



Loud Laugh
LET THE SHOW BEGIN



INTRODUCTION

ON NOVEMBER 10TH 2673, AN UNKNOWN EVENT CAUSED THE SUN TO ACCELERATE ITS AGING PROCESS. IN A MERE 300 YEARS THE SOLAR SYSTEM WOULD CEASE TO EXIST. THE HUMAN RACE PLACED ALL OF ITS HOPES IN THE GREATEST MIND IN RECORDED HISTORY, ISAAC COOPERLAY. THIS BRIGHT SCIENTIST CREATE WHAT HE CALLED THE “STAHR PROJECT”, AN EVACUATION PLAN THAT WOULD BENEFIT THE ENTIRE POPULATION OF THE EARTH AND THE REST OF THE COLONIES IN THE SOLAR SYSTEM.

THE PROJECT’S GOALS WERE TO TAKE HUMANITY TO ANDRHOMO, AN INHABITABLE PLANET LOCATED IN THE CENTER OF THE ANDROMEDA GALAXY. AND SO IT WAS THAT COOPERLAY, WITH THE AID OF HIS GREAT FRIEND CHARLES LENOVO, DESIGNED A SERIES OF SPACE COLONIES THAT WOULD PUT THOUSANDS OF YEARS OF EVOLUTION TO THE TEST. A NEW GENERATION OF STATE-OF-THE-ART TECHNOLOGY EMERGED WITH THE SOLE PURPOSE OF BUILDING THE COLOSSAL VESSELS. THEY BAPTIZED THE COLONIES WITH THE NAME OF “COOPERLAY’S DAUGHTERS” AND BEGAN MASS-PRODUCING THEM IN EARTH’S ORBIT.

DEvised AS GARGANTUAN STRUCTURES, THE COLONIES WERE 17 KILOMETERS IN LENGTH, 15 KILOMETERS IN DIAMETER, AND HAD A TEN MILLION PASSENGER CAPACITY. THE SHIPS WOULD PROVIDE ALL SORT OF SERVICES, EACH INCLUDING A RECREATION CENTER WITH DIFFERENT ENTERTAINMENT SECTIONS SUCH AS A TOURISM COMPLEX, A ZOO, OR A NATURAL PARK.

THE WAY TO ANDRHOMO WAS ARTIFICIALLY ALTERED, CREATING A CHAIN OF WORMHOLES THAT WOULD HELP HUMANITY REACH ITS DESTINATION IN JUST 60 YEARS. GIVEN THAT LONG-TERM CRYOGENICS MIGHT HAVE NEGATIVE SIDE EFFECTS, PASSENGERS WERE DIVIDED INTO FOUR GROUPS, ONE FOR EACH OF THE COLONY’S RESIDENTIAL TOWERS. THIS LED TO THE CREATION OF THE UNINTERRUPTED VIGILANCE SYSTEM: ONE RESIDENTIAL TOWER WOULD BE AWAKE EVERY 15 YEARS, USING THE COLONY, ENJOYING A PARADISIACAL LIFESTYLE IN SPACE AND, ABOVE ALL, TRAINING AND LEARNING EVERYTHING THEY COULD NEED TO FACE LIFE IN THEIR NEW HOME.

FORTY YEARS HAVE PASSED SINCE THE STAHR PROJECT WAS SET IN MOTION AND 400 COLONIES HAVE BEEN SENT TO ANDRHOMO ALREADY. AN EARTH IN ENVIRONMENTAL CHAOS AND A PROGRESSIVELY DIMMER SUN NOW BID THEIR FAREWELL TO THOSE PRIVILEGED TO EMBARK IN COOPERLAY’S DAUGHTER 401, THE LAST COLONY TO BE SENT INTO THE ABYSS. YOU ARE PASSENGERS IN THIS COLONY, A PLACE THAT, GIVEN THE UNFORTUNATE EVENTS DESCRIBED IN THIS BOOK, WILL GO DOWN IN HISTORY.



WHERE FEAR IS BORN



CHAPTER I

YOUR ENTIRE LIVES HAVE BEEN DEDICATED TO BECOME MODEL CITIZENS AND THUS BE SELECTED AS PASSENGERS OF COOPERLAY'S DAUGHTER 401, THE LAST SPACE COLONY HEADING FOR ANDRHOMO. THE DAY HAS COME AND YOU, ALONG TEN MILLION MORE PEOPLE, EMBARK IN THE SPACE SHUTTLES THAT WILL TAKE YOU TO EARTH'S ORBIT, WHERE THE COLONY AWAITS. A GROUP OF AUTOMATONS KNOWN AS SD-1S RECEIVE YOU ALL. THEY TAKE YOUR LUGGAGE ABRUPTLY AND GUIDE YOU TOWARDS THE RESIDENTIAL TOWERS, WHERE YOU WILL SPEND THE NEXT FIFTEEN YEARS IN CRYOSLEEP. THE SD-1S PRESS THE PASSENGERS TO UNDRESS AND ENTER THE COLD, HUMID CAPSULES. LITTLE BY LITTLE, YOU FALL INTO A DEEP SLEEP. THE JOURNEY BEGINS, GOOD LUCK.

SCENE 01

GOOD MORNING!

You are immersed in a deep slumber, but strangely enough, you feel as if you were conscious. You believe that time has finally come for you to wake up, that you will at last enjoy of The Colony. Cold cuts deep inside you and a soft background noise starts getting louder and louder. Some parts of your body feel itchy, eventually becoming something bothersome. The situation turns into something uncomfortable and the noise becomes so loud that it wakes you up. The itching becomes an extreme pain that makes your mind go blank. Each one of you is on a litter and machines with robotic arms seem to be operating on you. The screaming and wailing create a truly horrific scene.

Prymat's arms are being amputated and replaced by larger mechanical implants. The screws plunge into his flesh as if it was butter. Dozens of syringes are being introduced into Neshorn's body, creating deformations that never seem to stop growing. The machine then starts to implant a steel armor on her in order to control the growth, locking Neshorn within. Nezumi's legs are removed and her spine is cut open transversally. A series of implants are placed in her back, complete with a tail and a new set of strong and stylized legs. Tapayaxin has his eyes gouged and a pair of large, mechanic, and chameleon-like eyeballs are placed instead. Ghurab's body is burnt beyond recognition. He irradiates an intense purple glow. The light starts to fade as a set of armor with retractable wings sticks to his body as if it was a magnet. One of Lupa's legs seems to be missing and a new one, made of flexible metal, is being put in its place, while a chip that soon fuses with her cerebellum is screwed into her nape.

La Familia has to perform a D2 Personal Test of VIG to avoid suffering 2.

The robotic arms seal your implant's joints, binding your flesh and your nerves to the steel. You are left lying on a canvas that is wet with your sweat and blood. The metallic straps that held your bodies in place open up, releasing you at long last. You are exhausted and shivering, the shooting pain you feel barely lets you stand up.

SCENE 02

FIRST STEPS

Prymat's arms are so heavy that he drags them through the floor. Neshorn is unable of even lifting her foot. Nezumi's new legs keep making her slip and her tail moves chaotically tearing the floor and knocking down litters. Tapayaxin's eyes spin erratically, making him vomit from dizziness. Ghurab suffers each movement he makes, his feathery wings tremble, emitting some kind of pulse that seems to make things around him levitate. Lupa has an acute headache. A robotic wolf appears out of nothing and approaches her, as if they shared a deep connection. Its metallic neck has the name Romulus etched on it.

La Familia has to perform a D2 Personal Test of VIG to avoid suffering 1.

You stare at each other, unable to recognize your bodies. You make your introductions and talk about what has happened. Why have you awakened in such a horrible state? Why are you in a different place? Why are you in bodies that are not your own? The questions just keep popping in your mind, painful as a flogging.

You inspect the area. An ocean of tubes flood it all, providing energy to a large spherical core that is connected to strange open capsules. The capsules themselves are eerily similar to coffins and six animal skulls are etched on top of them. They are made of black marble with a gold finish. Everything is frozen and the cracking of the frost echoes across the place.

A digital clock in the wall shows the following date: 03/10/3790. You cannot believe that you have been in cryosleep for over 1000 years. Filled with dread, you investigate further. You find a table with empty vials with your name and picture tagged on them. It seems impossible for you to process what you are now discovering. What does this all mean? You cannot fathom it. You talk about your past in an attempt to try and understand what is happening. You look at your new bodies and are surprised by the high craftsmanship level your implants boast.



Suddenly, your mind is assaulted by strange flashbacks. They seem like vague memories belonging to someone else. You feel like you died and were born again. The dark memories fade and you decide to get to the bottom of this. You find a working touchscreen console with two entries on it. The first one reads: "The motherfucking Great Imp. They're ready." The second one says: "Cooperlay Island. La Familia is ready."



- A. TAP ON THE FIRST ENTRY.
- B. TAP ON THE SECOND ENTRY.

A. TAP ON THE FIRST ENTRY.

They're ready. They won't be aware of their true abilities at first, they'll be scared and will run away like cockroaches. But once they understand why they are here, they'll advance destroying everything on their way. La Familia is about to bring upon the end of this age, and they'll do it with a bang. Chaos will reign supreme. The factions will evolve. Isaac will be gone forever.

B. TAP ON THE SECOND ENTRY.

It has been costly, but in the end, the specimens made with their bodies are the most perfect. They have assimilated the new strain of the Proteus virus flawlessly. They will destroy at least one of the four factions, enough to destabilize the Sanctorm. I can only pray that Rabidus will not fully consume me. The end is at hand.



- A. TAP ON THE OTHER ENTRY.
- B. CHECK PREVIOUS ENTRIES.

A. TAP ON THE OTHER ENTRY.

Read the Decision that was not chosen in the previous Group Decision.

B. CHECK PREVIOUS ENTRIES.

You check the files from a couple of months ago. Most of them are corrupted and show no information, but then there are some that are quite revealing: you find a video featuring your bodies in litters and a strange man, his brain fully visible, putting you in the black marble capsules. He gently caresses your face and then breaks

down and cries. You discover an entry that reads: *"They are special, even more so than any of the others. I have sacrificed too many already. This will have to be my last attempt, regardless of whether this proves successful or not. I hope their souls are able forgive me someday. But mankind's survival is above all."*

Suddenly, sparks fly out of the console and it powers off. A hatch in the floor starts to open behind you. Something emerges from it. You see a pillar made of iridescent iron. It has the silhouette of six animals etched around it: a Gorilla, a Rhinoceros, a Rat, a Chameleon, a Raven, and a Wolf. There is a steel box with your name on top of each animal. You receive weapons and tools when you open them...

La Familia obtains 2x Coins, 8x Weapon Cards: 2x Electric Baton, 2x TH-X3 Pistol, 2x Shield-tronic, 2x Blaster, and 2x Gadget Cards: 2x Medical Pistol.

Once you pick up your equipment, the coffers shut themselves. You hear an upsetting buzzing sound in the distance.



- A. WAIT AND SEE WHAT HAPPENS.
- B. GO TOWARDS THE NOISE.

A. WAIT AND SEE WHAT HAPPENS.

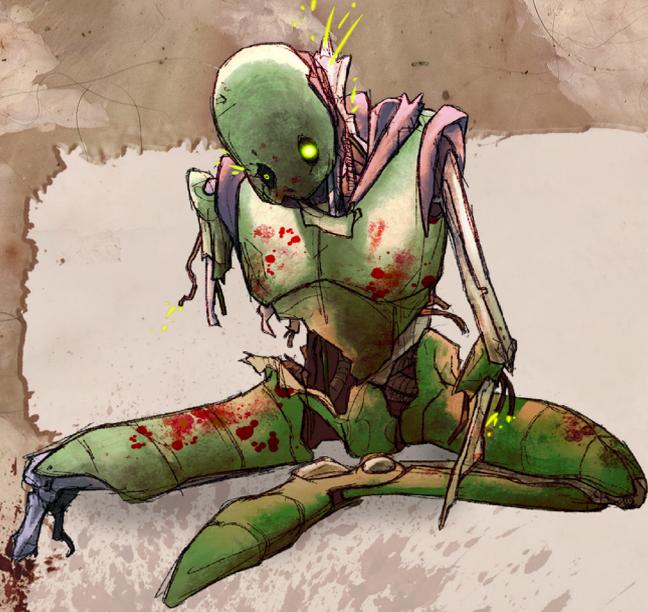
The shock of such awakening is too much. You ignore what are you dealing with, so you choose to wait and see what happens. After a while, the sound becomes more intense. Something starts banging the walls.

Go to Action Phase 01. (The Overlord has Advantage).

B. GO TOWARDS THE NOISE.

That distinctive noise attracts your attention, for there seems to be a metallic voice in the background. As you come closer, you see an SD-1 automaton in emergency protocol mode.

SD-1: *Self-repair systems damaged, activating emergency protocol in 10, 9, 8, 7, 6...*



SCENE 03 FIRST FRIEND

The android begins emitting familiar sounds.

SD-1: *Loading contents... Loading complete... Greetings, passengers, welcome the Cooperlay's Daughter N° 401. How may I be of service?*



- A. REPAIR THE SD-1.
- B. DESTROY THE SD-1.

A. REPAIR THE SD-1.

SD-1 ALLY

La Familia has to choose one of its members to perform a D3 Personal Test of INT.

Success: The SD-1 becomes an Ally. Go to Scene 03.

Failure: You fail to repair it. The SD-1 activates its offensive mode and attempts to attack you. Go to Action Phase 01. (The Overlord has Advantage).



B. DESTROY THE SD-1.

La Familia has to choose one of its members to perform a D4 Personal Test of STR.

Success: You strike at the automaton's head, shattering it. The SD-1's last sparks fly out and it dies. Then, something starts banging the walls. Go to Action Phase 01. (La Familia has Advantage and the SD-1 enemy is removed from the Action Phase).

Failure: You hit the automaton but fail to even dent its steely exterior. The SD-1 activates its offensive mode and attempts to attack you. Something starts banging the walls. Go to Action Phase 01. (The Overlord has Advantage).



- A. "WHAT HAPPENED TO THE COLONY?"
- B. "WHO ARE WE?"

A. "WHAT HAPPENED TO THE COLONY?"

"Cooperlay's Daughter 401 hit a Space-Tense Fissure on its journey, leaving it adrift and trapped. A virus has run rampant among the passengers. Head to the nearest shelter and undergo the disinfection itinerary until help arrives."

B. "WHO ARE WE?"

"Scanning identity chip... No data available."



- A. "ARE THERE MORE PASSENGERS?"
- B. "IS THIS PLACE SAFE?"

A. "ARE THERE MORE PASSENGERS?"

Passengers in cryosleep: 3,000,234. Passengers awake: 3,156,007. Unknown life forms: 5,560,322.

B. "IS THIS PLACE SAFE?"

"Negative. Passengers must head to the nearest shelter and undergo the disinfection itinerary until help arrives."

There is no more time for questions, the SD-1 enters alert state.

Go to Action Phase 01. (La Familia has Advantage and the SD-1 Enemy takes part as an Ally)...



FA - I

NORMAL



Shapes resembling extremely deformed humans come out of the ventilation system. Their monstrous bodies instill horror in you. They attack enraged.

OBJECTIVE

- Defeat the Overlord.

ADVANTAGE

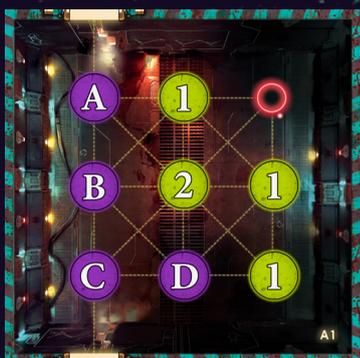
- Described in the Narrative Phase.

REWARD

- 2x Armor Cards: 2x Porter.

AT THE END

- Go to Scene 04.



M A1

1 1x Member of La Familia

2 2x Members of La Familia

A 1x SD-1 (Enemy or Ally)

B 1x Primal

C 1x Primal

D 1x Primal

SCENE 04

DR. RABIDUS

You run towards the only exit after the fierce battle. You see several machines in the room you have just entered. They seem to manage the functioning of the chamber you woke up in, since there are screens that monitor your cryosleep capsules.

You enter a small adjoining room. A large screen turns on and an elderly man appears talking straight to the camera. His brain is visible, protected by a glass skull. He has a strange gas mask that covers his nose and mouth. He starts talking:

Dr. Rabidus: *Welcome to Sanctorm, my little rats. My name is Dr. Rabidus. From now on you're*

playing my game. You're the icing on the cake... A sweet, tasty cake made of blood and suffering. Sanctorm's recipe is hard, so play your part the way you're supposed to. Start by trying to open the door... Don't take too long, though... HA, HA, HA! Let the show begin!

There is a pile of unborn corpses in the middle of the room that form the words "START LINE".

The screen turns off but then it comes back on. This time a number can be seen, typed in letters: "Four", and a blank space below it. Over it, you read: "Insert the corresponding word". Then you realize that the screen also says "2 attempts" in small print. Additionally, there are two minimized videos in the lower corner.



- A. PLAY THE VIDEOS.
- B. TYPE PASSWORD.

A. PLAY THE VIDEOS.

They seem to be footage from a security camera:

1st video: A man sits in front of the console, the screen shows the word “Twelve”. Below it, there is a blank space that says “Insert the corresponding word”. The man then proceeds to fill the blank space with the word: “Six”. The console is then unlocked...

2nd video: A man sits in front of the console, the screen shows the word “Zero”. Below it, there is a blank space that says “Insert the corresponding word”. The man then proceeds to fill the blank space with the word: “Four”. The console is then unlocked...

Go to Decision B.

B. TYPE PASSWORD.

La Familia must decide the correct word to type. If they want to “Play the videos” at any point, they may do so.

Success: You manage to open the door.

Go to Scene 05.

Failure: You fail to open the door.

Go to Action Phase 02.

SOLUTION.

The solution to the enigma is not to type the number that is half of the one that is written, but rather to type the number of letters that make up the word. In this case, the solution to “Four” is also “Four”, since it has four letters.

FA - II
NORMAL



Hideous creatures catch you off guard. Their malformed bodies are full of tumors. They charge at you.

OBJECTIVE

- Defeat the Overlord.

ADVANTAGE

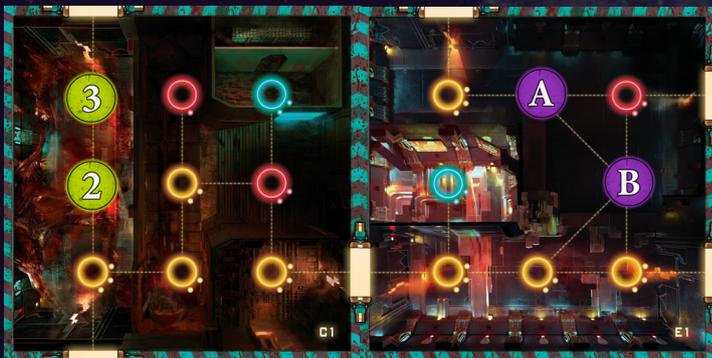
- La Familia.

REWARD

- 2x Armor Cards: 2x Inferus.

AT THE END

- Go to Scene 05.



- M** C1 + E1
- 2** 2x Members of La Familia
- 3** 3x Members of La Familia
- A** 2x Primal
- B** 1x Inflatius

SCENE 05

THE AIZZAKU

The door opens and you see a flight of stairs that descend into Citizen Attention Area Gamma. The place is littered with paper and computers. It is so dark that you can barely see the skeletons that are piled up on the floor. On the other side, you manage to make out three elevators. One of them has a hanged woman in front of it. Looking closely, you see that the woman is holding a cardboard arrow with color lights that points to the central elevator. Light smoke fumes are coming out of the leftmost elevator. The rightmost elevator is apparently intact, except for an "X" painted in blood on its door.



- A. TAKE THE SMOKING ELEVATOR (LEFT).
- B. TAKE THE HANGED WOMAN ELEVATOR (CENTER).
- C. TAKE THE BLOODY "X" ELEVATOR (RIGHT).

A. TAKE THE SMOKING ELEVATOR (LEFT).

You press the switch but nothing happens. The door is slightly open and you get to see a lit flare and a corpse. You try to force it open.

La Familia has to perform a D3 Personal Test of STR until two Players succeed or all of them fail.

Success: La Familia obtains 2x Gadget Cards: 1x Tesseract and 1x Barrier. La Familia must now choose between Decision B and Decision C.

Failure: The elevator comes crashing down to the bottom floor. It is no longer accessible. La Familia must now choose between Decision B and Decision C.

B. TAKE THE HANGED WOMAN ELEVATOR (CENTER).

Everything seems to be in order as you get in and the doors close silently. It begins to descend, but something starts banging on the walls out of nowhere. Tentacles appear and grab your limbs.

Players must perform a D2 Personal Test of STR to avoid suffering 1  and must perform the test again until they pass it.

C. TAKE THE BLOODY "X" ELEVATOR (RIGHT).

Everything works as it is supposed to. The doors open silently, granting access to a spacious lift. As the doors close behind you, the speakers come to life automatically: "Welcome, passengers. We, at the STAHR initiative, wish you a happy stay." Soon after, the elevator stops. When the doors open, you enter a huge area. You infer it is a station. Before you get to investigate further, a noise up high catches your attention.

Go to Scene 06

You broke free of the tentacles and the elevator starts gaining speed little by little. It seems that the creature will not relent. You get the feeling that it is located beneath the lift. The elevator's floor cracks and tentacles emerge from them. One of the cracks is large enough to allow jumping and escaping the creature.



- A. ESCAPE BY JUMPING THROUGH THE CRACK.
- B. NOT JUMPING AND REMAINING IN THE ELEVATOR.

A. ESCAPE BY JUMPING THROUGH THE CRACK.

You jump and although the fall is tough, you manage to escape unscathed. You run towards the door that grants access to this floor. Finally, you get to see what the creature looks like. It is a deformed mess that is stuck to the elevator. The elevator itself is fast approaching, so you make haste and enter the room. The creature's tentacles reach for you, but when the elevator reaches the ground floor, it is crushed, shooting jets of acid blood that melt everything around it. The monster is dead.

You need to catch your breath after the monster's attack and you sit. There is a sign that reads "Aizzaku Gamma Station", but before you get to investigate further, a noise up high catches your attention.

Go to Scene 06

B. NOT JUMPING AND REMAINING IN THE ELEVATOR.

The creature tries to come through the lower crack, but is instead crushed when the elevator reaches the ground floor, splatting you with acid blood. You try to evade it.

Players must pass a D3 Personal Test of AGI to avoid suffering: 1 .

Go to Action Phase 03.



AP - III

NORMAL



The ordeal has made you tremble with stress and horror. You want to sit and catch your breath, but there is no rest for you. From the monster's remains emerge two SD-1s and two deformed creatures.

OBJECTIVE

- Defeat the Overlord.

ADVANTAGE

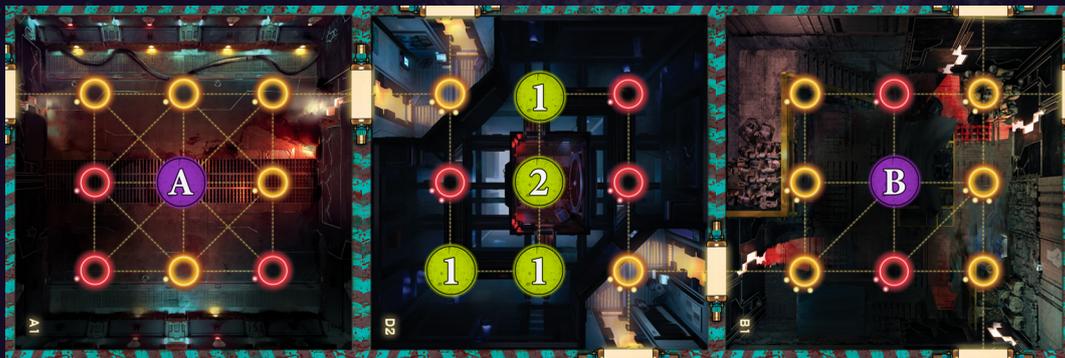
- The Overlord.

REWARD

- 2x Weapon Cards: 2x Proteus Pistol.

AT THE END

- Go to Scene 06.



M A1 + E2 + B1

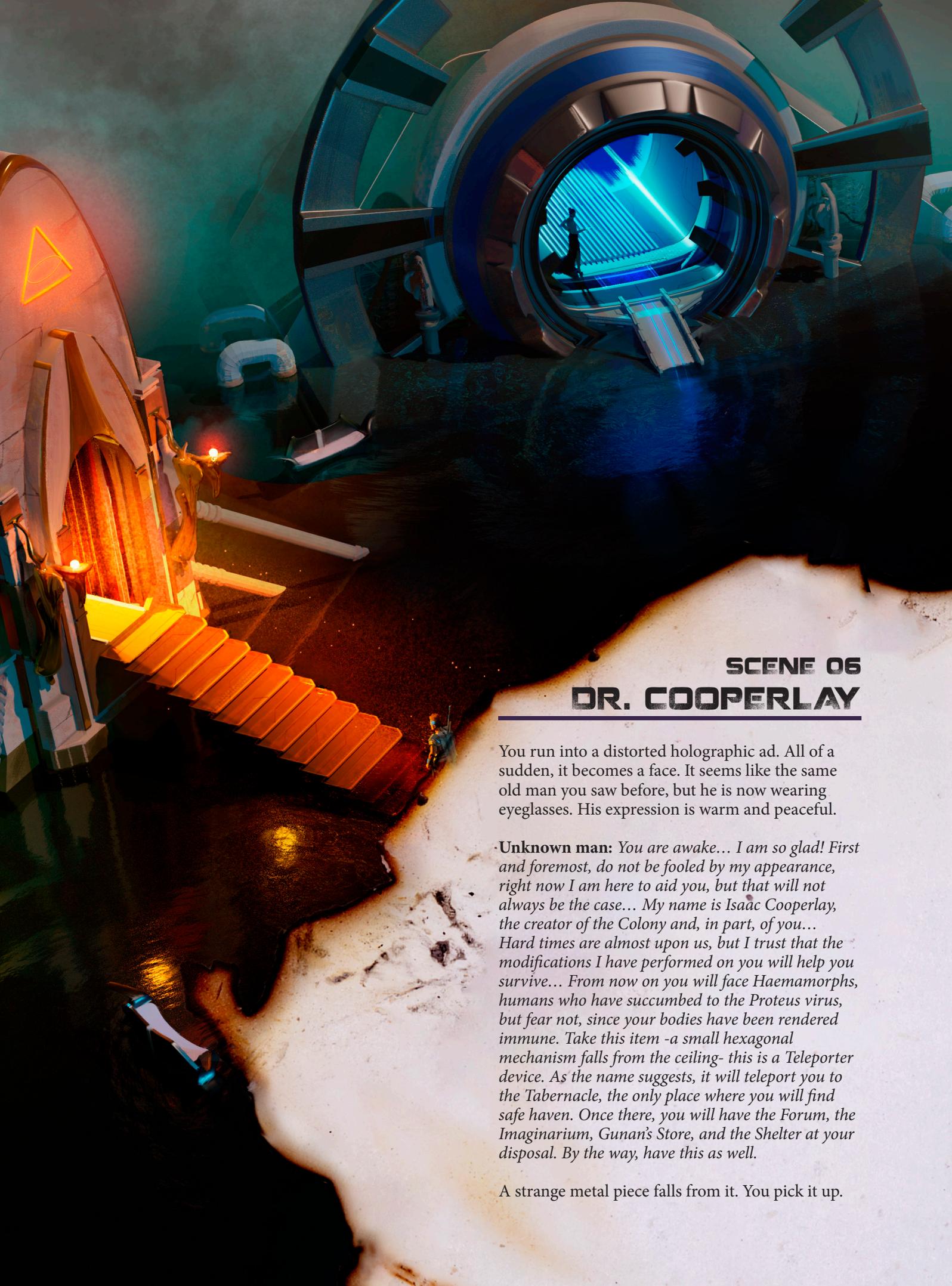
1 1x Member of La Familia

A 1x Primal + 1x SD-1

2 2x Members of La Familia

B 1x Primal + 1x SD-1





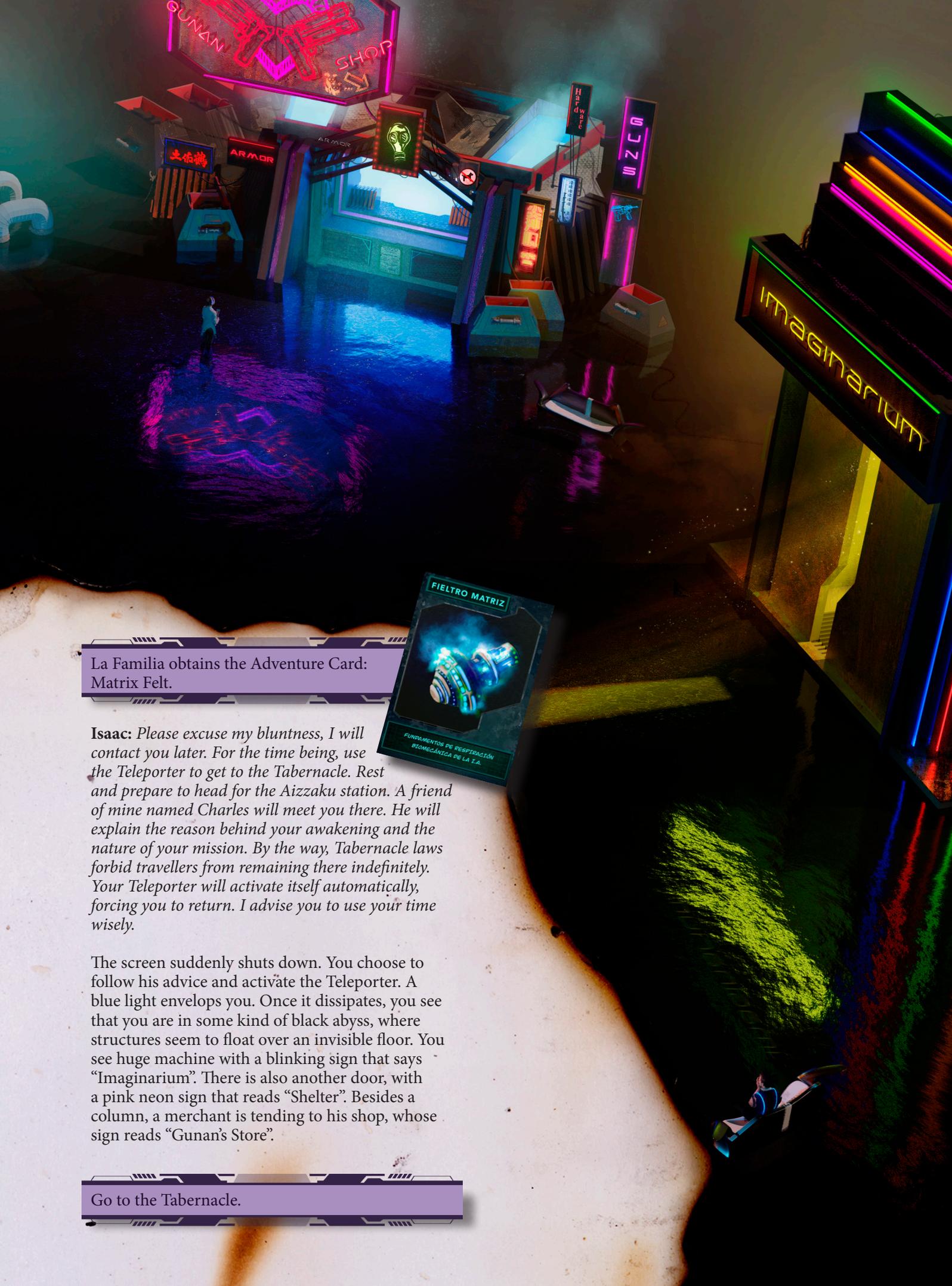
SCENE 06

DR. COOPERLAY

You run into a distorted holographic ad. All of a sudden, it becomes a face. It seems like the same old man you saw before, but he is now wearing eyeglasses. His expression is warm and peaceful.

Unknown man: *You are awake... I am so glad! First and foremost, do not be fooled by my appearance, right now I am here to aid you, but that will not always be the case... My name is Isaac Cooperlay, the creator of the Colony and, in part, of you... Hard times are almost upon us, but I trust that the modifications I have performed on you will help you survive... From now on you will face Haemamorphs, humans who have succumbed to the Proteus virus, but fear not, since your bodies have been rendered immune. Take this item -a small hexagonal mechanism falls from the ceiling- this is a Teleporter device. As the name suggests, it will teleport you to the Tabernacle, the only place where you will find safe haven. Once there, you will have the Forum, the Imaginarium, Gunan's Store, and the Shelter at your disposal. By the way, have this as well.*

A strange metal piece falls from it. You pick it up.



La Familia obtains the Adventure Card: Matrix Felt.



Isaac: *Please excuse my bluntness, I will contact you later. For the time being, use the Teleporter to get to the Tabernacle. Rest and prepare to head for the Aizzaku station. A friend of mine named Charles will meet you there. He will explain the reason behind your awakening and the nature of your mission. By the way, Tabernacle laws forbid travellers from remaining there indefinitely. Your Teleporter will activate itself automatically, forcing you to return. I advise you to use your time wisely.*

The screen suddenly shuts down. You choose to follow his advice and activate the Teleporter. A blue light envelops you. Once it dissipates, you see that you are in some kind of black abyss, where structures seem to float over an invisible floor. You see huge machine with a blinking sign that says "Imaginarium". There is also another door, with a pink neon sign that reads "Shelter". Besides a column, a merchant is tending to his shop, whose sign reads "Gunan's Store".

Go to the Tabernacle.

TABERNABLE

FORUM - GUNAN

You head to the store to speak with the strange merchant, but he pulls a shotgun instead.

Gunan: *You there, weirdos! Are you Pro-Commerce or should I blow your brains out? You know we don't pull punches at the NBG! And if you're thinking about killin' me, remember my name's Gunan. Folks by the score will move void and metal to get your sorry asses should something happen to me.*



- A. "WE WOKE UP RECENTLY, WE DON'T KNOW WHAT YOU MEAN..."
- B. "WHAT IF WE'RE NOT PRO-COMMERCE?"

- A. "WE WOKE UP RECENTLY, WE DON'T KNOW WHAT YOU MEAN..."

Well, well... That means you're Freshies. Lucky me, getting to see something so rare. Now I feel guilty for threatening you. Maybe no one told you yet, but you're in Sanctorm. Your kind usually don't last long over here, though I've gotta say: I never heard of anybody with as many physical improvements as you folks. I reckon the Great Imp got his hands on you, ha, ha! Don't you worry, you're my best customers and I'm the most trustworthy dealer you'll find. I'm afraid we'll be doing business often.

- B. "WHAT IF WE'RE NOT PRO-COMMERCE?"

Only Freshies would ask that question. You see, in this world there's only two kinds of people: folks who are Pro-Commerce and folks who're not. I, for one, prefer to kill them before they rob me blind. But I see there's no problem here, you're just the most helpless being there is, the last link in the food chain. You're gonna end up becoming Pro-Commerce if you want to survive more than five minutes here.



- A. "WHO ARE YOU EXACTLY?"
- B. "WHAT DID YOU MEAN WITH PRO-COMMERCE?"

- A. "WHO ARE YOU EXACTLY?"

I'm the head of the NBG, the Nomad Businessmen Guild. You better watch yourselves around me, I'm almost a public asset. Ha, ha, ha! Traveling the world selling merchandise is what I do. The need for us as a service has forced many factions to create an alliance with me and to declare the members of the NBG as untouchable. As you can see, a lot of people consider my life as precious as their own.

- B. "WHAT DID YOU MEAN WITH PRO-COMMERCE?"

Pro-Commerce are people who not only adhere to our exchange system, but also use and defend it. You make sure resources move between factions and communities. Anti-Commerce, on the other hand, are dedicated to kill and rob us, and they're usually cannibals or junkies.



- A. "HAVE YOU HEARD OF A DR. RABIDUS?"
- B. "HAVE YOU HEARD OF AN ISAAC COOPERLAY?"

A. "HAVE YOU HEARD OF A DR. RABIDUS?"

You're brave to say his name out loud. He's a supreme being in popular culture. Some ancient texts even mention him as the one who created this world. Each religion here has its own God, its own Genesis. My advice is that you don't mention that name again, for it may mean different things depending on when and where you say it, and it might have dire consequences in most cases.

B. "HAVE YOU HEARD OF AN ISAAC COOPERLAY?"

Isaac Cooperlay? You know him? He's our main supplier. That puzzling old man usually feeds us information on where to find resources, shelter, or enemy presence. I honestly can't trust someone I've never seen, but his help has proven invaluable since the trade system was created. He even gave me a Teleporter that allows me to be in the Tabernacle indefinitely.



- A. "ARE THERE OTHERS LIKE US?"
- B. "IS THERE ANY WAY TO GET TO ANDRHOMO?"

A. "ARE THERE OTHERS LIKE US?"

Well, every now and then there are news about Freshies, but it's not like you people are a common sight, in fact, you're a rather uncommon one. If news get as far as they do, it's because in you folks play a divine role in the Qurablinist faith, and rumors of Freshy sightings usually gets around fast. Pity that the Dark Coming destroyed your reason for being.

B. "IS THERE ANY WAY TO GET TO ANDRHOMO?"

Andrhomo? You Freshies always talk about the same. I'm afraid that the Dark Coming destroyed your reason for being. There's no way to get to the White Paradise. The Qurablicon's clues make no sense anymore. You have no choice but to adapt to this world.



- A. "DO YOU KNOW WHERE DO THE HAEMAMORPHS COME FROM?"
- B. "WHAT'S THE DARK COMING?"

A. "DO YOU KNOW WHERE DO THE HAEMAMORPHS COME FROM?"

Haemamorphs were once people like you and me. According to the Qurablicon, when the Dark Coming fell upon Sanctorm, over one thousand years ago,

a curse known as Proteus spread through the blood. Those horrific creatures are have different ways to transmit the curse, such as biting or the ingestion of their bodily fluids... blood, sweat, even sexual intercourse.

B. "WHAT'S THE DARK COMING?"

The Dark Coming brought an end to peace and order in the Sanctorm. The Qurablicon tells us how Abadakekxon, the Emperor of the Dark Sea, held Sanctorm in his gargantuan black hands. He started the Great Tremor, which shook Sanctorm to its core, breaking and deforming it. Everything was covered in darkness and chaos reigned supreme. Abadakekxon spewed his darkness on our world and brought forth the dreadful creatures known as Haemamorphs.

If La Familia has the Adventure Card: Matrix Felt, they may choose an extra Decision from the ones they did not choose.

Gunan: I can't believe my eyes! It's been ages since I saw a Matrix Felt in such a good state. Thank you so much!



GUNAN'S STORE

Gunan Deck:
Gadget Cards discarded during AP.

Gadget Cards Store:
1x Medic Pistol
1x Launcher
1x Drugs



SHELTER

You rest and recover the and .
You may switch Overlords and La Familia members.

IMAGINARIUM

La Familia may fight past Action Phases and gain their rewards.