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**lowering**

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## Wedding Preparations

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**Before preparations for the ceremony can begin, everyone interested in participating, including witnesses, should attend a prayer circle 3.5 hours before dark (7:30 pm)** (which translates to 30 minutes after game start). **A prayer circle is simply everyone joining hands for 30 seconds.** Additional witnesses may be added later, assuming the fulfill the **witness** requirements below, but at least one witness must be present at the prayer circle.

If you wish to fulfill the conditions of being the **Bride** or the **Groom** you must complete the following tasks, in any order you choose:

- Collect a **flower**. Make sure to bring it to the ceremony!
- Spend 3 minutes in conversation with someone about the ceremony. *Role play accordingly.*
- Spend 5 minutes alone in contemplation of your vows. *Simply choose not to interact with anything or anyone since you are contemplating your vows. You may do this anywhere, as long as no one is within 2 ZoC. If someone enters this range you may warn the person and if they immediately retreat, you may continue. Otherwise, you must start over.*
- Spend 2 minutes in your **room**, getting ready. *Stand with both hands on the sign for your room for your room for 2 minutes while in possession of your room key.*
- If you are the **Bride**, get somebody to brush your hair while in the spa. You must acquire a hairbrush to do so. You and your helper must both place a hand on the *Spa* sign for 1 minute (you must both do this at the same time).
- If you are the **Groom**, get somebody to shine your shoes in the spa. You must acquire shoe polish to do so. You and your helper must both place a hand on the *Spa* sign for 1 minute (you must both do this at the same time). Performing this action consumes the shoe polish.
- If you are the groom, obtain the lapel pin from the Pastor.
- Practice dancing with the bride or groom for at least 5 minutes. *Role play accordingly.*

If you wish to fulfill the conditions of being the **Pastor** you must complete the following tasks, in any order you choose:

- Collect a **flower**. Make sure to bring it to the ceremony!
- Spend 2 minutes in conversation with one non-believer, explaining the importance of the wedding ceremony.
- Bring enough **glasses** of wine (3 plus any witnesses. Don't hesitate to bring extras) from the **Bar** to the **Ballroom**. *Glasses have a bulkiness of 1 hand. You may therefore carry up to 2 at a time, if you are carrying nothing else. Since they are fragile, you cannot run whenever you are carrying at least one wine glass. Don't spill!*
- Spend 3 minutes preparing your speech which you will deliver at the beginning of the ceremony.
- Speak with the bride and the groom and make sure they are ready to marry and have no lingering doubts, concerns, or anything in their past that might prevent them from being married under the tenants of virtuism.

- Give the lapel pin to the Groom.

If you wish to fulfill the conditions of being a **Witness** you must complete the following task (*note: non-believers can act as witnesses if they have spoken to the pastor*):

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3. The pastor will say a few words.
4. All present will put their flower in the middle of the room in a pile. **If at any time there are fewer flowers than people in the room, the ritual must be stopped until another flower can be obtained.**
5. The bride and groom will exchange vows.
6. All present will form a circle and the pastor will hand the ring to the groom. The groom will hand the ring to the witness (who should be on his left). The ring will be passed, person to person until the bride receives it. The length of this chain depends on the number of witnesses. The longer the chain, the better. The ring must never be passed to the right.
7. The bride and groom dance.
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9. The witness, or one of them at least, must say a toast to the Bride and Groom.
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## Hacking

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### Electronic Lock Picking

(This greensheet details how to use your computer skills to hack into any electronic lock. (note, this does not work on locks that require a physical key).)

You are well versed in computer programming and thus have the skill to trick any electronic lock into opening for you. This is a very delicate process that can be fairly time consuming. The difficulty of hacking the lock varies, depending on the lock itself. If anyone asks what you are doing, you must tell them that you are hooking up a small PDA to the lock which emits a series of beeps.

In general, if you wish to hack into a lock, you will interact with your deck of cards. The procedure for doing so is as follows:

- 1: If you are starting with a full deck, shuffle the deck 6 times
- 2: Deal out 5 cards in a line. This is your *working hand*.
- 3: Deal out 5 cards in a line below your working hand. This is your *dynamic library*.
- 4: You may swap out **one** card in your *working hand* with one card in your *dynamic library*.
- 5: Discard all 5 cards in your *dynamic library*.
- 6: Repeat from 3 until you have fulfilled your success condition or you run out of deck. If you run out of deck, you must start over from step 1.

#### Success Conditions:

Lock Difficulty	Required hand:
1	four-of-a-kind
2	Royal Flush
3	Royal Flush, THEN two pair





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- Spend 3 minutes in conversation with someone about the ceremony. *Role play accordingly.*
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#### Success Conditions:

Lock Difficulty	Required hand:
1	four-of-a-kind
2	Royal Flush
3	Royal Flush, THEN two pair



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## **Fingerprint Collecting**

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This greensheet details how to set up a door handle to receive finger prints. If you are reading this greensheet, then you have some knowledge of how to collect and interpret fingerprints.

Find a washcloth. If you stand outside the High Security Door with your hands on the doorknob for two minutes, then you can clean all previous fingerprints from the doorknob. During this time, if anyone asks you must say you are cleaning the doorknob, and if anyone interrupts you, you must restart the two minutes. Place the second page of this sheet underneath the “locked” sign on the high security door, but on top of the “unlocked” sign.

Find tape. Later if you come back and spend two minutes touching the doorknob and the tape, you can use the tape to remove all fingerprints from it. During this time, if anyone asks you must say you are applying tape to the doorknob, and if anyone interrupts you, you must restart the two minutes. Look at the back of the second page of this sheet to learn who has passed through this door since you cleaned it.

**Your fingerprints were just collected.**

Your character does not notice, but if you touch the door handle of this door your fingerprints are taken. You must write your character's name on the back of this piece of paper.

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- Spend 5 minutes alone in contemplation of your vows. *Simply choose not to interact with anything or anyone since you are contemplating your vows. You may do this anywhere, as long as no one is within 2 ZoC. If someone enters this range you may warn the person and if they immediately retreat, you may continue. Otherwise, you must start over.*
- Spend 2 minutes in your **room**, getting ready. *Stand with both hands on the sign for your room for your room for 2 minutes while in possession of your room key.*
- If you are the **Bride**, get somebody to brush your hair while in the spa. You must acquire a hairbrush to do so. You and your helper must both place a hand on the *Spa* sign for 1 minute (you must both do this at the same time).
- If you are the **Groom**, get somebody to shine your shoes in the spa. You must acquire shoe polish to do so. You and your helper must both place a hand on the *Spa* sign for 1 minute (you must both do this at the same time). Performing this action consumes the shoe polish.
- If you are the groom, obtain the lapel pin from the Pastor.
- Practice dancing with the bride or groom for at least 5 minutes. *Role play accordingly.*

If you wish to fulfill the conditions of being the **Pastor** you must complete the following tasks, in any order you choose:

- Collect a **flower**. Make sure to bring it to the ceremony!
- Spend 2 minutes in conversation with one non-believer, explaining the importance of the wedding ceremony.
- Bring enough **glasses** of wine (3 plus any witnesses. Don't hesitate to bring extras) from the **Bar** to the **Ballroom**. *Glasses have a bulkiness of 1 hand. You may therefore carry up to 2 at a time, if you are carrying nothing else. Since they are fragile, you cannot run whenever you are carrying at least one wine glass. Don't spill!*
- Spend 3 minutes preparing your speech which you will deliver at the beginning of the ceremony.
- Speak with the bride and the groom and make sure they are ready to marry and have no lingering doubts, concerns, or anything in their past that might prevent them from being married under the tenants of virtuism.

- Give the lapel pin to the Groom.

If you wish to fulfill the conditions of being a **Witness** you must complete the following task (*note: non-believers can act as witnesses if they have spoken to the pastor*):

- Collect a **flower**. Make sure to bring it to the ceremony!

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## The Wedding Ceremony

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As a practitioner of Virtuism, you have explicit knowledge of how to complete the Wedding ceremony. **Keep in mind that Virtuism does not allow weddings to occur after dark.** Sundown is at 11:00 pm tonight.

The following steps must be completed, in order, with a GM present:

1. A prayer circle must occur before any preparations can be made (see **Wedding Preparations**). *The pastor simply asks all present to join hands for 30 seconds.*
2. After preparations are complete, a second prayer circle must be formed. The bride must be on the pastors immediate right, and the groom on the pastors immediate left. The pastor should be in possession of the **wedding ring** at this time. The groom should be in possession of the **lapel pin** at this time.
3. The pastor will say a few words.
4. All present will put their flower in the middle of the room in a pile. **If at any time there are fewer flowers than people in the room, the ritual must be stopped until another flower can be obtained.**
5. The bride and groom will exchange vows.
6. All present will form a circle and the pastor will hand the ring to the groom. The groom will hand the ring to the witness (who should be on his left). The ring will be passed, person to person until the bride receives it. The length of this chain depends on the number of witnesses. The longer the chain, the better. The ring must never be passed to the right.
7. The bride and groom dance.
8. All present take a wine glass.
9. The witness, or one of them at least, must say a toast to the Bride and Groom.
10. All drink to the newly weds.

With the wedding ceremony complete, all should make merry, and congratulations are in order for the happy couple.

**WARNING:** The wedding will not be considered sealed until sun down. The bride should not remove her wedding ring from the time she is married until sundown.



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## How to Make Poisoned Wine

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### Poison Making

*This green sheet details how to make a latent poison to put in wine. If you are reading this green sheet, you have knowledge of poison synthesis.*

Many people think puffer fish are harmless, but you know just how wrong they are. You have the skills to create a potent poison that will kill anyone who ingests it. It is of course a latent poison; you wouldn't want the person you poison to drop at your feet. That would cast entirely too much suspicion on you. The person will die about half an hour after consuming the poison. Be careful; there is no antidote.

In order to make a vial of poison you must:

1. Find a **fugu**, a kind of fish. If the fish is alive, you may have to improvise a net from a pasta strainer.
2. Obtain a vial in which to separate the poison.
3. Use A Food Processor to make your poison. You know how to use A Food Processor. Spend 2 minutes with both hands on the sign for A Food Processor once you are in possession of the fugu fish and vial. Afterwards, destroy the fugu fish and vial item cards and take a glass of poisoned wine.



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 $\Omega$ 

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This greensheet details how to change your  $\Omega$ -stat.

**lowering**

1. Any time you touch anything with a gold star on it for more than 10 seconds, subtract 1 from your  $\Omega$ -score.
2. Your  $\Omega$ -score cannot be lowered by an object with a gold star on it within one minute of the last time your score was lowered by that same object.
3. If an ability tells you to lower your  $\Omega$ -score, subtract 1 from your  $\Omega$ -score.

The  $\Omega$ -stat cannot be raised, unless you know otherwise.





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## The Dream Controller User Guide

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**\*\*\*\* READ THIS PAGE FIRST \*\*\*\***

*(This greensheet details how to use the dream controller item. Keep this greensheet with the dream controller at all times. A deck of cards is the physrep for the dream controller.)*

The dream controller looks like a very sophisticated virtual reality headset. **All** players can interact with the dream controller, even if you have no scientific background or cannot normally interact with objects.

When using the dream controller, you are putting it over your head, covering your eyes and ears. You cannot see or hear anything around you, although you can be interrupted by physical touch. Any player may choose to interrupt you when you are using the dream controller.

To use the dream controller, first shuffle the deck of cards. Reveal the top three cards in the deck in a row. Continue to reveal cards until you get a “three card straight”, (three cards with either ascending or descending values. ignore suit). If you run out of deck, shuffle the deck and try again. When you get a “Three card straight” you have successfully activated the dream controller. You must then flip to the next page and follow the instructions.

**\*\*\*\* READ THIS PAGE FIRST \*\*\*\***

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**\*\*\*\* DO NOT READ THIS PAGE UNTIL YOU HAVE ACTIVATED THE DREAM CONTROLLER \*\*\*\***

A moment ago, you were staring into a pleasant field of stars. Now, you feel massively disoriented and your body is somehow very wrong. Switch your badge to “Not here”. **Drop all your items including the dream controller on the ground**, except for item #148, item #126, and item #111. Proceed to, and enter, room 15, following all signs and instructions directly inside the door.

**\*\*\*\* DO NOT READ THIS PAGE UNTIL YOU HAVE ACTIVATED THE DREAM CONTROLLER \*\*\*\***

