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## Reality Check III: Dinner At The Schloss Himmelbrand Scenario

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*“They laughed at Einstein. They laughed at Columbus. Nobody laughed at Tesla.”*

### The Setting

The year is 1936. The place is the Schloss Himmelbrand, a nearly 650-year-old castle that sits on the southern face of a mountain in the Swiss Alps. The castle is only easily accessible via a cablecar that runs to and from the village Walderhoben below.

The world is intended to be a close approximation of the real world in 1936. History up until now is the same as it really was on a large scale, though we may have made up or changed a few details. Keep in mind that inaccuracies are just as likely to have come from GM error as from GM design. Do not assume that the future of the game universe will turn out the same as the real world.

The butler, Simon Jeeves III (Uriel Klieger), is a Game Mommy. This means he is an NPC who you can trust and talk to. You can tell him secret things and ask gameplay advice without fear of in-game retribution; he won't reveal your secrets to other players. He is not a GM, but he may occasionally make rulings or otherwise act like a GM.

Assume that all PCs can speak and read English, French, German, Italian, Latin, Russian, Spanish, and other mainstream European languages. This is a kludge. The basic idea is that we are not mechanic'ing the various languages the characters may chose to communicate in. You all understand each other, at least linguistically. If it becomes relevant, you need an ability card to read Ancient Greek, Ancient Arabic, or any other language with the word “Ancient” in it.

### The Event

Dr. Johann Bierstein (Rickland Powell), esteemed biologist and physicist, is holding a conference at his castle, the Schloss Himmelbrand. The purpose of the conference is to unveil a new discovery of his. The invite list includes dignitaries, any with an entourage, from all over Europe. The actual nature of Dr. Bierstein's research has not been publicly stated, but it is widely believed that the VIPs on the invite list are privy to this knowledge.

You have just arrived at the Schloss Himmelbrand. Like most everyone else, you rode the cablecar up to the castle from the village. At 10pm (two hours after gamestart), Dr. Bierstein will give a presentation in which he will unveil the fruits of his research. This will be located in 4th Wing Banquet Hall (4-231). Before the presentation, he will give a brief tour of parts of the castle.

Dr. Bierstein's staff consists of his personal assistant, Helga Strauss (Anna Gladstone), and his butler, Simon Jeeves III (Uriel Klieger). Some additional staff was hired to cater this event. The following dignitaries were publicly “announced” by Jeeves: Ambassador Samuel Buckley (Stan), the British Ambassador to Switzerland; General Elrich Schwartzhaus (Andrew Clough), a dignitary from Germany; Count Galeazzo Ciano (Matthew Smith), the Italian Foreign Minister; and Viktor Karloff (Clint Lohse), a dignitary from the Soviet Union.

### The Castle

Please see the map below for the basic layout of game area.

The castle wings are numbered. The wing numbers conveniently correspond exactly to MIT building numbers. You arrived via cablecar at 2nd Wing CableCar Station (building 2, 1st floor). On the way up you saw that the Schloss Himmelbrand has five prominent towers. The first four are in wings 1–4, respectively. The fifth tower appears to be in a part of the castle slightly up the mountain with no obvious entrances.

The area marked Public Game Area is publicly accessible. The area marked Secret Game Area is not. You may go in-game to buildings there only if something (likely a sign or secret passageway; see the rules) tell you to. Once in a building there, you may not leave or change buildings unless something tells you to.

