

# HOW TO SOLVE A CASE

In *The Yellow King Roleplaying Game* you play people who solve occult mysteries inspired by a weird, reality-bending phenomenon.

In each of the game's four sequences the premise differs.

In *Paris*, you are art students in 1895, recently arrived in the City of Lights. Your participation in the Bohemian world brings you into contact with the occult secrets of a dread entity, the King in Yellow. Although you are not trained investigators, your adventurous instincts lead you into exciting trouble. Soon you find yourselves gathering clues and interviewing witnesses with the avidity of Sherlock Holmes or Auguste Dupin.

In *The Wars*, you belong to a squad of French soldiers engaged in the Continental War of 1947. When you encounter Carcosan mystery, you use your military problem-solving abilities, from intelligence gathering to interrogation, to learn what unspeakable menaces stalk the battlefield.

In *Aftermath*, set in the present day in an alternate America, you are ex-insurgents who helped bring down the sinister Castaigne regime. As you try to make new lives for yourselves, you find that the old dictators left behind supernatural enemies, fugitive war criminals, and parageometrical enigmas. Using the talents you honed in the underground, you find out what's what and do just that.

Finally, in *This Is Normal Now*, you play mundane counterparts of your *Aftermath* characters. Although apparently ordinary people, you feel oddly impelled to poke into bizarre manifestations. These lead you to the monsters and megalomaniacs hidden beneath the veneer of humdrum reality. It turns out that even in this world you show a knack for gathering, assimilating, and acting on information.

Whether you play all of these settings or just one, these tips will help you to play your roles, wringing clues from the world around you.

1. **Talk to People.** In your quest for the truth about the Yellow Sign, you may now and then find an important physical clue—a telltale matchbook cover, a burned photograph, a freezer with a preserved, not-quite-human corpse stored in it. Rarely will you be able to piece the whole story together without speaking to witnesses, informants, and

suspects. Depending on the setting, these might be artists, models, crooks, cops, ex-revolutionaries, regime holdouts, marketing influencers, or social media stars. Approach them, get a sense of who they are, and figure out the best way to get them to reveal themselves to you.

2. **Talk in Person.** Quick phone calls get you information from individuals uninvolved in the case—clerks, librarians, desk sergeants, and the like. But when someone might be carrying out the wishes of the tattered King, you won't get the real scoop without staring them in the face.
3. **Talk to Scary People.** Finding out who did bad things means talking to bad people. In person. Yes, it's a risk. But this is a game of horror adventure. Go to them, before they come at you.
4. **Choose Cover Stories Wisely.** When talking to scary people, you may find it expedient to approach them under false pretense. Make sure though, that the ruse you adopt doesn't stop you from asking the real questions. Be prepared to come clean and set your story aside if that's the only way to get at the truth.
5. **Information is the Cure for Speculation.** Whenever you get stuck, get out and gather more info. Investigative scenarios can bog down into extended speculative debate between players about what could be happening. Don't guess—confirm! When more than one possible explanation ties together the clues you've gathered, you need to start ruling out possibilities. That means leaving your HQ and sticking your necks out to get the facts.

