



REFERENCE SHEET

The Day Move

When you *do something risky or face something you fear*, name what you're afraid will happen if you fail or lose your nerve, then roll with an appropriate ability.

On a 10+, you do what you intended or you hold steady; describe what it looks like.

On a 7-9, the Keeper will tell you how your actions would leave you vulnerable, and you can choose to back down or go through with it. If you go through with it, the Keeper describes what it looks like.

On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

The Information Move

When you *search for a clue, conduct research, or otherwise gather information*, describe how you're doing so and roll with an appropriate ability.

On a hit, you find a Clue. The Keeper will tell you what it is.

On a 7-9, there's a complication—either with the Clue itself, or a complication you encounter while searching. The Keeper will tell you what the complication is.

On a 12+, you also find a Mastermind Clue.

The Night Move

When you *do something risky or face something you fear*, name what you're afraid will happen if you fail or lose your nerve. The Keeper will tell you how it is worse than you fear. You can choose to back down or go through with it. If you go through with it, roll with an appropriate ability.

On a 10+, you do what you intended or you hold steady; describe what it looks like.

On a 7-9, you do it or hold steady, but there is a complication or cost; the Keeper describes what it looks like.

On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

The Vulnerable Move

When you *have an intimate moment with another hunter while one of you is engaged in your vice*, you may clear an appropriate Condition. If it's your vice, you can also:

- Stumble on a Clue. Tell the Keeper what it is. The Clue cannot conclusively answer a Question by itself, OR
- Invite the other hunter to ask you about your past; you must answer truthfully but not necessarily completely.

Answer a Question

When the *hunters have an open, freewheeling discussion about the answer to a Question once they have gathered a number of Clues equal to at least half the Question's Complexity—and reach a consensus*—roll plus the number of Clues incorporated into the answer or otherwise explained away, minus the Question's Complexity.

On a 10+, the answer is correct and an Opportunity can be pursued.

On a 7-9, as above, but the Keeper will add an unwelcome complication to the answer and/or pursuing the Opportunity will be more dangerous.

On a 6-, the answer is incorrect and the Keeper reacts.

On a 12+, the Mastermind will reveal themselves while the hunters are pursuing the Opportunity.

Note: The Answer a Question roll can never be taken with advantage or disadvantage. The success tier can be increased by invoking the Janus Mask, but only if every hunter does so.

PLAY STRUCTURE

When playing **THE BETWEEN**, the Dawn phase leads directly to the Day phase, the Day phase leads directly to the Dusk phase, the Dusk phase leads directly to the Night phase, the Night phase leads directly to the Dawn phase, and so on.

Dawn

1. **COLLECT REWARDS** if a Threat was resolved.
2. **ANSWER DAWN QUESTIONS.**
3. **MARK NEW ELECTIVE DAWN QUESTIONS** (or leave either or both the same).
4. **RESOLVE ANY PLAYBOOK OR CUSTOM MOVES** that are resolved during the Dawn phase.
5. **Optional: RESOLVE ANY JANUS MASK PROMPTS THAT REMAIN UNRESOLVED** (players can choose to wait until a later time, unless this is the end of the session).

Day

1. **THE KEEPER PRESENTS A NEW THREAT** if there are less than three active Threats.
2. **REGULAR SCENES COMMENCE**, and continue until the Keeper decides to move to the next phase.

Dusk

1. **RESOLVE ANY PLAYBOOK MOVES OR CUSTOM MOVES** that are resolved during the Dusk phase.
2. **THE KEEPER POSES A Paint the Scene QUESTION ABOUT HARGRAVE HOUSE** to the players, who then answer it. Skip if all questions have been answered.
3. **EACH PLAYER SAYS WHAT THEIR HUNTER WILL BE DOING** during the upcoming Night phase.
4. **Optional: RESOLVE ANY JANUS MASK PROMPTS THAT REMAIN UNRESOLVED** (players can choose to wait, unless this is the end of the session).
5. **THE KEEPER INTRODUCES THE UNSCENE.**

Night

1. **A PLAYER READS AND RESOLVES THE FIRST UNSCENE PROMPT.**
2. **THE KEEPER FRAMES UP A SCENE FOR ONE OR MORE HUNTERS**; the scene is played out until each hunter who is a focus of the scene has had a chance to take or resolve an action.
3. **REPEAT STEP 2 UNTIL EVERY HUNTER HAS BEEN THE FOCUS OF A SCENE.**
4. **REPEAT STEPS 1 THROUGH 3 UNTIL YOU GET TO STEP 1 AND THERE ARE NO MORE UNSCENE PROMPTS**, at which point the Night phase immediately ends.