

I Am The Fourth Wall



Something stirs from beyond the void.



2. Presence Manuscript

Playtest beta 5.02

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Setup

Sort the Decks

Separate and shuffle the **Horror**, **Presence** and **Wall** decks. Take out the **Turn Tracker** cards, the **Street** cards and the **Investigator Reference** cards.

Also take out the **Doom Tokens**, the **Enhancement Tokens** and the **Target Token**.

Determine the Roles

All players are **Investigators**. **The Wall** will have its actions generated by the **Presence** deck. Give each player an **Investigator Reference** card.

Setting up the Streets

Place the Street cards face up in the centre of the table in numerical order.

Target Token



Enhancement Tokens



Doom Tokens

Street Cards



Turn Tracker and Wall card

Building The Wall

There are two, double sided **Turn Tracker** cards. Find the relevant card and side for the number of **Investigators** you are playing against and place it on the table relevant side up. You will not need the other **Turn Tracker** card this game.

Deal a **Wall** card face down. This will be the Ancient One you will be playing against. Place it face down on the **Turn Tracker** with only the **Slumber** rank visible. Its identity remains hidden until you are told to reveal it during the game.

Arrange three of the unused **Wall** cards face down to create the Pentagram formation (it will be incomplete at this stage). These three cards represent **Open Gates**. Any other **Wall** cards are placed to the side. You may need them later in the game.

Note: you will only use the rules on the Wall card that represents the Ancient One. All other Wall cards will only be used to represent Gates.

Changing the Difficulty

While it is recommended that players have three **Open Gates** for their first few games, you may feel the need to escalate the difficulty for the **Investigators**. You can easily do this by increasing the number of **Open Gates** at the start of the game. Four **Open Gates** will create quite a challenge for the **Investigators**, while five will really push them to their limits.

Presence deck



Action Pool



Open Gates



Gameplay

Overview

All Investigators will share in generating the turn for The Wall. At the start of each of your turns you will draw cards from the Presence deck to determine what happens. The number of cards you draw can also potentially increase depending on what the player before you does during their turn.

Turn Order

Determine a **Lead Investigator** (the **Investigator** who will go first). This is usually the **Investigator** that is seated to the left of where **The Wall** has been set up.

The Wall's turn is generated by each **Investigator** at the start of their turns. **Investigators** take turns in a clockwise order starting with the **Lead Investigator**.

For example the turns would be as follows: The Wall, Investigator 1, The Wall, Investigator 2, The Wall, Investigator 3, etc.

The Target Token

Throughout the game, players may be the **Target** of **Horror** and **The Wall's** Actions and Abilities. This is determined by whoever has the **Target Token**. To start the game, the **Investigator** to the right of the **Lead Investigator** is given the **Target** Token.

As soon as an **Investigator** has been the **Target** in an Instruction, pass the **Target Token** to the **Investigator** to the right (anti-clockwise) who will become the next **Target** of **The Wall**. This means that if there are two **Target Investigators** within the same card, each part of the Instructions will affect a different **Investigator**.



Target Token

The Turn Tracker

When the player to the right of the **Lead Investigator** finishes their turn (ie all **Investigators** have had a turn), progress the **Turn Tracker** one rank by pushing the **Wall** card up (decreasing the number on the **Turn Tracker** by one).

There are several different events on the **Turn Tracker** which prompt certain stages of the game.



Common Terms and Phrases

Delve - reveal the top card of the **Horror** deck and immediately use its **Trigger Action**. Afterwards, discard the card. If the **Horror's Trigger Action** cannot be used, then it is instead placed on the lowest number **Street** (instead of discarding).

Drain - turn the **Horror** 180 degrees. Its **Trigger Action** cannot be used while it is **Drained**. A **Horror** that has **Drain** on its **Manifest Cost** is **Drained** as soon as it is placed **On the Streets**.

Lose a Marble - the **Investigator** chooses a **Marble** to discard from their hand. This can be ignored by a **Holy Symbol**.

Lose a Random Marble - randomly take a **Marble** from the **Investigator's** hand and discard it. This can be ignored by a **Holy Symbol**.

Lose a Marble Chosen by The Wall - randomly take a **Marble** from the **Investigator's** hand and discard it. This can be ignored by a **Holy Symbol**.

Manifest - draw the top card of the **Horror** deck and place it on the lowest number **Street** that does not already have a **Horror** on it. If there are no available **Streets**, then treat this as a **Delve** Action (use the cards **Trigger Action**).

On the Streets - cards that are on **Street** cards are considered **On the Streets** as are cards that are **Anchored to the Streets**.

Return a Horror to the Wall - choose a **Horror On the Streets** and discard all cards **Attached** to it. Then shuffle the **Horror** back into the deck.

Sacrifice - discard a **Horror** that is **On the Streets** (this will usually be specified). This does not allow the **Horror's Deathrattle** Ability to be used.

Target - the **Investigator** who has the **Target Token**. After they have been the **Target**, pass the **Target Token** to the player to their right (anti-clockwise). (page 8)

The Wall Turn

Doom

Add two **Doom** tokens to the **Action Pool** (place this next to the **Wall** card). If this is the first turn of the game, add an additional **Doom** token.

Take Actions

Shuffle ALL cards in the **Presence** deck. Spend all **Doom** tokens. For each **Doom** token spent, draw and resolve a **Presence** card. Further details on **Presence** card Actions are listed below and will overrule the Actions listed on pages 10 and 11.

*Note: Make sure you completely resolve a **Presence** card before drawing the next card.*

All **Action Costs** and **Trigger Costs** for **Horrors** are ignored and are instead generated by the following rules.

Action: Delve

Reveal the top card of the **Horror** deck and immediately use its **Trigger Action**.

Afterwards, discard the card.

Sometimes a **Horror** is unable to complete its **Trigger Action** (for example if there are not enough **Cultists On the Streets** to **Sacrifice**). When this is the case, the **Horror** is instead placed **On the Streets** if able (on the lowest possible number). If there is no room on the streets, discard it instead.

Action: Wrath

Use the **Unique Action** on the **Wall** card. If **The Wall** is still in its **Slumber** (ie, the **Turn Tracker** has not yet reached **An Eye Opens**), then this card will do nothing.

If there are multiple **Unique Actions**, then always choose the top Action.



Action: Destroy a Marble

Discard a **Marble** Attached to a **Horror** or **Anchored to the Streets**. Always discard the **Marble** with the most **Symbols** first. If there is a tie, the **Investigator** whose turn it is chooses which **Marble** to discard.

Action: Trouble on the Streets

Each of these cards have a name and number printed on the card which indicate which **Street** it will affect.

If there is not a **Horror** on the **Street**, place the top card of the **Horror** deck onto this **Street**.

If there is already a **Horror** on the **Street** then do not place a new **Horror**. Instead resolve the existing **Horror's Trigger Action**.

Note: in Neighbourhood Watch games Horrors do not become Drained after using their Trigger Action. There are still ways for Horrors to become Drained, in which case it will specifically say to do so.

If a **Horror** is **Drained**, it instead becomes no longer **Drained**. Turn it the right way up.

Sometimes a **Horror** is unable to complete its **Trigger Action**. When this is the case, nothing happens.

Horrors on Streets

Horrors are placed on the marked area of the **Street**. There can only ever be one **Horror** on any one **Street** and **Horrors** will never move between **Streets**. Each **Street** grants an **Aura Ability** which comes into effect when there is a **Horror** on that **Street**.

When a **Horror** is **Drained**, rotate it 180 degrees. When it is no longer **Drained**, rotate it back.

If ever there are multiple choices for which **Streets** or **Horrors** on **Streets** to affect, always affect the lowest number **Street** first.



Empty Street

Marked Area

Not Drained Horror Drained Horror

Set Up

Separate and shuffle the Horror, Wall and Presence decks.

Building the Wall - Deal a random Wall card face down on the relevant Turn Tracker. Create three Open Gates with the unused Wall cards.

Game Play

The Wall's turn is generated before each Investigator's turn. The Lead Investigator (usually to the left of The Wall) will go first. When the Investigator to the right of The Wall has completed their turn, move the Turn Tracker up one rank.

The Wall Turn

Generate The Wall's turn by shuffling all cards in the Presence deck and resolving a card for each Doom Token in the Action Pool. Finish resolving each card before drawing the next.

Delve - draw a Horror and resolve its Trigger Action

Wrath - resolve the Unique Ability of the Wall card
(only after An Eye Opens)

Destroy a Marble - discard a Marble with the highest number of Symbols

Trouble on the Streets - Manifest or Trigger a Horror on the specified Street

Investigator Turn

Investigator makes Actions worth up to two Action Points.



Ending the Game

All the Gates are Closed - Investigator Victory

Five Gates are Open after 'An Eye Opens' - The Wall Victory

'The Ancient One Awakens' - The Wall Victory