

A SCANDAL IN AULDHABN



A GAME OF HISTORICAL
INVESTIGATION AND
INTERPRETATION

BY NAKADE

PREMISE

This is a game about investigating a historical scandal, after years and competing narratives have obfuscated the truth. Visit the scenic island of Havland off the west coast of Denmark, a republic rocked by instability and political scandal. Interview, research, find out the truth.

BACKGROUND

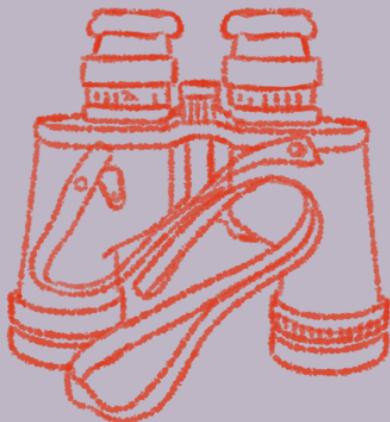
In 1983, after nearly two decades of influencing the Government of National Unity and three decades of dominating “free” Havlandic politics, the Jorgensen family and their Havlandic People’s Party suffered the first election defeat since the beginning of the Republic. Why?

SETUP

The game can be played alone or (optionally) with a group of friends. You will need this booklet, some pen and paper for note-taking, and a willingness to pick through the detritus of political history in search of a revelation that may or may not even exist. Good luck.

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SOURCES

The Bookbinders' Privilege, Fremgangeren, The Havland Reporter, Havske Posten, Havske Tidsskriftet, Det Havske Statinstitut

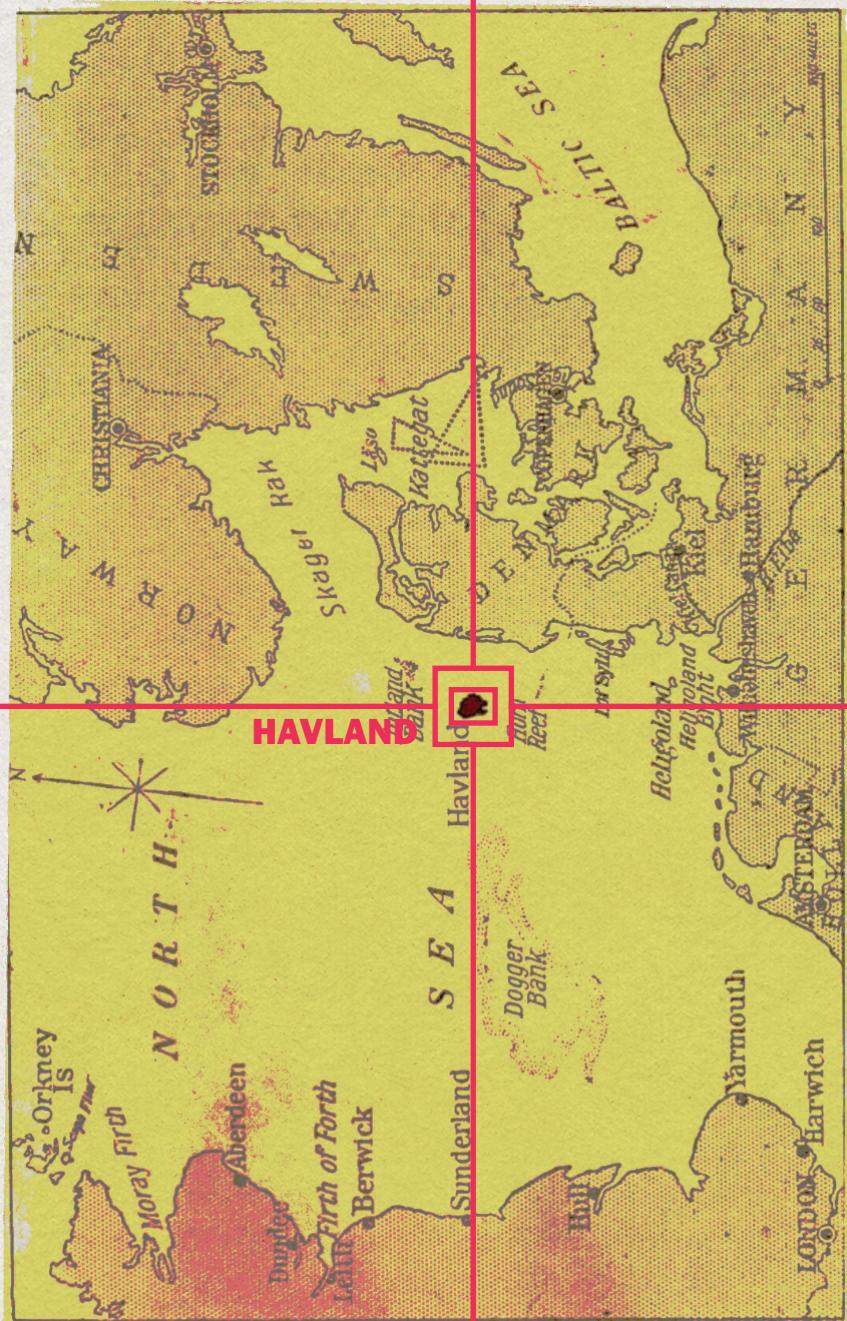
DESIGN

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CREDITS

Map of Auldhabn - Watabou

Words, layout,
worldbuilding -
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historical_map.jpg

ABOUT HAVLAND

An island with a population reaching 850,000 in 1987, the Republic of Havland has existed since the popular revolution of 1922 overthrew its monarchy - but the first elections were only held in 1955. Its main industries are fishing and trade, but the island has long had a turbulent history. The island's largest city, Auldhabn, once served as its capital, but while the seat of political power has shifted to Orien-shabn its influence in Havland's politics and economy remains significant.

1947_map_detail.png





Odo Jorgensen (1882)

THE JORGENSENS

Name (Y. O. B.):

Odo J. (1860)

Gerhard J. (1882)

Ove J. (1914)

Tobias J. (1916)

Arne J. (1934)

Filip J. (1951)

Motto:

Nei geldbeorht,

Nei freifot

(Without wealth
[lit. “the brightness
of gold”],
No man walks free)

1983 Holdings:

Havland People's
Party (Chair)

Government of
Havland (President)

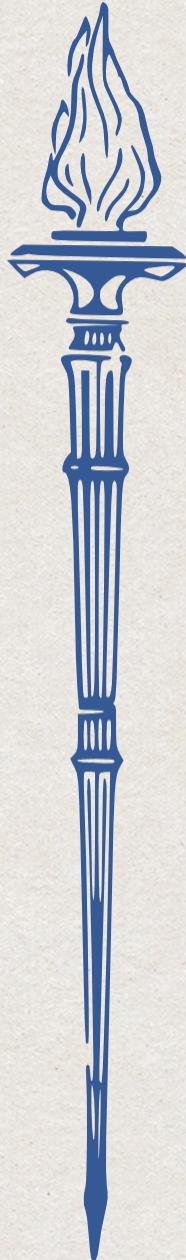
Jorgenses Kompagni
(Controlling shares)

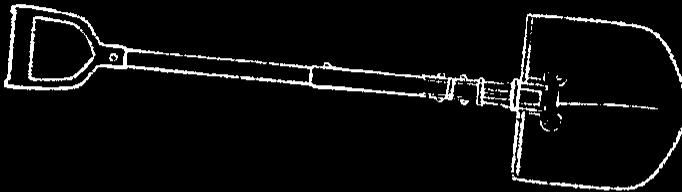
The Oldest Political Dynasty in Havland

Founded by a marriage of convenience between two powerful noble families during the Absolutist period, the Jorgensens were one of the dominant noble families under King Frederick, the final royal ruler of Havland. Despite actively resisting the uprising initially, the Jorgensens quickly established themselves as backers of the Havland People's Party, and Tobias Jorgensen became the second president of the temporary Government of National Unity.

After the democratic protests of the 50s and the establishment of free elections in 1955 the Jorgensen-led HPP continued to dominate government, supported by a consortium of business interests, foreign (mainly Danish) politicians, and a broad centre-right coalition that usually exercised a majority of the vote - until 1983. In 1979 the young and popular Filip Jorgensen was swept into power after his father's retirement, but his government fell apart after his first term and the opposition won its first parliamentary election that fateful year. Although the HPP would soon recover, their hold over Havland was broken, and the Jorgensens would never again command the party or the government as they once did.

What happened?





How to Play

Relevant rules, instructions, and procedures

Setup

You begin with 10 points of MOTIVATION. You also start with 0 points of both ATTENTION and PROGRESS in all districts of Auldhabn.

Sequence of Play

The game begins in MARCH 2001. You have three months (twelve weeks) to solve this mystery. The game takes place in week-long TURNS. At the end of each turn, you will write a log summarising your findings and your current theory about the fall of the Jorgensens. At the end of TWELVE TURNS, you will produce a final report about your conclusion.

Turn Order

Each turn you will perform the following STEPS:

1. Choose a location to INVESTIGATE
2. Examine any EVIDENCE you find
3. Check your MOTIVATION

4. Rest and perform UPKEEP
5. Record your experiences and current THEORY

Investigation Step

Consult the MAP OF AULDHABN and choose a district to investigate. Choose whether to investigate *Casually*, *Thoroughly*, or *Exhaustively*. Consult the following table to determine how many points of MOTIVATION you spend and how many d6 you roll:

| ATTITUDE | D6 | MOTIVATION |
|-------------------|----|------------|
| <i>Casual</i> | 2 | -2 |
| <i>Thorough</i> | 4 | -3 |
| <i>Exhaustive</i> | 6 | -4 |

Roll the number of d6 specified. For every 4 or above gain 1 point of PROGRESS in that district (roll on the PROGRESS TABLE to determine why), for every 6 gain 1 point of ATTENTION.

Evidence Step

If you accumulated more than 3 points of PROGRESS in a district, you can start spending them to hunt down LEADS in that district (see the CASEBOOK). Each district will have a number of leads with an associated PROGRESS cost in brackets, starting at 3 and increasing in order of importance. Once you pay the full point cost for a lead you unlock its associated EVIDENCE (lead 1 in Kalmartov = Evidence item K1).

You may choose to bank PROGRESS earned for next round if you don't have enough points for a particular lead, although for every week you don't investigate a district you will lose 1 point of PROGRESS in that district.

Motivation Step

If you have 0 or less MOTIVATION, you suffer a STRESS TEST. Roll 1d6, adding your current MOTIVATION level, and consult the following table:

| ID6 | STRESS TEST RESULT |
|-----|----------------------------|
| 1-3 | Demotivated (Leave island) |
| 4-5 | Holding on (No change) |
| 6 | Regain 1d6 MOTIVATION |

If you roll a 1-3, move to the FINAL REPORT STEP. If you roll a 4-5, nothing changes for now. On a 6, you are rejuvenated.

Upkeep Step

Follow this list of steps:

1. Regain 1d6 MOTIVATION.
2. Trigger the authorities if you have more than 3 points of ATTENTION

in any district.

3. Lose 1 point of PROGRESS and ATTENTION (if you have any) in every district where you didn't investigate this turn.

If the authorities have been triggered, roll 1d6 and add all the points of ATTENTION you have accumulated across all districts so far, then consult the table below to determine the OFFICIAL RESPONSE.

| SUM | OFFICIAL RESPONSE |
|-----|-------------------|
| 1-4 | Nothing... Yet. |
| 5-7 | Censure |
| 8+ | Deportation |

If you are CENSURED, you will trigger the authorities by performing a *Through* or *Exhaustive* investigation next turn no matter the result or local ATTENTION level. If you are DEPORTED, move to the FINAL REPORT STEP.

Theory Step

Write down your current THEORY, how it's changed from last week and (if you wish) any significant experiences this week.

Final Report Step

At the end of 12 weeks your visit is over. Compiling any EVIDENCE you have gathered, make a final case for why you think the events of 1983 happened. This can be in the form of a voice recording, presentation, conspiracy board, written report etc.

The Process of

CHARACTER CREATION

CRÉATION DE PERSONNAGE



LIT SERIES 3-1

"To create a character, thought must first be given to those essential details which qualify an *protagonist* above any common visitor - an uncommon *motivation*, an unlikely *origin*, the possession of certain character *traits*. Common factors like *name*, *provenance*, *occupation* et cetera I trust that you will have little difficulty conjuring, but the true differentiators which shall divide success from failures lie in those internal qualities which are imperceptible from the surface."

- "On Crafting Characters", Muller (1962)

NAME:

OCCUPATION:

AGE:

NATIONALITY:

MOTIVATION:

BACKGROUND:

Progress K

| | | | | | | | | |
|----|----|----|----|---|---|---|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |

Attn. K

| | | | | | | | | |
|----|----|----|----|---|---|---|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |

Progress T

| | | | | | | | | |
|----|----|----|----|---|---|---|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |

Attn. T

| | | | | | | | | |
|----|----|----|----|---|---|---|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |

Progress P

| | | | | | | | | |
|----|----|----|----|---|---|---|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |

Attn. P

| | | | | | | | | |
|----|----|----|----|---|---|---|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |

Progress N

| | | | | | | | | |
|----|----|----|----|----|----|----|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 40 | 35 | 30 | 25 | 20 | 15 | 10 | 5 | |
| 39 | 34 | 29 | 24 | 19 | 14 | 9 | 4 | |

Attn. N

| | | | | | | | | |
|----|----|----|----|----|----|----|---|--|
| 16 | 14 | 12 | 10 | 8 | 6 | 4 | 2 | |
| 15 | 13 | 11 | 9 | 7 | 5 | 3 | 1 | |
| 40 | 35 | 30 | 25 | 20 | 15 | 10 | 5 | |
| 39 | 34 | 29 | 24 | 19 | 14 | 9 | 4 | |



PROGRESS TABLE

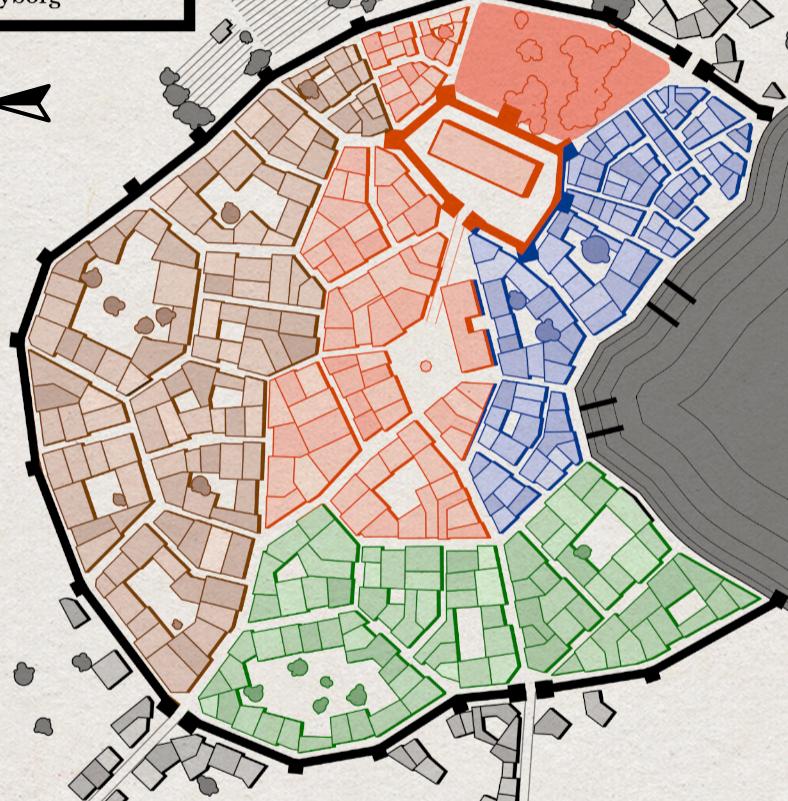
1d20 Who/what helped you, and why?

- 1 You spotted something left behind in public
- 2 Someone saw you asking and talked quietly
- 3 You find a detail that doesn't fit your expectations
- 4 You run into someone unexpected or important
- 5 Patient, tireless research
- 6 A lucky stroke of intuition, logic, or genius
- 7 Direct questioning, sometimes unpleasant
- 8 Clever, indirect probing or searching
- 9 Accidental disclosure from a key source
- 10 A physical trinket, object, or memento
- 11 Someone didn't want you to see something specific
- 12 You were mistaken for somebody else
- 13 You got into somewhere you shouldn't have
- 14 A few pieces of previous evidence click together
- 15 Someone breaks down after a prolonged wait
- 16 There is a conspicuous hole in the official story
- 17 You discard a promising red herring
- 18 You challenge, uncover, and disprove a direct lie
- 19 Someone or something ignored resurfaces
- 20 Re-roll. On a 1-19, you gain 1 Progress and 1 Attention. On a 20, a miraculous coincidence that few would believe gives you 3 Progress instantly.

THE TRUTH IS OFTEN HARD WON...



N ↙



Being a map of the city of

AULDHABN

Its primary roads, districts and environs

Kalmartorv

1. The State Archives contain just about any government record you can imagine, but it isn't open to the public. What could we find there? (6)
2. Until 1946, the government was located in Auldhavn, and the People's Party headquarters remained here until... 1984. Why did they move then, and what have they left behind? (5)
3. Havske Hojkultur, an exclusive social club, has long been frequented by rivals to the Jorgensens. Would there be any clues there? (4)
4. There are many former and current civil servants or members of parliament that might know something. Perhaps some of them now work as archivists or curators? (3)

Peersborg

1. The Danish Embassy is located in the Danske Forum here, and they have long supported the People's Party. Until 1983... (4)
2. The Jorgensen residence is located in this district. Are there any clues? (4)
3. There are a few rival merchant families that established trade, retail, or other similar companies. Maybe one of them can help? (3)

Tandhabn

1. The dockworker's strike of 1983 weakened the government significantly before the elections. Perhaps there is something here more than mere convenient timing? (5)
2. The University of Auldhavn, the island's only university, was where Filip Jorgensen graduated before earning a Master's degree in Oxford. They say the Dekan (Dean) of History is an old friend of his. What does he know? (4)
3. Small bookstores collect old documents or books as mementos to sell to tourists. Maybe there's something here... (3)

Nyborg

1. Mass protests rocked the city when the poor (lagr-mann) social class rose up in 1982. Why did they do so? (5)
2. From these protests a new political party, the Red Banner (Rødbanner) alliance arose in 1983, merging with the Communist party and Social Democrats in Orien-shavn and forming a broad left-wing coalition against the People's Party. Who led this charge? (4)
3. Many older folk move to Nyborg, where living costs are lower, after retirement. Maybe some of them can shed some light on the situation? (3)