

The senior investigator may find use for this rules reference in the more technical moments of play. Following the rules firmly yet creatively will improve play by increasing player faith in your fairness, and by leading the game to unexpected directions.

Finnish Literature Society
Julenius Archive
Investig. Protocol (ARKMAN AA04/01)
Secret, not for copy,
return to chancery, srlnubr



Short Investigation Doctrine

Degrees of observation and action

Feed and preparations

Prepare for the trip according to its nature and the weather. Bring enough food for the entire party. Prepare for the possibility of someone forgetting to bring their rubber boots.

The sites

Leave your surroundings the way you found them. Do not trespass in private areas, don't break anything and don't leave a mess.

Other people

Be polite and friendly towards outsiders. Explain what you're doing if the game causes confusion. Don't make disturbing noises.

Adventuring

Be careful where you move and describe things verbally whenever acting would be difficult or dangerous. The body is a great demonstrative tool, but using it is not the only way.

Code names

Call each other by your code names when addressing other investigators and by real names when talking to players. Don't use code names that may offend the spirits.

When players make up details for the story during the climax phase, the strength and importance of the player's idea depends on its *degree*. The degree of a phenomenon is determined as follows:

- +1 per researcher who participates in the observation.
- 1 if at least one researcher opposes (actively, not just by being silent).
- +1 if the observation or action is based on a real detail.

The degree value of the observation may change on the fly as players participate in the situation. The level determines the importance of the player's idea for the story as follows:

0th degree

The researcher was mistaken, and his observation is unreliable or hasty. Things did not happen the way the player suggested.

1st degree

The observation is uncertain and has to be described vaguely and in uncertain terms. The action leads to uncertain results or is fruitless.

2nd degree

The observation is certain, and researchers may develop its details. The action is clear and leads to results at least momentarily.

3rd degree

All researchers acknowledge the observation as true. The outcome of the action may be decisive and permanent.



Phases of Play	Counting Score															
<p>Introducing the game</p> <ul style="list-style-type: none"> Tell the group about role-playing, the Archive and <i>Wildwood Tales</i>. Make practical arrangements for the trip and decide on the destination. <p>Character creation</p> <ul style="list-style-type: none"> - Introduce the archetypes and let the players pick their own. - Pick code names for your characters. - Develop your roles freely. <p>Introducing the investigation</p> <ul style="list-style-type: none"> - Read the story of the primary source. - Add background to the story as you prefer. <p>The Travel Phase</p> <ul style="list-style-type: none"> - Expand upon the story using secondary sources. - Make hypotheses and form opinions about the story. - Travel to the site. <p>The Climax Phase</p> <ul style="list-style-type: none"> - Direct the group in exploring the site. - Find interesting things. - Referee the players' storytelling utilizing the degrees of observation. <p>The End Phase</p> <ul style="list-style-type: none"> - Discuss future research actions. - Count the score and pick a new senior investigator for the next trip. <p>Later Sessions</p> <ul style="list-style-type: none"> - Character creation for new players and those who lost characters. - Add secondary sources: one free per character + research actions. - Old characters have a downtime event before the new investigation. 	<p>At the end phase of an investigation, investigators will receive research points according to how successful they have been on the trip. The senior investigator will go through the scoring opportunities in order:</p> <p>Strong player +3 If the others think one player "made the game". Only a spontaneous opinion counts, no lengthy discussions.</p> <p>Secondary sources +1/source For each secondary source expended during the travel phase.</p> <table border="0"> <tr> <td>Hypotheses</td> <td>Creator:</td> <td>Supporter:</td> </tr> <tr> <td>Proven correct</td> <td>+2</td> <td>+1</td> </tr> <tr> <td>Circumstantial evidence only</td> <td>+1</td> <td>0</td> </tr> <tr> <td>No evidence or contradictions</td> <td>0</td> <td>0</td> </tr> <tr> <td>Proven wrong or improbable</td> <td>-1</td> <td>-1</td> </tr> </table> <p>Brisure bonus +2/competitor If more than one character has the same archetype, the players will pick the one who best represented this archetype; the others will lose 2 points each to the winner.</p> <p>Archetype goal +5 If the story of the research trip completed a special goal related to the character's archetype.</p> <p>Archetype weakness /2 If a weakness related to the character's archetype was exposed. Halve the character's total score (including past investigations) at the very end of the scoring, rounding down.</p>	Hypotheses	Creator:	Supporter:	Proven correct	+2	+1	Circumstantial evidence only	+1	0	No evidence or contradictions	0	0	Proven wrong or improbable	-1	-1
Hypotheses	Creator:	Supporter:														
Proven correct	+2	+1														
Circumstantial evidence only	+1	0														
No evidence or contradictions	0	0														
Proven wrong or improbable	-1	-1														

shaman

Finnish Literature Society
Julenius Archive
Investigator Basic Form
Diarn. 101/01/1-



Agent fills (block letters and underlining, black in over wrong entries)

<i>Player</i> 01	<i>Code Name (from list)</i> 02	<i>Gender</i> M F 03	<i>Date of birth</i> 04	<i>Birth County</i> 05
<i>First language</i> Fin Swe other: 06	<i>Home County</i> 07	<i>Marital status</i> un- cohabit. married widower	<i>Sex. active</i> <input type="checkbox"/> <i>Children:</i> 08	
<i>Next of kin (name, relationship)</i> 09	<i>Military service</i> exempt civil CO Pve Sub Off	<i>Branch:</i> 10		
<i>Languages (underline fluents)</i> Fin Swe Rus Sma other: 11	<i>Creed</i> Evlut Ort. Civil pagan other: 12	<i>Ardent</i> <input type="checkbox"/> 13		
<i>Education and work experience (inc. folklore specializations)</i> 13	<i>Hobbies and other notes</i> 14			

Why do you work for the Julenius Archive of the FLS? What is your job description?

15

What kinds of artistic hobbies do you have? Do you remember the first story you were told? Are you imaginative?

16

Does your religious history involve experimental periods? Do you ever experience existential anxiety?

17

Do you have any history with the mental health services? What kind? How well do you think that you have recovered?

18

Have you encountered "folklore events" unexplainable to modern science? What kind?

19

shaman knows that the world is deeper than we think, and that the truth is out there, somewhere.

Psychometrics:

The Shaman can frame a flashback scene in the climax phase: the investigator goes into a trance where he sees what happened in this place long ago.

Goals: The investigation discovers clear proof of the supernatural.

Weakness: Shaman suffers a mental breakdown.

Secondary Sources

(cross over once used, write tersely, paste an extra sheet for more space)

Folklorist Heikki Meriläinen's almanac has some strange notes about this subject...

A strange pensioner from Hyrynsalmi, one Lauri Jalkanen, confided in me that...

Last night, I woke from an unusually tangible dream...

Investigation History

(track completed investigations and downtime events)

Investigation (desc. name)	date
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Downtime event:	
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Scoring:

- +1 using up a secondary source
- +2 for correct hypothesis
- 1 for wrong hypothesis
- +5 succeeding at goal
- /2 suffering from weakness
- +~ good play, brisures, etc.

Research Points

(Mark gained, blacken lost)

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Academic

Finnish Literature Society
Julenius Archive
Investigator Basic Form
Diarn. 101/02/1-



<i>Player</i> 01	<i>Code Name (from list)</i> 02	<i>Gender</i> M F 03	<i>Date of birth</i> 04	<i>Birth County</i> 05
<i>First language</i> Fin Swe other: 06	<i>Home County</i> 07	<i>Marital status</i> un- cohabit. married widower	<i>Sex. active</i> <input type="checkbox"/> <i>Children:</i> 08	
<i>Next of kin (name, relationship)</i> 09	<i>Military service</i> exempt civil CO Pve Sub Off 10	<i>Branch:</i>		
<i>Languages (underline fluents)</i> Fin Swe Rus Sma other: 11	<i>Creed</i> Evlut Ort. Civil pagan other: 12	<i>Ardent</i> <input type="checkbox"/>		
<i>Education and work experience (inc. folklore specializations)</i> 13	<i>Hobbies and other notes</i> 14			

Why do you work for the Julenius Archive of the FLS? What is your job description?

15

Do you consider yourself a scientist or a humanist? Are you an expert? Do you believe in the Enlightenment?

16

Do you have academic ideals – people or principles? What is the societal responsibility of the intelligentsia?

17

Has your professional calling come into conflict with your other values? How do you resolve such a situation?

18

What is your relationship with the supernatural? Do the contents of the Julenius Archives convince you of anything?

19

Academic

Believes in the Enlightenment and utilizes the scientific method in the face of the unknown.

Archaeology:

The Academic can frame a flashback scene in the climax phase: the investigator arranges for a thorough examination of the locale to discover what happened there long ago.

Goal: The investigation provides scientifically usable results.

Weakness: Rational cosmology fails the Academic.

Secondary Sources

(cross over once used, write tersely, paste an extra sheet for more space)

The FLS archive in Joensuu has a manuscript about this...

Maija Harvasalo, a researcher I know from the University of Oulu, told me that...

My computerized statistical analysis of the folklore category files of the FLS folk poetry archive reveals that...

Investigation History

(track completed investigations and downtime events)

Investigation (desc. name)	date
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Downtime event:

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Scoring:

- +1 using up a secondary source
- +2 for correct hypothesis
- 1 for wrong hypothesis
- +5 succeeding at goal
- /2 suffering from weakness
- +~ good play, brisures, etc.

Research Points

(Mark gained, blacken lost)

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Asiamies täyttää (tekststen ja alleviivaten, mustaa väärät tiedot)

<i>Player</i> 01	<i>Code Name (from list)</i> 02	<i>Gender</i> M F 03	<i>Date of birth</i> 04	<i>Birth County</i> 05
<i>First language</i> Fin Swe other: 06	<i>Home County</i> 07	<i>Marital status</i> un- cohabit. married widower		<i>Sex. active</i> <input type="checkbox"/> <i>Children:</i> 08
<i>Next of kin (name, relationship)</i> 09		<i>Military service</i> exempt civil CO Pve Sub Off 10		
<i>Languages (underline fluents)</i> Fin Swe Rus Sma other: 11		<i>Creed</i> Evlut Ort. Civil pagan other: 12		<i>Ardent</i> <input type="checkbox"/>
<i>Education and work experience (inc. folklore specializations)</i> 13		<i>Hobbies and other notes</i> 14		
<i>Why do you work for the Julenius Archive of the FLS? What is your job description?</i> 15				
<i>What is your religious history? Have you had times of visitation? Do you believe? Have you accepted Jesus?</i> 16				
<i>Are you a student of religion or a believer? How does your creed affect your work?</i> 17				
<i>How do you react to disbelief, wrong belief, anti-religious forces? Can you work with differently believing people?</i> 18				
<i>Have your religious convictions ever conflicted with secular fealty?</i> 19				

theologian hopes that the Christian creed may explain the world as it truly is.

Inner Wisdom:

Ideas supported by the Theologian do not suffer ordinary rejection penalties, and ideas rejected by him suffer a separate, cumulative penalty.

Goal: The story supports a Christian worldview.

Weakness: Faith fails the Theologian.

Secondary Sources

(cross over once used, write tersely, paste an extra sheet for more space)

In the storage of the Turku Church Museum is...

Deacon Heikki Kärnä of Suomussalmi said that...

I have studied Paavo Ruotsalainen's evangelical trips to Kainuu in the early 19th century...

Investigation History

(track completed investigations and downtime events)

Investigation (desc. name)	date

Downtime event:

Scoring:

- +1 using up a secondary source
- +2 for correct hypothesis
- 1 for wrong hypothesis
- +5 succeeding at goal
- /2 suffering from weakness
- +~ good play, brisures, etc.

Research Points

(Mark gained, blacken lost)

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Asiamies täyttää (tekstaten ja alleviivaten, mustaa väärät tiedot)

<i>Player</i> 01	<i>Code Name (from list)</i> 02	<i>Gender</i> M F 03	<i>Date of birth</i> 04	<i>Birth County</i> 05
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<i>Languages (underline fluents)</i> Fin Swe Rus Sma other: 11		<i>Creed</i> Evlut Ort. Civil pagan other: 12		<i>Ardent</i> <input type="checkbox"/>
<i>Education and work experience (inc. folklore specializations)</i> 13		<i>Hobbies and other notes</i> 14		
<i>Why do you work for the Julenius Archive of the FLS? What is your job description?</i> 15				
<i>What do you think of mandatory conscription? How about the police?</i> 16				
<i>Have you ever been in a violent situation? Did you act sensibly at the time?</i> 17				
<i>Are you responsible? Should people take more responsibility for their own safety and well-being?</i> 18				
<i>Do you have enemies? Does the Archive have enemies? Does FLS have enemies? Does Finland?</i> 19				

militant

believes in strength and unity in the face of external threats, and in his own duty.

Always Prepared:

The Militant's ideas are +1 degree more reliable when they concern aggression or active events such as escape, hiding, violence, etc.

Goal: The story's resolution revolves around the law of the jungle.

Weakness: The Militant crosses the line and condemns himself.

Secondary Sources

(cross over once used, write tersely, paste an extra sheet for more space)

Rajavartiolaitoksella on 1970-luvulta periytyvä suunnitelma tästä asiasta...

Olemme tuttuja Kainuun poliisin komisario Ilmoniemen kanssa...

Kovistelin yhtä salametsästäjän oloista tyyppiä...

Investigation History

(track completed investigations and downtime events)

Investigation (desc. name)	date
Downtime event:	

Scoring:

- +1 using up a secondary source
- +2 for correct hypothesis
- 1 for wrong hypothesis
- +5 succeeding at goal
- /2 suffering from weakness
- +~ good play, brisures, etc.

Research Points

(Mark gained, blacken lost)

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Local Guide

Finnish Literature Society
Julenius Archive
Investigator Basic Form
Diarn. 101/05/1-



Asiamies täyttää (tekstien ja alleviivaten, mustaa väärät tiedot)

<i>Player</i> 01	<i>Code Name (from list)</i> 02	<i>Gender</i> M F 03	<i>Date of birth</i> 04	<i>Birth County</i> 05
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<i>Education and work experience (inc. folklore specializations)</i> 13	<i>Hobbies and other notes</i> 14			
<i>Why do you work for the Julenius Archive of the FLS? What is your job description?</i> 15				
<i>Where do you live? Why? Do you own your home? Have you lived there long? What is your family unit like?</i> 16				
<i>What places do you know particularly well? Where have you lived and when? Why do you learn people and places?</i> 17				
<i>What's your experience of the relationship between urbanites and local kith? What are their strengths and weaknesses?</i> 18				
<i>Why are you social, why care of these people? What is the future of your community?</i> 19				

Local guide

cares for the common people, for he counts himself among their number.

Local Knowledge:

The Guide can stop the party for observations during the travel phase. All of his ideas that rely on travel phase material are +1 degree more reliable.

Goal: The investigation aids the local community.

Weakness: The story has an unhappy ending.

Secondary Sources

(cross over once used, write tersely, paste an extra sheet for more space)

Puolangan kotiseutumuseossa on...

Isoäitini muisti vielä hyvin
kuinka...

Istuessani Pub Rapalan nurkkapöydässä
tapasin...

Investigation History

(track completed investigations and downtime events)

Investigation (desc. name)	date
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Downtime event:

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Scoring:

- +1 using up a secondary source
- +2 for correct hypothesis
- 1 for wrong hypothesis
- +5 succeeding at goal
- /2 suffering from weakness
- +~ good play, brisures, etc.

Research Points

(Mark gained, blacken lost)

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TRAITOR

Finnish Literature Society
Julenius Archive
Investigator Basic Form
Diarn. 101/06/1-



Asiamies täyttää (tekstien ja alleviivaten, mustaa väärät tiedot)

<i>Player</i> 01	<i>Code Name (from list)</i> 02	<i>Gender</i> M F 03	<i>Date of birth</i> 04	<i>Birth County</i> 05
<i>First language</i> Fin Swe other: 06	<i>Home County</i> 07	<i>Marital status</i> un- cohabit. married widower	<i>Sex. active</i> <input type="checkbox"/> 08	<i>Children:</i> 08
<i>Next of kin (name, relationship)</i> 09	<i>Military service</i> exempt civil CO Pve Sub Off	<i>Branch:</i> 10		
<i>Languages (underline fluents)</i> Fin Swe Rus Sma other: 11	<i>Creed</i> Evlut Ort. Civil pagan other: 12	<i>Ardent</i> <input type="checkbox"/> 12		
<i>Education and work experience (inc. folklore specializations)</i> 13	<i>Hobbies and other notes</i> 14			

Why do you work for the Julenius Archive of the FLS? What is your job description?

15

What lack in your life prevents your happiness? What do you wish of your career and personal life?

16

What is the responsibility of public institutions towards the private citizen? How about a private foundation like FLS?

17

When and how did you lose faith in the activities of the FLS? Do you reject the entire FLS, or merely the Archive?

18

What do you hope to accomplish by resisting the activities of the Archive? Do you serve some third party? Who?

19

TRAITOR

does not believe in the work of the Julenius Archive, but rather attempts to lead it astray.

Strategic Eye:

The Traitor may frame a scheming scene during the travel phase: he understands the political background and stakes inherent in the investigation better than anybody else.

Goal: The expedition fails in fulfilling the Archive's mission.

Weakness: The Traitor is revealed as incompetent or treacherous.

Secondary Sources

(cross over once used, write tersely, paste an extra sheet for more space)

Tongin Julenius-arkiston salaisia kansioita...

Kysyin neuvoa venäläiseltä kulttuuriattasea Zamir Kapitsalta...

Opin lähteestä, jota en tohdi paljastaa tässä seurassa, että...

Investigation History

(track completed investigations and downtime events)

Investigation (desc. name)	date
Downtime event:	

Scoring:

- +1 using up a secondary source
- +2 for correct hypothesis
- 1 for wrong hypothesis
- +5 succeeding at goal
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Research Points

(Mark gained, blacken lost)

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Fill separately for each investigation. Return to the Archive chancery.

Basic record of the investigation

<i>Date</i>	<i>Target (name or coordinates)</i>	<i>Primary source (archival nmbr or shelving name)</i>
01	02	03

Authorization *Non-public* *Non-archived*
comission | curator | provost | outsider | rogue research 04

Fundong (diarn./sign) *Equipment room*
mk: *Expenses reimb.* 05

Relevant folklore categories *Noted dangerous*
witchcraft | paganism | spirits
ghosts | treasures | Christian | other: 06

Investigators

(write vertically, use code names)

9		8		7		6		5		4		3		2		1

Created hypotheses:

Result	(mark ▲ = creator, + = support, - = against)

Determined future actions

(mark activity and investigator nmbr / code name)

08

Material and documents left for processing
(diarn./arcnmbr per folder/box)

07