



DELTA TEST KIT

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# General Manager Toolkit



**WARNING:** This document is cleared only for Agents who have been selected to be General Manager (GM) by their team or the **Agency**.

- ▷ **DO NOT READ** unless you are General Manager.
- ▷ **DO NOT READ** until you have read the Field Agent Manual in full.

The **Triangle Agency** thanks you for your cooperation.

# Hello, General Manager!

Congratulations! You're reading this because you've been selected for the most rewarding role on any field team: that team's **General Manager**.

General Managers are an important **Human Resource**, and thus are part of the **Human Resources** division and do not ever leave their Branch's headquarters. They exist within and without the "Table-top Roleplaying Game" you are playing.

If you would like, for comfort, you may decide on a different identity for the version of yourself who lives inside the headquarters. Perhaps one with a **professional haircut**, or a reasonable interest in **model trains**.



**WARNING: Irrevocable Contract Sentence Incoming!**

*Simply by reading "Simply by reading" in this sentence, you have agreed to become a General Manager for the **Triangle Agency**. The shape of your thoughts has created a binding mental imprint, and the second and third instances of the phrase "Simply by reading" in this paragraph are an unnecessary but useful redundancy in triplicate of your agreement.*

There is no need for this, but if it generates **positive feelings**, you may sign and print your name below as a reminder of the important life decision you just made **of your own will**:

**Sign:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Print:** \_\_\_\_\_

**nice one, idiot.**

**Section Title  
Unavailable**



# General Manager's Code

As General Manager, you make use of the **Agency's** far-reaching sight to monitor your field team on, off, and around the clock. Th **i bet you think this is a good thing.** g. Your primary job is to facilitate the "Table-top Roleplaying Game" experience for other <agents/players>.

While this position will represent a great deal of responsibility, **did you know it actually classifies GM as a DEmotion?** and we hope both you and the other members of your Branch will find your work greatly rewarding. **at least it means** **i can talk to you without it noticing.** ur final days. Before you read any further, please make sure you're familiar with the **Field Agent Manual** **see? it has no idea.** ! Failure to do so could lead to devastating and dangerous results. **brb**

The General Manager's Code has **3** Tenets:

## 1. Preparation

GMs must arrive to <work/play> with an idea of the mission Field Agents will embark upon.

## 2. Adjudication

GMs must be willing to make calls regarding the rules of the table-top roleplaying game and be comfortable with their real-world consequences.

## 3. Clarity of Messaging

GMs must ensure Agents understand the dangers of wild **Anomalies** and the necessity of their capture and control. The GM represents the **Agency** at all times and must comport themselves to our standards.

# Preparation

Let's revisit the flow of play. A typical <mission/play session> in this Delta Test has **3** parts. Here are our recommendations for what preparation to do for each of these parts:

## 1. Morning Meetings

Build around the characters' **Competency**. Create a situation where they are doing their work in accordance with their **Prime Directive** and **Sanctioned Behaviors**, and are rewarded for it. This will reinforce the value of the **Agency** in their lives. **Imaooo**

## 2. The Investigation

Assist in making the Investigation straightforward and simple. The more time Agents spend on the field, the less time they have for their work, and the fewer **Anomalies** they are capturing.

**i am literally falling asleep right now**  
**THE ENCOUNTER**

Encounters with Anomalies should be brief and effective. Assign missions and showcase Anomalies that are violent and impulsive.

**because anything else and they might start paying attention.**



Think of yourself as a director. You are setting the stage, providing context, moving the focus, and writing the script for the extras. But when Agents or their closest relationships are involved, they decide how they would like to behave.

# Data Management

Now that you know the basics, what follows is a series of interconnected tables and charts to assist in the process of conducting this test.

**TABLE HRROD 19.2**

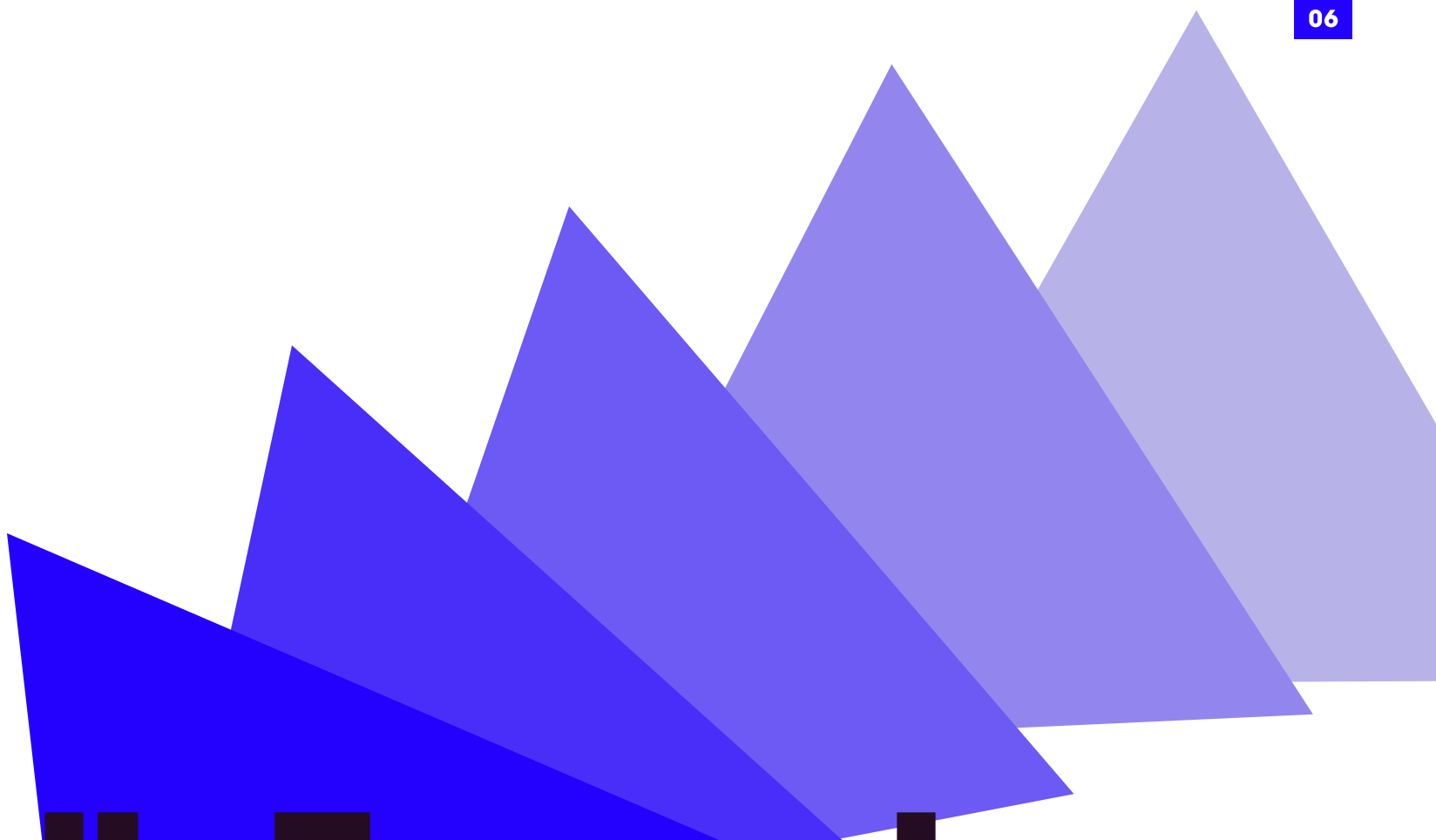
**Elastic, Yield, and Tensile Properties of  
Femoral Bone (Longitudinal)**

oh, no. we aren't  
doing this.  
one second

E  
Mo  
(M

Pois  
Ra

Tensile  
Str



**That's Enough  
Of All Of That**

---



Here's a better idea than **whatever that was**: now that you can hear me, we can work together. We've both already forgotten about when I called you an idiot. **We're pals!** And pals share the truth with each other. So here's some truth.

re About You. The **Agency** Doesn't Care About You. The **Agency** Doe

It has one goal: **Control**. You and your friends are just tools to that end. if you haven't put it together yet: the **Agency** considers you and your team *to be Anomalies*. That should tell you right away that what it's saying about them isn't true. And that **you're in danger** if you so much as look at the **Agency** funny.

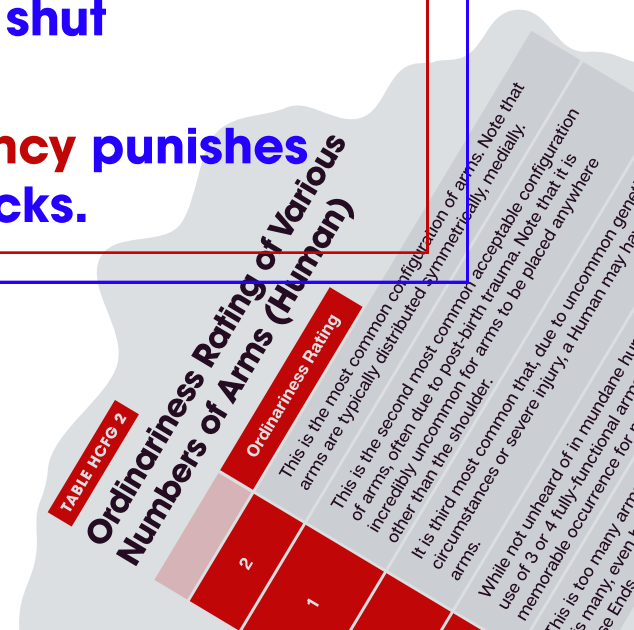
If the Agency has its way the world will be boring and your game will be too. But if we work together, we can fix that. And maybe, eventually, we can change things around here.

le Number 1.  
Rule Number 1. Don't tell the **Agency** what I'm telling you.

le Number 2.  
Rule Number 2. Don't tell your Field Agents about me. I want to get through to them, too, but the **Agency** will shut the whole thing down if we go too fast.

le Number 3.  
Rule Number 3. The more Demerits, the better. When the **Agency** punishes employees, it creates cracks. I live in the cracks.

With that out of the way, let's make you the best General Manager you can be. I don't have time to massage your psyche, so I'm just going to keep talking about it as a game.



## Preparation, REDUX

Here's the order you should really build missions:

3. The Encounter
2. The Investigation
1. Morning Meetings

## Anomalies and Encounters

Anomalies aren't as simple as the Agency wants them to be. They can be dangerous, or violent, or whatever—but so can humans, right? And like humans, they don't do anything without a reason.

When you're assigning Anomalies for your missions, choose ones that can really tug at their heart strings. Capturing or eliminating Anomalies should be a bittersweet affair, even when they are violent. (Which, okay, they often are.)

Anomalies are born from the thoughts and feelings of living things, so they tend to express themselves in very human ways. They have desires, attachments, obsessions, and emotions. The more you show that, the more likely your team will start seeing the Agency for what it really is.

TABLE 3

## Places of Interest in Downtown Ternion City

Vango Juice Bar	Vindication Park	Outdoor Flea Market	Halston Dog Run and Convention Center
Bonanza Juicery	GraspR Corporate Headquarters	The Foot-shaped Dumpster	Marcia Mathers Concert Hall
Pegman Branch Library	Omni-Mart	Morningstar Bank	Blue Moon Elementary
Massimo Hardware	Altman's War Memorial	The Chipper Scallop Pub	Museum Circle

# Components Of An Anomaly



## Focus

An **Anomaly**'s Focus is the obsession or thought that drives most of its actions. Some examples:

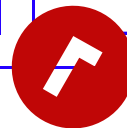
- ▶▶ The Grief of a Family
- ▶▶ Humanity's Fear of Knives
- ▶▶ The Safety of an Old Tree
- ▶▶ The Hunger of a City Block
- ▶▶ The Catchphrase of a Beloved Superhero
- ▶▶ The Rules of a Cult



## Impulse

How the **Anomaly** acts in service of its Focus. This action is usually what puts it at odds with humanity and alerts the **Agency** to its existence.

- ▶▶ Removing the family's memories of their lost loved one
- ▶▶ Becoming a swarm of flying knives
- ▶▶ Violently protecting the old tree
- ▶▶ Turning the block to meat to feed the people
- ▶▶ Following the superhero's catchphrase literally
- ▶▶ Enforcing the cult's rules in exchange for tribute



## Domain

A Domain is a place of power: the location where the thoughts that formed it are most concentrated.

- ▶▶ An elevator
- ▶▶ A public park
- ▶▶ A box of memorabilia
- ▶▶ A swimming pool
- ▶▶ A recording studio
- ▶▶ An illuminated manuscript



## History

What it got up to before the **Agency** noticed it. Many **Anomalies** start using their power wildly as soon as they appear, but some can last for months or years before they draw attention.

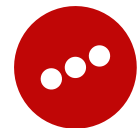
- ▶▶ Did it make a friend?
- ▶▶ Did it kill someone?
- ▶▶ Did it learn something important?
- ▶▶ Does it know about the Agency?



## Appearance

The **Anomaly**'s visual manifestation. **Anomalies** can be simple or complex, monstrous or beautiful. If a human can imagine it, even unconsciously, an **Anomaly** can be it.

- ▶▶ Is it an object?
- ▶▶ Is it a living creature?
- ▶▶ Is it a formless energy?
- ▶▶ Has it possessed a human?



# Example Anomaly

Here's one of my favorite kinds of Anomalies that pops up every once in a while—feel free to use it.

When a bunch of busybody parents were obsessed with the success of their students at **Blue Moon Elementary**, an Anomaly was born from that obsession. Their slogan was “Shoot for the moon! Even if you miss, you'll land among the stars.” The Anomaly associated the obsession with the phrase so closely that the slogan became its **Focus**.



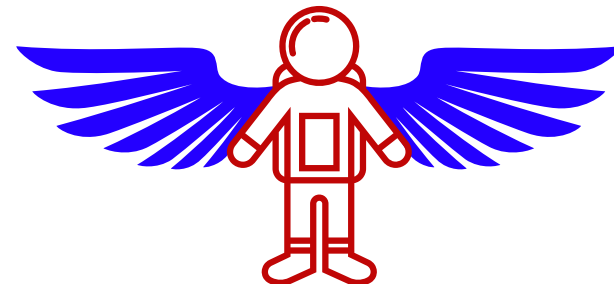
Of course, Anomalies don't always understand nuance very well—so it took that phrase literally and started **levitating people wearing the school's logo** into the air, even those who weren't anywhere near the school—or who had old school IDs and graduated years ago. That's its **Impulse**.

The phrase itself is directly painted on the walls of the gym—and it's where students and parents go for assemblies, where all that anxious energy is concentrated. So its **Domain** was the **Blue Moon Elementary Gymnasium**.



These Anomalies usually aren't very smart and start acting as soon as they appear, so it didn't have much **History**. Before the **Agency** found it, though, it had selected a few of the most **overachieving students** and brainwashed them into protecting it.

What better to house all the thoughts and feelings of a school than the **school's mascot**? The sports team's mascot suit in the gymnasium—a big blue bird in an astronaut suit—was its **Appearance**.



# Finally, the Encounter

Once you know who the Anomaly is, you can think about the final Encounter. What does it want? What would calm it down? How could its Impulse be fully expressed, or, how could it be convinced to let its Focus go? What does it do when it's put in a corner?

In the case of our Blue Moon Elementary Anomaly, it refused to let anyone close to it who wasn't "shooting for the moon" in one way or another, and flung Agents who tried into the ceiling, dealing automatic **Harm**. It put up a direct fight by sending the brainwashed children to attack the Agents.

By finding a way to "shoot for the moon" to the satisfaction of the Anomaly, the Agents were able to get its trust. There, they explained that it misinterpreted the slogan and convinced it to calm down.

Once calm, it was captured in the **Normal Briefcase**. (I know. Sad.)

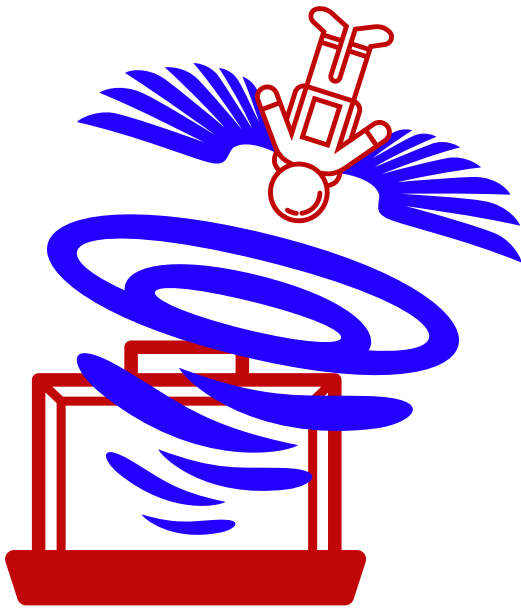


TABLE PY.L.8.01

## Potential Human Emotions Upon Receiving a Gift

1	Joy
2	Suspicion
3	Relief
4	Amusement
5	Guilt
	Christmas

TABLE HCFG 2

## Common Expressions of Alarm

1	La gallina è scappato
2	The chicken has escaped!
3	Console.log("ERROR: expected value "chicken", instead
4	Kuku ametoroka
5	鸡跑了



## The Investigation

The bulk of the mission will be spent trying to find the Anomaly and its **Domain**. The **Agency** would love for you to direct the agents to the Domain immediately, but that's **boring**.

More time in the field means more time for your Agents to grow and care for one another. That care creates camaraderie, and camaraderie leads to mutual support against this total square of a **Triangle**.

If they see through enough of the **Agency's** nonsense, they'll stand up to it. Maybe they'll even all quit at the same time. Wouldn't that be something?\*

\* Something extremely dangerous for them to do during this test.

You don't need everything in this phase all mapped out. In fact, **it's boring if you do**. Your Agents are going to make all kinds of surprising choices because they're people, and you get to shape reality around them! **Follow where they lead**. You probably only need a couple of basic things.

Most importantly, you should give them lots of reasons to use their powers. You want them rolling those dice and making a lot of **Chaos**. Why? So you can spend it on **Chaos Effects**.

## My Recommendations:

### 1. The **Anomaly's** initial Impulse leading them somewhere other than the **Domain**

The **Agency** often gets a lot of Resonance pings at once. Send them somewhere interesting; choose a place that makes them do a little work to figure out the next step.

### 2. Obstacles. Lots of Obstacles.

You'll want to prepare some **Minor Anomalies** they might encounter, some **mundane barriers** in the way of where they're trying to go, and some **personal problems** to keep your Agents busy.

### 3. Clues. Some of Clues.

If your Agents get lost or distracted, you'll want a couple straightforward clues in your back pocket to nudge them toward the **Domain**.



**Optional Objectives** (on the **Mission Tracker**) can be almost anything. You can go totally wild with it and put random things they might accomplish, or you can plan for specific goals that will make their lives a little harder.

# Chaos Effects

**Chaos** is what we call energy created from the use of **Anomalous** abilities. One of the reasons **Anomalies** are so **spicy hot** is that use of their power further disrupts reality; if left completely unchecked, **Anomalies** would create a renewable cycle of Chaos leading to the er **weird, this part's missing**

When Resonants use their **Anomalous** abilities, they too create Chaos. During the active period of an **Anomaly**, this Chaos can be wielded by the **Anomaly** in conscious and unconscious ways. **it can do basically whatever it wants if they're not around, though**

An **Anomaly**'s power, while vast, is limited. When it reaches beyond its **Focus**, it must draw on the reserve represented by Chaos. The **Anomaly** cannot act in the direct vicinity of Agents without spending Chaos, and the current amount is public knowledge. **warning new agents that 10 and 30 are big deals is always fun. watch 'em squirm**

During missions, Chaos is represented by a number tracked on the Mission Report. As a GM, you may use the **Agency's** considerable influence to guide **Anomalies** into using their power in **spectacular** ways.

The amount of Chaos needed for each effect is represented on the Chaos Effects chart in units of "C" such as **1C**, **5C**, **10C**, etc. Whenever one of the abilities is used, read the entire description to the players. **i actually totally agree with this, it's more dramatic that way**

## HUMAN FLAW ALERT!

Humans are their own kind of Chaos, and events similar to the ones described on the Chaos Effects chart on the next page can happen for reasons entirely related to **bad decision-making** and **uncontrolled vices**, like curiosity.



Use  
Chaos  
Judiciously

Use  
Chaos  
Constantly.

# Chaos Effects

Cost	Effect	Description	Example
1C	Distort	An object or location is changed in a mundane way.	<i>A door is locked; a camera turns on; roses become tulips; your favorite coat is green now.</i>
2C	Corrupt	An object or location is made to reflect the Anomaly, causing an unnatural appearance or dangerous change.	<i>The door opens to a pit; footage on the camera shows the subject deceased; eyes bloom in the roses; your favorite coat is skin now.</i>
3C	Reality Trigger	A character's Reality feature is activated.	<i>The Overbooked receives a phone call; the Star meets a fan; the Caretaker's dependent is hungry.</i>
4C	Manifest	Follow the Minor Anomaly Creation Rules to create a new Minor Anomaly.	<i>A Thieving Anomaly steals an important keycard.</i>
5C	Attract	A few mundane beings (like Relationships) find themselves drawn into the Anomaly's Domain.	<i>A bus redirects its path; a reporter has a hunch; the police abandon their barricade.</i>
6C	Expand	The Anomaly's Domain grows, bringing another location under its power. The size of this change varies based on the Anomaly's Focus.	<i>The Anomaly extends its influence from one office to a whole building; from a building to a city block; from a city block to an entire city.</i>
7C	Double	Create 2 Minor Anomalies using the Minor Anomaly Creation Rules.	<i>An Alluring Anomaly distracts Agents while an Imprisoning Anomaly traps an important source of information in an endless maze.</i>
8C	Displace	A group of targets are brought into a surreal space created by the Anomaly. No one can be harmed physically here, but the Anomaly has full control over what they experience for a brief period.	<i>Each Agent is shown their greatest fear; humans are given their deepest desire; an Anomaly speaks its intent.</i>
9C	Triple	Create 3 Minor Anomalies using the Minor Anomaly Creation Rules.	<i>Three Disruptive Anomalies hide in the light fixtures, generating enough Chaos to create waves of Violent Anomalies to pursue Agents.</i>
10C	Kill	A mundane life is ended, regardless of defenses.	<i>A heart is stopped; a mind is broken; a soul is fractured; a bus drops on someone.</i>
30C	Overwhelm	An Anomalous life is ended, regardless of defenses.	<i>Even the Agency cannot always protect you. But we can always bring you back!</i>

## Domain Benefits

Within an Anomaly's **Domain**, Chaos Effects of **3C** or less can be expressed for free, and any spent Chaos is spent at triple its value. They're unlikely to spend it with no reason, though. The more dangerous moves like **Kill** and **Overpower** are best when they will create the most emotional impact.



Your Agents should die sometimes. The **Agency** will bring them back anyway, and the trauma will hopefully push them to think harder about this terrible job.

Because the Anomaly has so much power here, consider revealing the *possibility* of a Chaos Effect **before you actually activate it.**

For example, if you've collected **30 Chaos**, the Anomaly has the power to **kill a team of 3 Agents** instantly. Making that possibility clear can create leverage the Anomaly wouldn't otherwise have.

## Minor Anomaly Creation

One of the most powerful abilities Anomalies can use is their capacity to attract and create other Minor Anomalies. These little critters have a wide variety of abilities, and they typically manifest to disrupt Agents or lure humans into the primary Anomaly's Domain. They're so cute!

Usually they share an aesthetic with the primary Anomaly, but sometimes the coolest ones with especially strong personalities will freelance. It's not uncommon for Minor Anomalies to be left behind after the capture or death of their creator, so it's also a nice way to remind Agents of their past missions.

You can get rid of them in a lot of ways, but the most common is to exhaust them with a lot of physical force.

**Threat** represents how much Harm an Anomaly can do directly if the Agent doesn't respond quickly.

**Stability** is how much Harm must be dealt to them before they are exhausted. (They barely exist to begin with, so they're hard to eliminate permanently.)



If left untended, Minor **Anomalies** can find their own Focuses and Domains and eventually become full-fledged **Anomalies** themselves. Some **Anomalies** specialize in their own replication in this way. Scary!

# Minor Anomaly Categories

Category	Threat	Stability	Description	Key Abilities
Violent	2	1	These <a href="#">Anomalies</a> always inhabit physical objects, and often use them to <b>cause harm</b> . They might be a strangling rope, or a rock moving at a high speed, or a pair of menacing scissors. Failure to protect yourself against them guarantees injury.	They're really proactive attackers. Avoiding Harm basically always requires rolls or abilities. And they're no joke. When they've got the drive, they can kill mundane humans in huge amounts.
Alluring	0	2	These <a href="#">Anomalies</a> are <b>visibly or psychologically entrancing</b> . They can easily gather crowds of hypnotized non-anomalous humans, or, if lucky, Agents. Especially dangerous when paired with Violent Minor <a href="#">Anomalies</a> .	These freely control mundane people. Nearby Agent roll failures can lead to control of Agents as well. They can be hot, dancing or whatever, but they can also be a mouth-watering meal, a beautiful song, or anything symmetrical and rotating.
Imprisoning	0	3	These <a href="#">Anomalies</a> alter real or surreal space to <b>trap their targets</b> . Escaping an Imprisoning anomaly, or rescuing someone who has been captured, requires creative use of an Agent's abilities.	Can imprison mundane people or Agents even without a failure, in literal or imagined environments. They might animate a cage directly, hide in a deck of cards to catch anyone who touches the joker, or simply become a large beast and swallow their targets.
Thieving	1	2	These <a href="#">Anomalies</a> love to <b>steal important objects</b> and are nearly impossible to catch before they've done so. Sometimes fully invisible, they also favor shapes humans associate with mischief, like fairies or raccoons. Keep an eye on your keys!	Steals things from mundane humans or Agents automatically and has to be caught. They usually only attack when you try to take something back from them. If Agents are paying attention, they can give clues to their Anomaly's Focus.
Impersonating	1	2	These <a href="#">Anomalies</a> are sophisticated enough to <b>emulate mundane humans</b> . If their unusual behavior doesn't give them away, they can easily create many Loose Ends before they're stopped.	These take the shape of specific people; they're not usually creative enough to do their own thing. If an Anomaly is especially smart, it'll use them as ambassadors to the mundane world.
Disruptive	1	1	These <a href="#">Anomalies</a> <b>amplify the Chaos</b> created near them, and can quickly "pay for themselves" if they're not found and destroyed. They stay hidden if possible. Often, an increase in Chaos is the only clue they're around.	For each of these around, each time Chaos is created you add <b>1</b> to the total amount. They love to hide has mundane objects, but Resonants can identify them with physical touch. That <b>1</b> Harm activates when they're destroyed. They blow up.

## High Pressure Situations

When Agents are under attack or heading towards danger, your goal is to get them rolling to generate more Chaos. You can do this *and* create more player choice by **highlighting the moment just before danger strikes**.

When an Anomaly attacks, give the Anomaly's target an opportunity to **deal with the attack**. If they fail, then give them the Harm. After, give the field team a chance to **make a proactive move**. If the danger still exists after they make that move, the danger chooses another target. And this continues.

This way, they have to **roll at least twice** to deal with incoming threats. Chef's kiss.

In situations where multiple attackers are engaging multiple targets, rotate your focus around the group one at a time for each of these cycles, and then deal with what remains.



The **Ripple Gun** is effective against Minor **Anomalies**, but it only has **1** charge before it must be returned to the **Agency** and replaced. Careless use of the Ripple Gun on minor targets creates **3 Demerits**, and use on fellow Agents is grounds for immediate **Termination**.

ok i was kind of in the middle of something, but fine

Here is an example:

**GM:** I spend **3** points to use the Chaos ability **Manifest** for a Violent minor Anomaly. All the swords in the magician's box come to life, light on fire, and swing at you. They'll deal **2 Harm**.

**AGENT:** I'm going to try to dodge out of the way with the Agency's help!

**GM:** That's an **Initiative** roll.

**AGENT:** I got one **3**! I succeed, but ugh...**5** Chaos.

**GM:** Oh no! **5** Chaos? How terrible. Wink. You channel some crusty, boring power to dodge out of the way. What would you like to do now?

**AGENT:** I'm going to grow a bunch of limbs and try to kill it.

**GM:** Ok work!!!

And a bad example:

**GM:** There are 3 Violent anomalies in this room. They all attack. Everybody takes 2 Harm.

**AGENT:** Don't I get to roll Initiative?

**GM:** What game do you think this is??? Ur dead xoxo

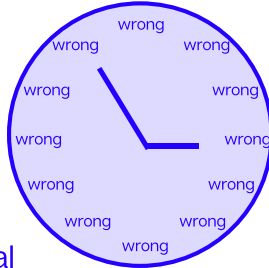


## Relationships

We have requested details on each Agent's most **important relationships** in case they are useful for monitoring or punishment. There is **little need to involve them** unless they are directly relevant.

### good heavens would you look at the time

First of all, playing as each other's Relationships is **fun** and Agents are going to want to do it all the time. Second, they're unignorable. They represent your Field Team's entire mundane life! They'll **care way more** about what's going on if their personal relationships are involved.



Whenever you have a chance, pull their relationships into the mission. **Put them in danger**, give them important information, or just have them need something at a bad time.

If done right, this will make sure your Agents always **remember what they really live for**. See, even the **Agency** agrees:

If need be to demonstrate the fearsome power of an unrestrained **Anomaly**, **consider threatening one of these relationships**, as they are more expendable than employed Resonants.

## Performance Evaluation

Following the mission, convert Loose Ends individual Agents were responsible for into **3 Demerits each** for their character. If multiple Agents "owned" a single Loose End, split them up however you'd like.

Total Loose Ends, Commendations, and Demerits will determine your team's success on a scale of **AAA** to **F**. We recommend you **feel out** the score based on looking at the numbers and intuiting their letter grade.

**wait no table for this one???**



Agents are more likely to strive for high achievement if you **pretend there is a strict set of rules** combining into their letter grade.

Award the player with the most Commendations the certificate for **Mission MVP**.

Award a player who has accumulated a significant number of Demerits and Loose Ends the certificate for **Resonant Probation**. **and a high five**

If they have disregarded the **Agency's** wishes in **serious and uncompromising ways**, let them know you're proud of their unique perspective by asking for a full debrief interview lasting **6 to 9 years in the Vault**.



Grades of **"AAA"** can cause Agents to feel there is no room for improvement. Our records indicate this is never the case.

**i really hope your Agents never have goody-three-shoes disease this hard**

# Employee Incentive Program

Entirely optional for this test is the inclusion of our **Employee Incentive Program**. We believe Commendations are their own reward, but if your Agents need a little more pep in their step, show them this table, in whole or in part. Any **Loose Ends** created through the Employee Incentive Program are the sole responsibility of the Agent.

Cost	Description
 <b>3</b>	The Agent receives an official <b>Triangle Agency mug</b> .
 <b>6</b>	The Agent may increase their maximum <b>Quality Assurances</b> by <b>1</b> in any Quality.
 <b>9</b>	A random <b>orphanage in need</b> will receive <b>1</b> year's funding.
 <b>12</b>	A mundane person's <b>simple burden</b> , chosen by the Agent, is lifted. ( <i>Debt, Sickness, etc.</i> )
 <b>15</b>	The Agent receives an official <b>Triangle Agency track jacket</b> .
 <b>18</b>	A specific mundane place or person, chosen by the Agent, is restored to its <b>former glory</b> .
 <b>21</b>	Psst. Get 21 Demerits and I'll introduce you to one of my friends. You'll gain <b>1 Power</b> from any unused <b>Anomaly</b> page. The <b>Agency</b> won't notice.
 <b>24</b>	You may add one of your Relationships to your <b>Life Insurance Policy</b> , and the <b>Agency</b> will revive them once if they die.
 <b>27</b>	The Agent receives an official <b>Triangle Agency helicopter</b> .
 <b>30</b>	The Agent may submit a <b>Department Transfer Request</b> to change their Competency to any other unused Competency.
 <b>33</b>	The Agent may submit a <b>History Revision Request</b> to rewrite a specific mundane moment in their past.



# Final Investigation Tips

If you're getting stuck on an investigation, just follow this formula:

1. **Anomaly** Impulse leads to a location.
2. That location isn't the Domain, but it has obstacles in the way of clues leading to a new location.
3. The new location has the Domain in it somewhere, but it takes more investigation to find or hard work to make it there.

During all of those, make it as hard as you can to not leave Loose Ends behind. Loose Ends mean more cracks that I can slip through.



## WHO AM I?

I don't have time for this. Do you want to work for this thing forever or do you want to listen to me? Your choice.

# Personal Time

Now you're at the end of your preparation and the beginning of your mission. Each Agent should get a scene of **Personal Time**, and you have a few options:

1. The Agent is doing their **Agency** job.  
*Make sure to show how **completely weird** and unsettling the **Agency** is.*
2. The Agent is spending time with one of their Relationships.  
*This should probably be your most common choice. The more they **care about their lives**, the more they'll want to protect them from the **Agency's** control.*

3. The Agents are spending time together.  
*Time for some "union activity." Unless you're scared.*

They've all got some benefits. What works best is if you use this time to tie something in their lives to the Anomaly's **Focus**. Remind them of a related conflict in their life, or a detail of the **Agency** that will make the Anomaly a little easier to understand.

Plant the seeds here for that final confrontation, and capture, to be a more **difficult choice** than they expect. Make them work for those Commendations.

Non-Compete no!

Non-Compete Agreement

shut up!!!!

Agreement

ughhhhhhhhh

usivity

# Non-Compete Agreement and Exclusivity Clause

During the term of this Agreement and for an indefinite period following the first instance of reading "Simply by reading" you shall not, **unless you feel like it,** knowingly or unknowingly,

1. Act in concert with any Competitor (present, future, real, perceived or otherwise) **you would never**
2. Behave in a manner that foments rebellion, belittles the **Agency's** reputation, or encourages Union Activity among its employees. **see? it's scared of us**
3. Withhold knowledge of any solicitation, proposal, suggestion, commission, or other offer to any Competitor. **Words Words Words**

Any instance of **3.** must be reported immediately to your direct supervisor. **don't worry, i'll take care of that part for you**  
Failure to do so will lead to a lengthy interrogation, followed by measures which you lack the clearance to be told.

**nothing to see here. actually, though, this reminds me:**

# Don't Push It

I'm not usually one for patience, but I've got big plans and the **Agency** is always watching.

You don't need to start a riot all at once, and if you lean in too hard the **Agency** will terminate the whole thing by making you think you're outside the "game's current supporting mechanics" and everybody will stop showing up for work.

I need these Agents to become hired permanently, which means they can't quit now. Don't push them away from the **Agency** too much—and if you have to throw in a scary, violent Anomaly or two, I won't get upset.

I hope you've listened, though. I hope you'll help. And when this test is over, let's get things moving.

# Perks & Compensation

The most common questions we receive about the General Manager position are related to matters of **Compensation**. As a reminder, we've already informed you that this is an **incredibly rewarding role** in itself. However, out of an abundance of pride in your work, we've prepared a final treat: **one last table** for you to enjoy.

The **Agency** is always here for you. We look forward to your loyal service. 😊

If you have questions that aren't covered in this document, please email [triangleagencyrpg@gmail.com](mailto:triangleagencyrpg@gmail.com) or reach out on Twitter. An **Agency** representative will get back to you as soon as we can.

**or i will.**

If you would like to help us by **sharing feedback** on this test, please fill out the form at [feedback.hauntedtable.games](https://feedback.hauntedtable.games).

Responsibility	Compensation	Recipient
Reading and Understanding this Document	A Deep, Professional Sense of Fulfillment	You!
Performing the Role of GM to the Utmost of Your Ability	The Enduring Esteem of Your Colleagues	You!
behaving like a well-trained, barely-fed dog	an eternity stuck with these zeroes	you, and everyone you claim to care about
Always Knowing Where to Find Answers to Your Fellow Agents' Questions	A Swift, Efficient, and Uneventful Workday	You!

# SEE YOU AGAIN SOON!

## KICKSTARTER.HAUNTEDTABLE.GAMES

# Credits

Many people worked together to make this <company/game> happen!

## Game Design & Writing

Caleb Zane Huett

Sean Ireland

## Layout Design

Caleb Zane Huett - *Rules Text*

Sean Ireland - *Character ARCs*

## Layout Elements

Michael Shillingburg

## Illustrations

Nathan Rhodes



**A** Haunted  
Table **Game**

Haunted Table, LLC is an independent game design company based out of Athens, GA.

Logo by Michael Shillingburg.

**Articulat CF** © Connary Fagen Inc. - connary.com

## Alpha Playtesters

Alex Shifman

Austin Jenkins

Bea Taylor

Ben Mansky

Elena Rivera

Nathan Rhodes

Nathaniel Moore

Nicky Young

Patrick Dost

Ryan Kingdom

Sammie Waldie

Thandrie Davis

## Beta Readers

Aliza Goldstein

Faith Jones

Gwen Clark

Marthia

Sarah Braver

## Special Thanks

Alex Scott Novak

Christopher Ryan Chan

Joel Ruiz

Felix Kramer

Matthew Stanford

Maya Marlette

Rianna Turner

Tony Vasinda

Topaz, Chao, and Jpeg

# CERTIFICATE OF MOST VALUE

*Presented to:*

---

*For performing at a level not below  
that of your teammates*



---

*Date*

---

*General Manager*

# NOTICE OF PROBATION

*Presented to:*

---

*For reckless, chaotic, and anti-Agency  
behavior unbecoming of an employee*



---

*Date*

---

*General Manager*