability actions of these items always succeed UNLESS you have a ZERO in your Swords (sometimes Cups) attribute. You never have to roll a bone to determine success. However, the amounts by which card values are bumped up or down are determined by a bone roll. A Swords (or sometimes a Cups) bone IS required to activate this item's special ability.

4.4.5.3 Explosives

Items with the 'Explosive' subtype fall into this category. The special ability actions of these items always succeed. A Swords or a Cups bone IS required to activate this item's special ability. Explosives are removed from your inventory after they are used.

4.4.5.4 Support Items

Items with the 'Support' subtype fall into this category. The special ability actions of these items always succeed UNLESS you have a ZERO in your Wands attribute. A Wands bone IS required to activate this item's special ability.

4.4.5.5 Arcane Items

Items with the 'Arcane' subtype fall into this category. The special ability actions of these items always succeed UNLESS you have a ZERO in your Pentacles attribute. A Pentacles bone IS required to activate this item's special ability.

4.4.5.6 Spells

Items with the 'Spell' subtype fall into this category. A Pentacles bone IS required to activate this item's special ability.

Wound Roll: First however, each spell has a unique bone associated with it that must be rolled to determine whether the player loses any health points. This bone is rolled and if the number is greater than the player's Pentacles attribute, the player receives the difference in the two values as a hit point loss. Most spell bones also have a mandatory wound face that gives the player a hit point loss no matter what the player's Pentacles attribute is.

After the wound roll is made, the player then rolls his Pentacles bone to see if the spell succeeded. If the player rolls greater than his Pentacles attribute then the spell fails. The Pentacles bone roll is also then often used to determine the efficacy of the spells effects.

Spells require charge.

NOTE: Spells have three different subtypes; Atlantean, Hyperborean and Eldritch. The subtype is important when considering which edges can modify the effects of the various spell types. For example, some edges will increase the number of times a spell can be used in an encounter but only if it has the Atlantean subtype.

4.4.5.7 Psychic Talents

Items with the 'Psychic Talent' subtype fall into this category. A Wands bone IS required to activate this item's special ability.

The player rolls his Wands bone to see if the psychic talent succeeded. If the player rolls greater than his Wands attribute then the psychic talent fails. The Wands bone roll is also then often used to determine the efficacy of the psychic talent's effects.

Pushback: Psychic Talents do not require any type of rechargeable unit to activate. However, each time that they are used they generate pushback. This is a number that slowly decreases as the player moves about the board. Pushback results in a greater chance for health and sanity point loss cards to appear when challenges are failed as well as a chance for larger point losses on each card. Pushback can also result in health and sanity loss cards appearing even when you win a challenge.

4.4.5.8 Heroic Actions

Items with the 'Heroic Action' subtype fall into this category. There are three further sub types of heroic action cards. Heroic actions require courage.

4.4.5.8.1 Combat Heroic Actions

A Swords OR Cups bone IS required to activate this item's special ability. If the player rolls greater than his Swords or Cups attribute (whichever is higher) then the heroic action fails. If both the player's Swords and Cups attribute is ZERO then the heroic action will fail. The Swords or Cups bone roll is also then often used to determine the efficacy of the heroic action's effects.

4.4.5.8.2 Defense Heroic Actions

A Cups bone IS required to activate this item's special ability. If the player rolls greater than his Cups attribute, then the heroic action fails. If the player's Cups attribute is ZERO then the heroic action will fail. The Cups bone roll is also then often used to determine the efficacy of the heroic action's effects.

4.4.5.8.2 Intellect Heroic Actions

A Wands bone IS required to activate this item's special ability. If the player rolls greater than his Wands attribute, then the heroic action fails. If the player's Wands attribute is ZERO then the heroic action will fail. The Wands bone roll is also then often used to determine the efficacy of the heroic action's effects.

4.4.6 Special Options

Some items offer special options to encounters when specific conditions are met. In general, if a certain type of option is offered i.e. a "Combat" type option, then an enhanced "Combat" option will also be offered because the item is in the player's inventory.

NOTE: If the option is selected, then often ammo, charge or courage as appropriate is expended as if the item's special ability action had been used.

4.4.7 Wound and Impairment Cards

During the results phase, you might reveal a wound or impairment card. These cards are sent to your inventory and serve to both encumber your agent as well as degrade you attributes and abilities.

Wounds go to either your Swords or Cups Tab. Impairments go to either your Wands or Pentacles Tab.

Their encumbrance value is counted as if they were an item in your inventory. You cannot discard them during the results phase. Wounds and Impairments also have modifiers that can affect your attributes or inflict penalties during a particular type of challenge.

NOTE: Removing wounds or impairments is very difficult. There are a few items that can do this as well as one Major Arcana.

4.5 Story Tokens

As you move your agent around the game board a counter clock keeps track of each movement that you make. Depending on the story speed that you have selected, after a fixed number of turns there is a chance that a story token will be drawn. Each additional turn past this number increases the chance further. Eventually a story token is drawn and the counter is reset.

When the token is drawn a random roll between -15 and +15 is made. Your hidden luck attribute is then added to this number as is a modifier based on the difficulty level that you selected. If the final modified number is greater than or equal to 0 the story token is positive and a beneficial token is randomly generated. If the modified number is less than 0 then a negative story token is randomly selected.

The effects of the story tokens are generally global in nature and affect the game's rules and mechanics while the story token is active. When a new story token is generated the previous token is deactivated and remains so for the rest of the game. E.g. only the current story token affects the game's rules and mechanics.

IMPORTANT: If the 12th and final Story Token is drawn then the player loses the game. Time has effectively run out.

4.6 Winning the Game

In order to win the game you must find the final encounter area beneath the mansion and win the final encounter that is located there.

4.7 Keyboard Hotkeys

C = Center Map on Player Icon

N = Center Map on Next Encounter Icon

M = Center Map on Previous Encounter Icon

' = Load Level of Floor Above

/ = Load Level of Floor Below

A = Move Agent Left

D = Move Agent Right

W = Move Agent Up

S = Move Agent Down

Left Arrow, Num Pad 4 = Scroll Map Left

Right Arrow, Num Pad 6 = Scroll Map Right

Up Arrow, Num Pad 8 = Scroll Map Up

Down Arrow, Num Pad 2 = Scroll Map Down

NOTE: Click on your character portrait to center the map on your Player Icon