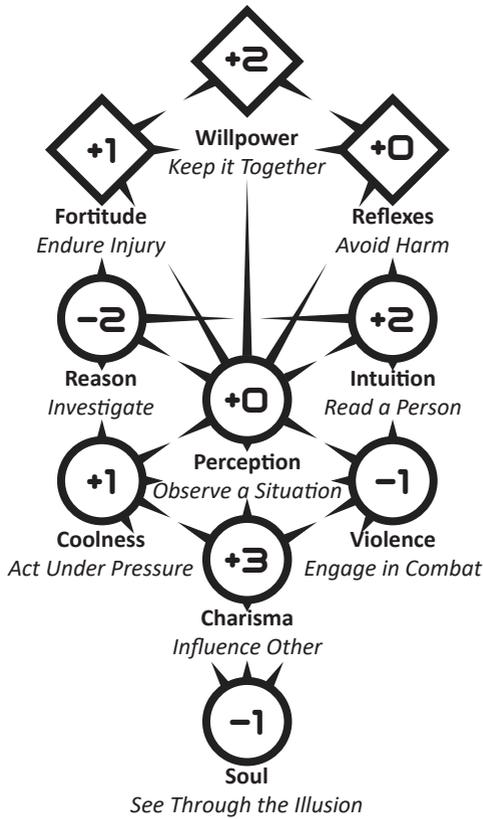


The Bitch (The Deceiver)



Information

Name: Amy J. Drake
Age: 18
Gender: Female

Best Subject: Geography
Star sign: Gemini
Grade: 12

Advantages

Seducer
Manipulative
Impostor

Disadvantages

Liar
Sexual Neurosis

Who you are

Every night before you go to sleep, you feel his hands all over you again. He died three years ago but still it is as if he was there in your room, watching you. It happened over and over and over, and you could never tell anyone about how Frank Drake, your father, would touch you. Or about how he would force himself upon you and raped you. When he died in that car accident, you felt sad and relieved all at once. Because of course you loved him, he was your father. But finally, the nightly visits when your mother was working late would stop.

The lies you told your school nurse about the itching and the lies you told your youth psychiatrist about why you would start crying suddenly and without warning set you off to weave an intricate web of lies which you currently try hard to upkeep. The only thing that keeps the pain away is fucking, which you do a lot of. Being a "manipulative slut" and an "annoying bitch" does have its perks. Your clique at school is the most influential. And you are its leader. It is a little bit like being the leader of a herd of chicken, but beggars and choosers and all that. The boys want you and the girls fear you because you can with one night bring a boy to heaven, or with one word bring living hell down on a girl.

Your latest ex-boyfriend - Stephen, Stevie... something... was heavily into arcade machines and loved to hang around at Gregg's Arcade Emporium which you hated at first. However, since you had a couple of spare quarters and were bored out of your mind anyways, you tried Polybius and you couldn't help but to be drawn into it. You feel it's been a very therapeutic experience for you. Even though the boyfriend is already forgotten you do still go to the Arcade to play that game. You've tried to find it in other places but only Gregg's seem to have it. Also, you got a nagging feeling that your current friends may be bad for you, and a change of scenery is nice.

Wounds

Serious wounds (-1 ongoing)	Stabilized
	<input type="checkbox"/>

Critical wound (-1 ongoing)	Stabilized
	<input type="checkbox"/>

Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	Moderate stress:
<input type="checkbox"/> Unfocused	-1 disadvantages
<input type="checkbox"/> Shaken	Serious stress:
<input type="checkbox"/> Distressed	-1 <i>Keep it Together</i>
<input type="checkbox"/> Neurotic	-2 disadvantages
<input type="checkbox"/> Anxious	Critical stress:
<input type="checkbox"/> Irrational	-2 <i>Keep it Together</i>
<input type="checkbox"/> Unhinged	-3 disadvantages
	+1 <i>See through the Illusion</i>
<input type="checkbox"/> Broken	The GM makes a move

Family and Relations

Alex Smith (Boyfriend) [+1]

Your current boyfriend. He is actually interesting enough to hang around with at a more personal level. But you can't let him in too close and also you can't let him know that even though he's your current boyfriend, he's not your only current sex partner.

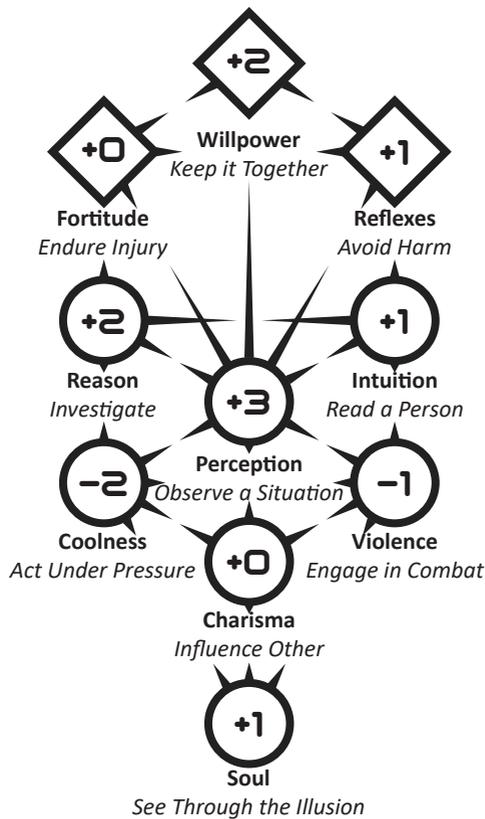
Roover (Family dog) [+2]

This is the only member of the family you've actually spilled the whole truth about your father to. This old German shepherd never got to witness the abuse against you, but he was your confidant from the moment he arrived in your family until now. He is old in age, but still very lively and trusts you like no one else, because you have never ever lied to him, nor would you ever do it.

Motivation

You feel like you've lost yourself in the last few years. Fucking your pain away has worked only as far as realizing that you are empty inside. You have come to realize you have no friends, no real ones. Only people whom you can boss around. The arcade is the first place in a long time where you can relax a bit and just concentrate on playing Polybius. Here you can even meet people with a common interest. Alex might hate the place but he doesn't own you. No one does. No one will ever again. But you got a nagging feeling there is something peculiar with the Polybius game, and you want to find out more.

The Bookworm [The Academic]



Information

Name: **Cathy J. Kaiser**
 Age: **14**
 Gender: **Female**

Best Subject: **Literature**
 Star sign: **Pisces**
 Grade: **10**

Advantages

Expert (Literature)
 Elite Sport (Soccer)
 Collector (Through Daniel Carlsen)

Disadvantages

Obsession (The repairmen)
 Nightmares (The repairmen)

Who you are

Books. Just all things books! You just love reading and can't seem to stop. This has been a habit of yours ever since you can remember. What you read depends on mood and age. Currently you've gone a bit into romance even though fantasy and sci-fi are still your favorite genres. Apart from fiction you also read a lot of other things, such as biographies and local legends and lore.

You live in a happy home with your father who works as a lawyer and your mother who is a secretary in the same law firm. You tend to stay by yourself a lot but your parents force you to do soccer practice to get out and meet people. You are not bullied but rather you are invisible which, to be frank, is to your liking.

Just a few weeks ago you encountered something horrible which you cannot really put into words. As you were down at Gregg's Arcade Emporium with your friend Carolyn, you saw three men who looked like repairmen entering and heading to your favorite arcade machine, Polybius, to open it up. They didn't empty the quarters, but they took some strange vials out and replaced them with empty ones. All the while, they were talking to each other in chattering voices. As they looked over at you, they looked much more like cockroaches than people for a moment and it was as if they saw straight into your soul. This has haunted your nightmares ever since, and also fueled your need to know more about this. Perhaps then the nightmares will stop? Carolyn refuses to even talk about it though.

Wounds

Serious wounds (-1 ongoing) Stabilized

-
-
-
-
-

Critical wound (-1 ongoing) Stabilized

-

Stability

Composed

Uneasy *Moderate stress:*

Unfocused -1 disadvantages

Shaken *Serious stress:*

Distressed **-1 Keep it Together**

Neurotic -2 disadvantages

Anxious *Critical stress:*

Irrational **-2 Keep it Together**

Unhinged -3 disadvantages

+1 See through the Illusion

Broken The GM makes a move

Family and Relations

David Carlsen (Rare items clerk) [+1]

Since a year or two back you've become friends with a man who deals with many rare things in his little corner shop. Amongst other things, you specifically go to him for his vast number of books that he keeps at hand. His store is a place where you can stay for hours in, just looking at all the interesting and different items.

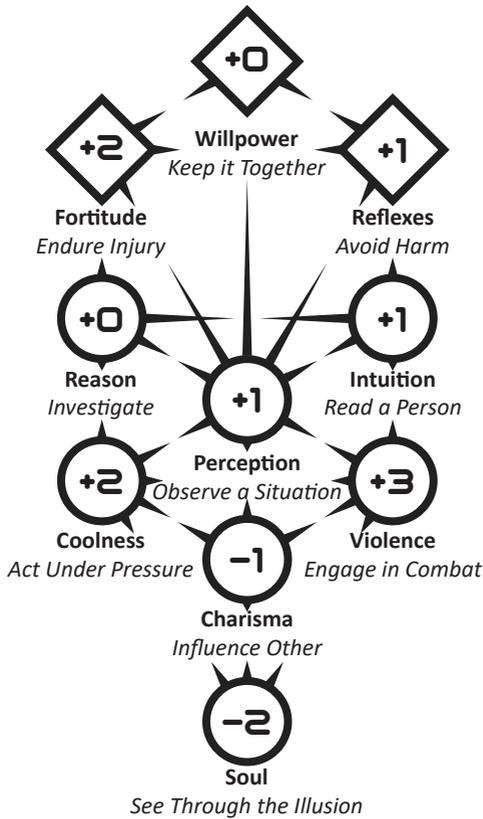
Carolyn Chambers (BFF) [+2]

You never really thought it would happen, but it actually has. You got a BFF! You are not sure how, but Carolyn, who is the sportiest type person you know, somehow likes you just as much as you like her. The two of you can talk for hours on end about everything and nothing. She is a friend whom you met through soccer practice and is the same age as you and she loves everything that has to do with sports, even though you don't care for it that much beyond soccer.

Motivation

You have an overwhelming need to find out who or what those repairmen were. But you know you cannot do it on your own. And you know that your parents, sweet as they are, will not listen rationally to what you say. You must leave your comfort zone and find someone who can help you.

The Bereaved [The Avenger]



Information

Name: **Charles S. Lawson**
 Age: **17**
 Gender: **Male**

Best Subject: **P.E.**
 Star sign: **Aquarius**
 Grade: **11**

Advantages

Eye for an Eye
 Code of Honor (Help the weak)
 Rage

Disadvantages

Stalker
 Oath of Revenge

Who you are

Your family simply doesn't understand. It was not your little brother that they found floating in the lake last summer. It was not his corpse that was put underground. You don't know what it was, you cannot explain it, but it wasn't Daniel. You saw with your own eyes how the man in the white van kidnapped him after he was said to be found dead. And you refuse to let it go.

One year ago, your brother suddenly disappeared for two weeks. Last anyone heard from him he was heading to Gregg's Arcade Emporium but from what you heard, he never reached the place. When he turned up, he was found floating in the lake, bloated as if he had been drowned this entire time. You started your grieving then. The day after the funeral, you retraced your brother's last walk towards the emporium when you suddenly heard his voice call out for you. You couldn't believe it at first, but as you looked up you saw him, clear as day, being pulled into a white van that peeled away at an insane speed before you could catch up.

Your parents are separated and you live with your father. He's a good man but a bit slow. Of course, you still fall in line and do your school work. Mostly B:s and C:s nowadays but at least that is a passing grade. What time you have left you have spent in the kwoon, learning martial arts. You're no expert yet, but you know that if you keep going, you'll get there. The only distraction you still maintain is that game Polybius down at Gregg's Arcade Emporium. Somehow, it makes you feel like you're closer to your little brother. Most probably because it was his favorite game.

Wounds

Serious wounds (-1 ongoing)	Stabilized
	<input type="checkbox"/>

Critical wound (-1 ongoing)	Stabilized
	<input type="checkbox"/>

Stability

- Composed
- Uneasy *Moderate stress:*
- Unfocused -1 disadvantages
- Shaken *Serious stress:*
- Distressed **-1 Keep it Together**
- Neurotic -2 disadvantages
- Anxious *Critical stress:*
- Irrational **-2 Keep it Together**
- Unhinged -3 disadvantages
- +1 See through the Illusion**
- Broken The GM makes a move

Family and Relations

Andréa Farland (Arcade Employee) [0]

A nice girl, perhaps a few years older than you who is the only employee at Gregg's Arcade Emporium. The two of you bonded a bit over your brother since she used to talk to him occasionally and she is kind enough to give you free plays every now and then.

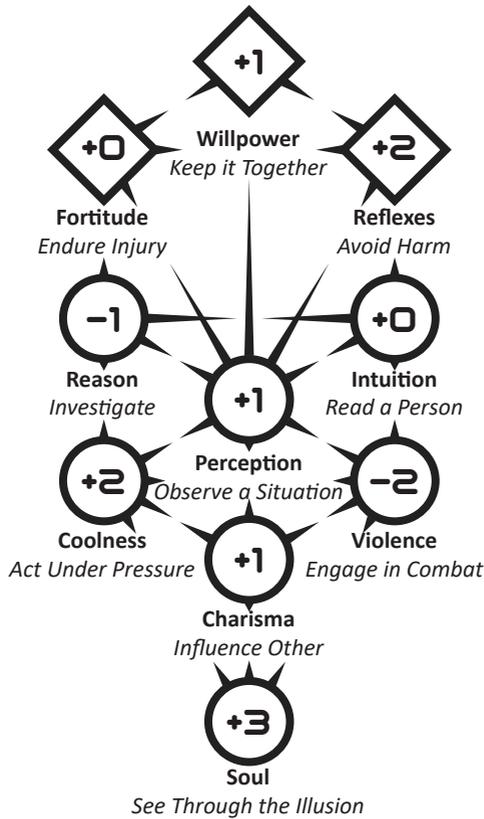
Zhang Ce (Sifu) [+1]

Zhang might be the closest to a confidant you have found in your mission to find your brother. You have a feeling he knows a lot more than what you have told him, and that if you one day were to tell him everything, he would listen. You've known him for two years, and he is thirty years your senior, but you have a very close and respectful connection.

Motivation

You are dead set on finding your little brother. Sure, the martial arts practice has gotten you some skills, but you must find some solid leads to guide you towards your brother. You are starting to realize that despite everything, you cannot do this on your own. You need to find allies with the same cause as you or at least causes that line up with yours.

The Troubled (The Broken)



Information

Name: Evelyn C. Jordan
 Age: 16
 Gender: Female

Best Subject: Programming
 Star sign: Taurus
 Grade: 11

Advantages

Wayfinder
 Contagious Insanity
 Sixth Sense

Disadvantages

Broken
 Drug Addict (Polybius)

Who you are

Everything is... off. Not just slightly but you have felt really unhinged lately. You are still able to hide it. You smile to your mother when you come home from school, answer politely about how school was today. After all, you're the only one she has since the two of you live alone and she is between jobs at the moment. It is more like watching someone perform all the motions rather than you doing it yourself. The first month or so it was unnerving, but now it is actually soothing.

The only time you feel alive, truly alive is down at Gregg's Arcade Emporium with a fist full of quarters, standing in front of the Polybius machine. You hold the whole top 10 list of that game. Every single line says EVE. And yet you haven't been able to get to the last level. But you know it is just a matter of time. Every time you play the game, you feel like you can tune out the world a little bit more and can perform just a little bit better.

It started when you went to do research for a computer class project and then it just never stopped. You know you should be worried. Your grades have been dropping. Not bad, but enough that your mom will soon notice. You've stopped seeing your friends. You've even started tapping into your college funds. Also, you keep losing track of time. Even though you live far away, you find yourself being able to reach the Arcade in only a few minutes. Whenever someone upsets you, your deeply hidden worries seem to manifest in them. And sometimes you get glimpses of their horrific nightmares. Over and over you encounter a sense of Déjà vu.

Wounds

Serious wounds (-1 ongoing)	Stabilized
	<input type="checkbox"/>

Critical wound (-1 ongoing)	Stabilized
	<input type="checkbox"/>

Stability

- Composed
- Uneasy *Moderate stress:*
- Unfocused -1 disadvantages
- Shaken *Serious stress:*
- Distressed -1 *Keep it Together*
- Neurotic -2 disadvantages
- Anxious *Critical stress:*
- Irrational -2 *Keep it Together*
- Unhinged -3 disadvantages
- Broken *+1 See through the Illusion*
- Broken The GM makes a move

Family and Relations

Timothy Kelley (Boyfriend) [0]

You remember feeling something for Timmy. It is still there, smoldering somewhere deep within. Like a dying ember. Somewhere underneath the thick veil of your numbed senses you still like him for his sense of humor, his kindness, his love for puzzles and brain teasers. You even remember secretly liking his stupid role-playing game habit. You wish you could fan that ember, but you can't get yourself to do it. He has stopped talking to you and he is hurt by the lack of contact, but you know he is still there for you. At least for a little while longer.

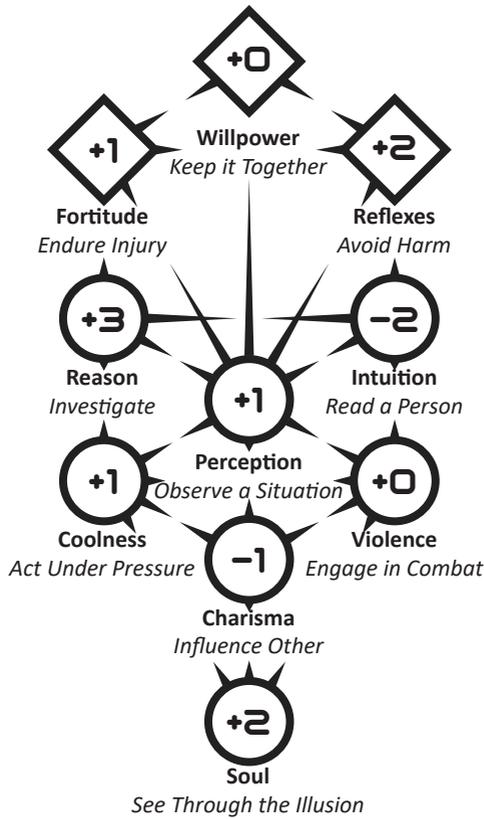
Andréa Farland (Arcade Employee) [+1]

Somewhere between an enabler and a good friend of yours. Every now and again when you run out of quarters, she helps you out. You don't even have to pay her back since she says that her employer won't even notice. You're by far their best customer anyway. You've hung out occasionally after Andréa's shift is over. Even though she's recently grown a bit distanced, almost uneasy around you.

Motivation

You find yourself in deep conflict. You have started to understand that something is deeply wrong with you. These spontaneous flashes and glimpses of the future that you sometimes get, your episodes of walking and just ending up where you need to be. You even suspect that it is somehow you who unbalances the people whom you do not like, as if you did it by your own will. At the heart of it all is the Arcade and Polybius. You need to find a way to break this, but how? How can you do it when there is no way to explain even to your mother or Timmy? Perhaps you can find help some other way?

The Nerd (The Scientist)



Information

Name: John K. Dent
Age: 18
Gender: Male

Best Subject: Science
Star sign: Aries
Grade: 12

Advantages

Inventor
Scientist
Genius

Disadvantages

Bad Reputation (Bullied)
Fanatic (Science, atheism)

Who you are

You fucking *hate* school. No, you *love* school but you *hate* the people in there. Sure, you might not be the most agreeable person there, but people always seem to have it out for you. None of the girls want you, because they all want some jock with huge muscles and a bad attitude. Well, the joke is on them, you got a hidden camera set up in the girl's locker room!

Also, females are just a distraction. You got your focus set on science and for this reason are some of the teachers' pet. Suits you nicely, even though you know that you are better than most of them. You are very smart after all. All you wish was that you'd dare to say your opinions out loud and not just mumble them. Life is so unfair and everyone's an asshole. No matter, you got your sights set on the Nobel Prize. You have found a way, an actual way, to transport things through the very fabric of spacetime and make them end up... well, you don't know quite where yet. But you have made a machine able to tear a hole big enough to fit a hand through. Well, at a one in ten success rate. So far you've managed to put all sorts of things through the hole. Like paper notes, your lunch and that classroom hamster in the next classroom over. But fucking Alex Smith "accidentally" pushed your machine off the table that smashed the cathode ray tube into a thousand pieces.

But you've seen just such a tube in Gregg's Arcade Emporium, inside one of the games as some repairmen had it open for maintenance.

Wounds

Serious wounds (-1 ongoing)	Stabilized	<input type="checkbox"/>
		<input type="checkbox"/>

Critical wound (-1 ongoing)	Stabilized	<input type="checkbox"/>
-----------------------------	------------	--------------------------

Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	Moderate stress:
<input type="checkbox"/> Unfocused	-1 disadvantages
<input type="checkbox"/> Shaken	Serious stress:
<input type="checkbox"/> Distressed	-1 <i>Keep it Together</i>
<input type="checkbox"/> Neurotic	-2 disadvantages
<input type="checkbox"/> Anxious	Critical stress:
<input type="checkbox"/> Irrational	-2 <i>Keep it Together</i>
<input type="checkbox"/> Unhinged	-3 disadvantages
	+1 <i>See through the Illusion</i>
<input type="checkbox"/> Broken	The GM makes a move

Family and Relations

Elnora Nelson (Classmate) [+1]

Your science lab partner. The only one you actually tend to get along with. She can handle your outbursts and even ground you at times. Sometimes the two of you can sit down and chat about life and things in general for a while, and the foggy cloud of anger you carry around goes away for a bit. Too bad she's a lesbian.

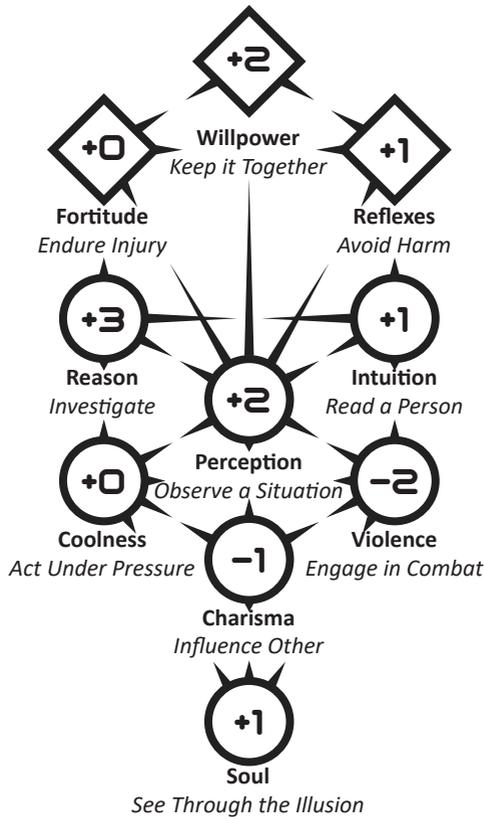
The Machine [+2]

This is your ticket out of this school and into... well, you could go anywhere! NASA, NSA, MIT. It must be kept safe at all costs. No one may touch it and you are ready to actually hurt Alex Smith if he tries to do it again. Or, well, maybe. Most probably!

Motivation

A lot of mutterings have been going around school about supernatural things, God, Jesus and other fairy tales like that. You can't help but to throw in a sharp word about how unscientific it is. You believe in the supernatural about as much as you believe in UFOs and Santa. Everything has a rational explanation. You need to get your hands on a cathode ray tube of the particular specifications you require. The only one you've seen is inside the game Polybius at Gregg's Arcade Emporium. You just need to figure out how to get it.

The Sickly (The Cursed)



Information

Name: Kyle C. Marshall
 Age: 15
 Gender: Male

Best Subject: History
 Star sign: Sagittarius
 Grade: 10

Advantages

To the last breath
 Sealed Fate
 Occult studies

Disadvantages

Haunted
 Condemned
 ●●●●○○○○

Who you are

You have been sick ever since you were a little kid. Always going in and out of the hospital and no one knows what is wrong with you. You've seen doctors, healers, snake oil salesmen. Everyone offers cures, but no one actually delivers. You have been through a stable phase lately though. Your mother and father always encourage you to show hope but you have lost it long ago. You know your death is fast approaching and you know there is nothing you can do about it. This is why you have started trying to find an alternative way to cure yourself through reading up on occultism.

Even though you sleep in an oxygen tent at night, you are allowed out to do normal kid things during the day. Maybe you can't run as fast and for as long as your peers, but you do your best to keep up. Despite the dark rings under your eyes and your pale complexion you do have a few friends around you that always lend a hand when you need to.

You think, or rather, you are almost certain this stable period started when you first went to Gregg's Arcade Emporium to lose a few quarters into Gregg's machines. Polybius was the game that stuck with you, it just felt right somehow. Despite the game not being very popular, there always seem to be some of the same few people hanging around it.

Wounds

Serious wounds (-1 ongoing) Stabilized

Critical wound (-1 ongoing) Stabilized

Stability

Composed

Uneasy *Moderate stress:*

Unfocused -1 disadvantages

Shaken *Serious stress:*

Distressed -1 *Keep it Together*

Neurotic -2 disadvantages

Anxious *Critical stress:*

Irrational -2 *Keep it Together*

Unhinged -3 disadvantages

+1 See through the Illusion

Broken The GM makes a move

Family and Relations

Granny Fanny (Ghost?) [0]

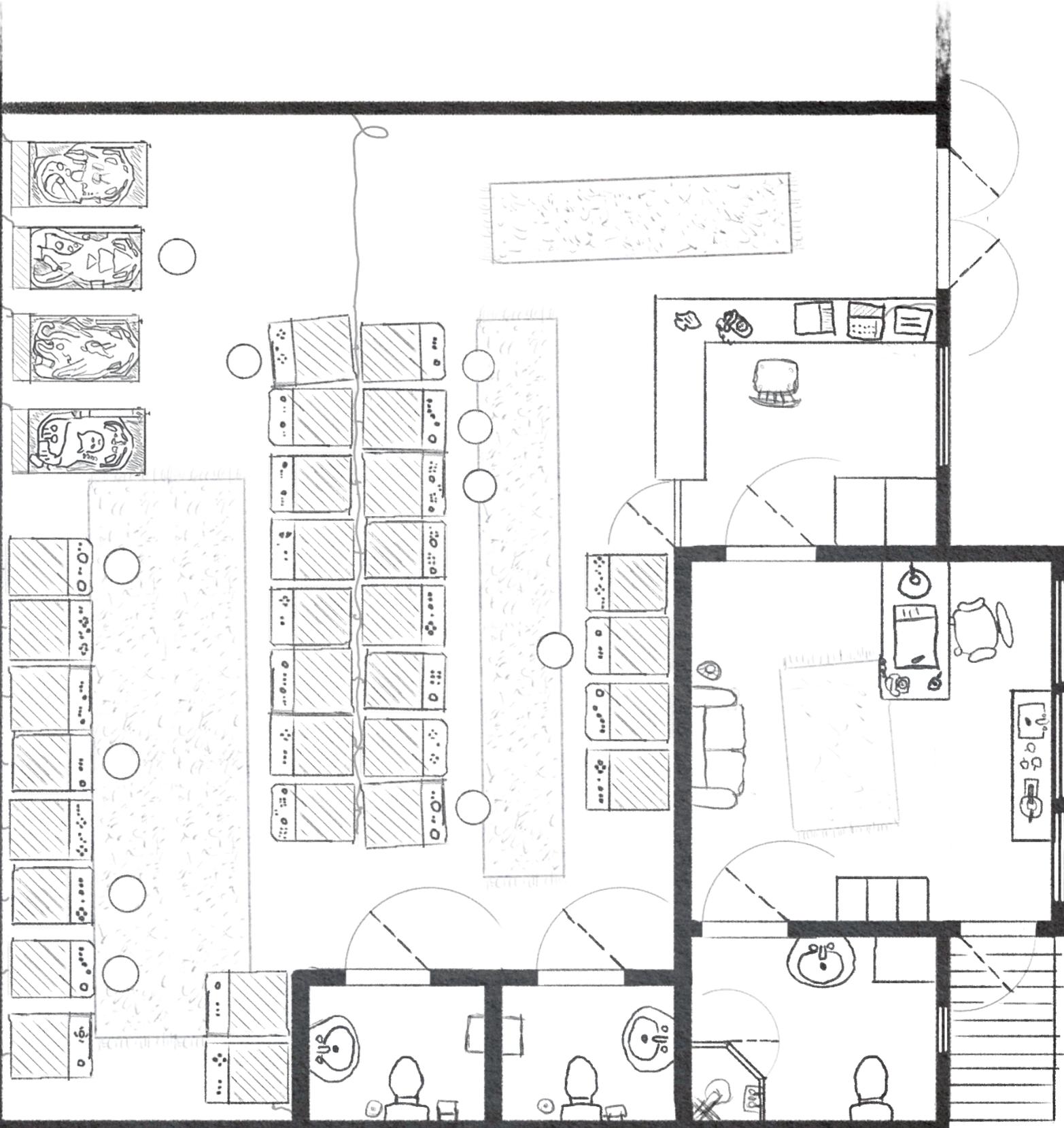
Ever since you went deep into the whole occult thing you have tried the rituals and spells that you've come across. Most of the time to no avail, but once you summoned a being that looks a lot like a very old lady. At first you didn't realize what you did and thought someone had walked in on you in your room, she just looks so very life like. But no one else can see her. She follows you around, very slowly, making certain teenage needs awkward and hard to do sneakily. She cannot talk, but sometimes she asks things from you to put in a small storage box dug down in the park. Lint, copper wire, animal remains. You've not dared to oppose her yet. She's given no name, but you call her Granny Fanny. It just rolls well off your tongue.

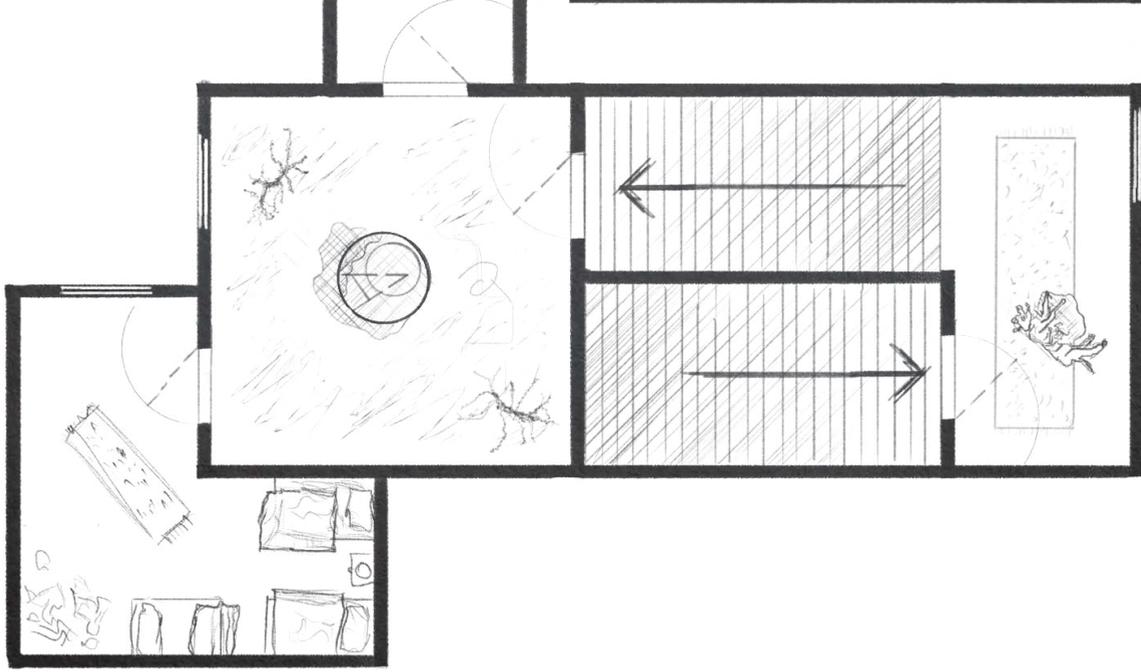
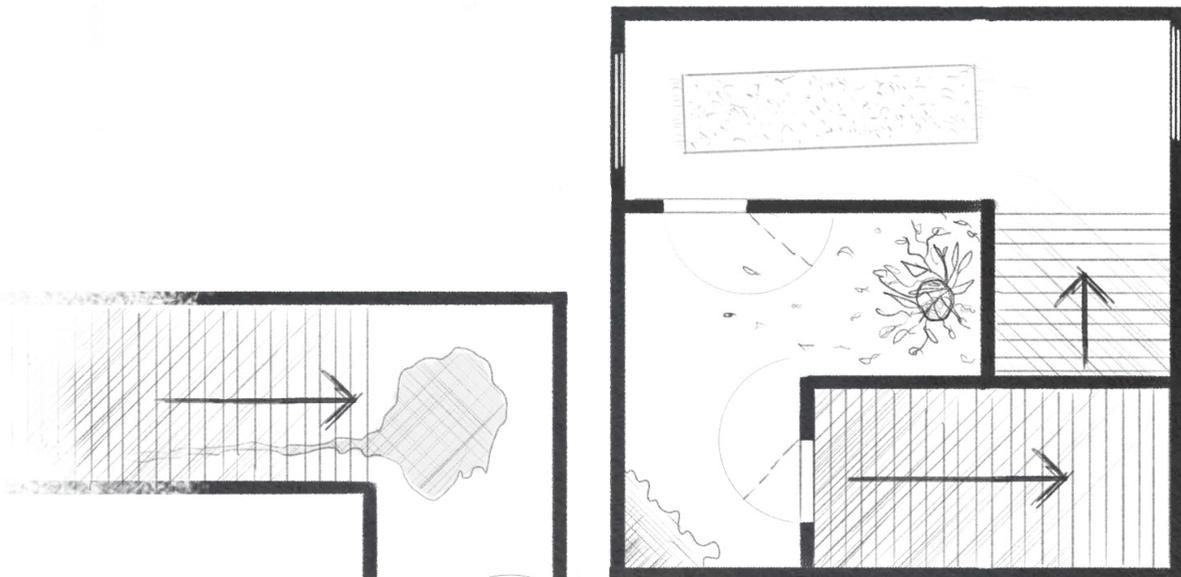
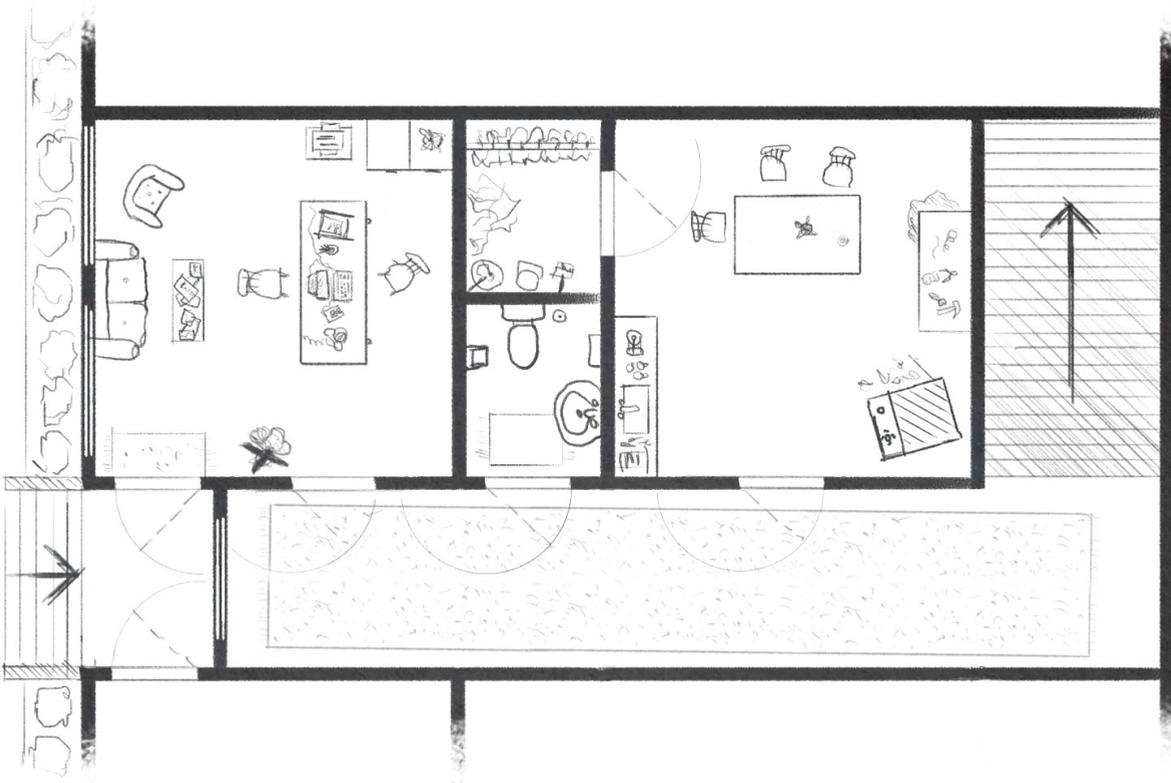
Cathy Keiser (Secret crush) [+1]

Oh where it that Cathy would ever look in your direction and smile. You often see her in the library and she always carries around a new book or two. Almost only fiction. And she's so very cute. One of these days, you should work up some courage and ask her out, maybe to Gregg's Arcade?

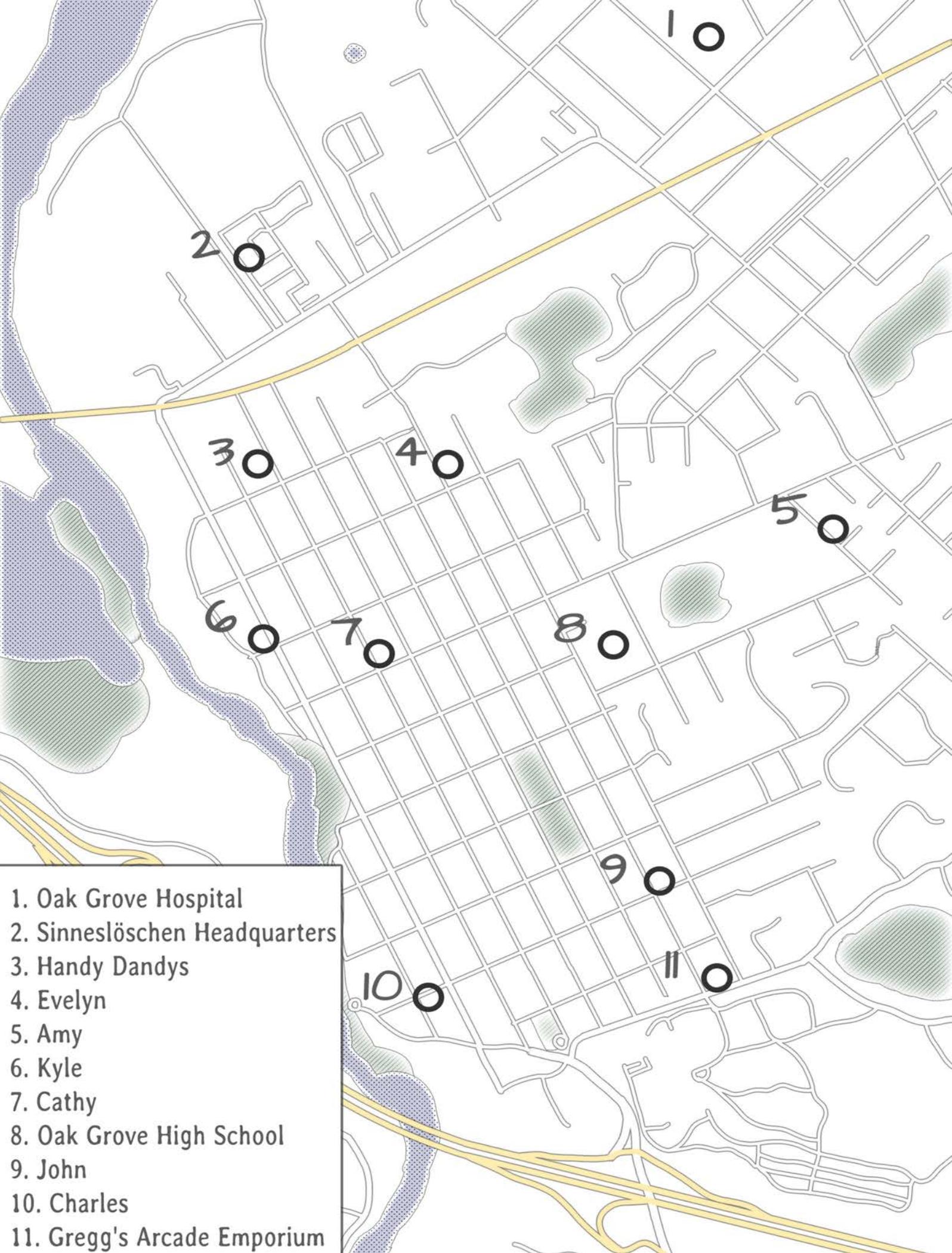
Motivation

You are certain there is a deeper meaning behind your illness. The clock is ticking and you can feel your life slowly being drained from your very being. The Arcade gives you a certain temporary relief, or - to be honest - Polybius does. You feel something is weird about it, but you can't articulate just what. As if you fit just right in when you play the game. All too well. Something inside you is nagging at you to investigate this further, but how can you when you're alone?









1. Oak Grove Hospital
2. Sinneslöschen Headquarters
3. Handy Dandys
4. Evelyn
5. Amy
6. Kyle
7. Cathy
8. Oak Grove High School
9. John
10. Charles
11. Gregg's Arcade Emporium

IV. PCB DIP Switch Settings

DIPSW	1	2	3	4	5	6
Mem Reset	ON					
Easy		ON	OFF			
Normal		ON	ON			
Hard		OFF	ON			
Freeplay				OFF	OFF	
1 coin 1 credit				ON	OFF	
1 coin 2 credit				ON	ON	
1 coin 3 credit				OFF	ON	
Password menu						ON

V. System Setup

Keep TEST SW or pressed or DIPSW 6 ON and power on to enter system test mode or system password mode.

If High Score data is scrambled, Power on with DIPSW 1 ON to clear memory and reset high scores. WARNING this will not erase user data. This has to be cleared manually.

Polybius©1980 Sinneslöschen
43 Birchwood Drive, Portland Oregon
(555)312-4321

```

## Cipher: QUICK ????? DEATH ????? PROXY
Only a few subjects remain that are still of inter-
rest:
-----
Subject #05: 332155
Subject #08: 1433343555
Subject #10: 14353352459223
Subject #11: 324132455542
Subject #16: 44533542
Subject #14: 15554532

```

```

-----
Next subject to have run its course is #11 who is
up for termination. Need 5 more samples. Next the-
reafter is #14 who is showing clear signs of dete-
rioration.

```

```

Let Gregg know I am pleased with his work. This c-
ycle is nearing an end and I want to see all subj-
ects above terminated within a month. Then we exp-
and the project into central Portland.

```

```

-----
Polybius DIP switch settings
-----
DIP SW      1  2  3  4  5  6
Mem Reset   ON
Easy        ON OFF
Normal      ON ON
Hard        OFF ON
Freeplay
1 coin 1 credit  OFF OFF
1 coin 2 credit  ON OFF
1 coin 3 credit  ON ON
Password menu  OFF ON

```

password: 4532341334311332

22334545134243225253214352331432

	1	2	3	4	5
1	Q	U	I	C	K
2	M	F	S	D	W
3	D	E	A	T	H
4	V	N	G	J	L
5	P	R	O	X	Y