
The Question Web

There are a lot of obvious questions about the nature of Ouranios. The distortions of the laws of physics around the portal and the strangeness of these Aspects suggest that it follows laws different than the laws humans are used to.

Still, presumably must follow some sort of laws, and you can use scientific techniques to investigate them. Perhaps reflecting your shared desire to understand this place, there is a “Question Web” in the Workshop (4-265) that is built of questions that humans might seek to answer.

The Question Web can only be used by humans, although Aspects can read the answers. No, you don’t know why; isn’t that odd? They may help with research tasks, they just cannot reveal new things or sign for answers.

1 The Question Web

Public questions are represented by folded sheets of paper attached to the wall in the Workshop. Questions can be in four different states: hidden, revealed, open, and answered. A hidden question is ‘face-down’, with only the blank back visible. A revealed question is face-up, revealing the name of the question (for example, “What is the force of gravity in Ouranios?”), but is taped shut and cannot be investigated. An open question can be investigated according to the rules in *Investigating Questions*, below. An answered question can be used in further research following the steps in *Using Answers*.

2 Investigating Questions

To start working on an open question (one whose “Open” box is checked), you may open the top “Steps” fold for that question at any time. Inside, there will be a series of research steps, each with a signature space. Steps may be completed in any order. If you complete a step, you may ‘sign’ it by writing your character name in the given space as long as no one else has already signed it.

See the Research and Engineering public greensheet for descriptions of various possible research steps. Game steps must be completed with helpers who aren’t investigating this question.

3 Answering Questions

When you sign the last step in a question, it is now answered. **Whichever character answered the final step gets a new Experience; you can only receive this reward once per day**, whose description must be about discovering this answer. If multiple characters cooperated on the final step, only one of you gets the Experience; only one of you had the Eureka moment. Decide amongst yourselves who gets it.

Mark the “answered” box on this question, then open any adjacent unopened questions by marking the “open” box, and reveal any hidden questions that are adjacent to those questions by flipping them face-up.

4 Things You Can Do With Answers

Some answers provide information or benefits for anyone who reads them.

Some people might have specific goals that are advanced by some of these answers, or skills relating to them. For example, there might be a step in one of your research notebooks that says “Read the answer to Question X”; when you see that in your research, that means you will need to go start investigating that Question, which may require first investigating other questions to work towards it if X has not yet been revealed. Note that most nodes which are used in Notebooks do *not* provide any mechanical benefits for other people, except inasmuch as they provide access to other nodes in the tree.

Some answers may reveal new ways for you to interact with the world or other mechanics.