The Train Runs On Time

### An Asylum Playtest

# The Lowdown

The characters are all passengers on a train that is traveling from Istanbul all the way to Paris. The train recently stopped off at Bucarest and won’t stop again until Budapest. On the train are members of several different supernatural conspiracies. Some of them are using the train as a neutral place to do business. More than one of them has a score to settle.

# What to Expect

The players are a motley mix of supernatural cops and criminals and they don’t necessarily know yet whose side everybody is on. The players are probably going to try to learn each character’s agenda in the hopes of uncovering what’s going on and why. The problem is that in 30 minutes all hell is going to break loose, quite literally! If the players don’t do *everything perfectly*, they can expect to face fiery explosions, deadly crashes, and possibly a demonic invasion. However, just as everything seems lost the entire world resets back to the way it was at the start of the scenario 30 minutes ago!

After time resets, the whole thing plays out again, but the outcome changes a little as players make different decisions. Maybe this time the players will learn the truth behind these weird events and stop the impending disaster and time loop. If not they have to start all over again . . .

# Time Loops

Each time the scenario resets itself each participant, including the Narrator, trades roles with the person to their left. So if you’re reading this there’s a good chance you’ve either already been a player or you will be on the next iteration. If each Narrator knew everything it might get in the way of their enjoyment of the mystery. For that reason this playtest material intentionally obfuscates certain information from the Narrator until the players are also made aware of it.

Wondering *why* this playtest uses “round robin” seating for the characters and Narrator? Basically we want as many different opinions about our game material as possible. This way you get to see how many different characters and powers work, and even experience how the GM tools and modules work.

Now please review the **Player’s Guide** and **Narrator’s Guide** included with this introduction. It will have a quick breakdown of the tools and guidelines needed to play, narrate, and moderate the Asylum game system. In addition, the following rules are specific to this playtest and should be shared with the players.

# Share This With the Players

## Déjà Vu Cards

Every character has a **déjà vu card**. Whenever the scenario is reset all the characters lose their memories of what happened from the last 30 minutes. However, all of the characters do have a haunting notion that he or she has been here before. Players may draw on information from their déjà vu card whenever they like for hunches and brief moments of insight.

## After Every Scenario Reset

* Write down one line of information that you want the next player to remember on your **déjà vu card**.
* Recover all of your Health and Energy, but mark your Harmony as one lower.
* Switch roles with the person to your left. It’s probably best if everyone just gets up and takes the seat to their left.
* Carefully review your new **character sheet**, **déjà vu card**, and **background materials** included with them.
* If you are the narrator, examine and carefully read the **characters packet** as well as the **plot & scene packet**.