



A BREACH OF TRUST

'A Breach of Trust' is a megagame set in an alternate present day, with major themes of discovery, cooperation against otherworldly threats, and working within a massive organisation. Players work as employees of a mysterious organisation called "Trust", to protect the world from the things that go bump in the night. These can be anything from mythical monsters, to supernatural artifacts, to otherworldly entities that defy the laws of physics. Some are more like tools, reacting in a predictable way to certain stimuli, but others are creatures as intelligent as you or I. No matter their form, Trust calls all of these things "anomalies".

Each player will take on a distinct role within Trust's massive structure. Everything from genius scientists, to bad-ass special agents, to their shadowy leaders, to the very anomalies themselves. This group, and the brave people within it, are humanity's first and last line of defence against anomalous threats to the lives of ordinary people- who remain blissfully unaware that such strange danger even exists.

This game is about a new Trust facility, known as 'Magpie Site', and the Trust employees who've been newly hired or transferred from other sites to work there. At the start of the game the players, as new employees, are arriving at the new location for the first time, and don't know much about who they'll be working with, what they'll be doing, or what strange anomalies have already been transferred here from other sites. A new facility means new opportunities, new colleagues to meet, and exciting new ways of working. However, there are also many risks. The world, and all its anomalous threats, will not patiently wait for this new site to get itself up to speed. You'll have to learn fast, work efficiently, and be prepared to adapt- lest Magpie Site become a smouldering crater before it even gets off the ground...

WHAT WILL I ACTUALLY BE DOING?

Most of the game consists of simply moving around and talking to other players. There is no 'board' to move pieces on, and players don't 'take turns' to act. However, there will be cards to play, dice to roll, and resources to manage.

It's not a role-playing game in the traditional sense, though you will take on a character with their own abilities, background, and objectives. It's not a larp- you won't be shooting nerf guns, fighting with foam swords, or getting covered with fake blood- but you will be moving around a real, physical space while representing your character.

The focus is on doing the best you can given the actual circumstances, rather than abstractly scoring the most points. There are no specific winners and losers- although everyone will have their own goals to try and achieve, some goals will be easier or harder than others. After the game, you'll be able to claim bragging rights based on how well you did, or commiserate with your friends about how it all went wrong!

Although (almost) all of you share the common goal of keeping the world safe from anomalies, this is much too great a task for any single person. So, you will be responsible for one small area of this massive organisation, such as experimenting on the anomalies, keeping them safely locked up, providing medical care to other staff, or even just keeping the paperwork in order.

You'll interact with other players, and their own small areas, in the course of doing your job and trying to achieve your goals. However, just because you all want to save the world, doesn't mean you'll all agree! Disagreements will range from fundamental questions about what's ethically right and wrong, to rival colleagues trying to steal your thunder, to the monthly budget allocation. You'll need to work with other players- or creatively outwit them- if you're to get anything done. And, of course, while you're arguing, the monsters in the vaults might escape and start eating people...

These games are usually hectic and exciting from start to finish, though some roles will be busier than others. Time in-game will pass at a regular rate, and unfortunately we can't allow 'just five more minutes' for anyone, for any reason! The game will last for about 8 hours, and you should bring a packed lunch and snacks so you can have something to eat without disrupting your game plans!

If you've not played a megagame before, you're encouraged to learn more before filling out the casting questionnaire. Here are some broad overviews of megagames:

<https://www.megagameassembly.com/what-is-a-megagame>

<https://www.megagameassembly.com/blog/7-things-first-megagame>

TONE & REFERENCES

Anomalies are, by definition, extremely strange and behave in ways that don't seem to make sense. Some of the situations you encounter may be inherently ridiculous ("We have five minutes to get everyone to sing Wonderwall, or the cafeteria will be flooded with slime!"). There will also be moments of great mirth and levity created by the megagame format, as people run around desperately trying to achieve their goals. However, this is not a 'wacky' game. We don't want any players taking wildly out-of-character actions which disrupt the game for other players. For example, just because your character has the ability to kill people, doesn't mean you can do so just because you think it's funny, without regard for the shared game world and story we're all creating together.

Anomalies can also be mysterious, unnerving or even scary. Some of the situations you encounter may be inherently horrifying ("One of us has to sacrifice our eyesight, or the demon is going to burn London"). However, we are not running a 'grimdark' or 'horror' game. Although Trust faces some monumental challenges, it is a hugely competent organisation, staffed by hugely competent people, which deals with most of these situations quite well on a daily basis. "Saving the world" isn't some grand event that occurs with great fanfare- rather it happens by inches, every day, between every meeting attended, form filled in, and employee quietly giving their all for Trust.

The game is designed to be challenging. You'll all have to perform your roles within the larger organisation effectively and diligently if you are to succeed. Total failure is always a possibility. Anomalies do not 'play fair', and even the most careful characters may die suddenly and horribly in the line of duty- only to be quickly replaced by new hires and transfers.

Bad Reference Points:

Men In Black, Ghostbusters, Inside Job (too wacky)
Warhammer, The Lovecraft Mythos (too dark)

Good Reference Points:

Stranger Things, Gravity Falls, The SCP Wiki, Warehouse 13, Black Watchmen, Threshold, Fringe, Cabin in the Woods, Control, The X-Files

TRUST'S ETHOS

All members of Trust sign up to and share a 5-point ethos. In order:

1. PROTECT humanity from the anomalous. Save lives.
2. DISCOVER as much as possible about the anomalous. Knowledge helps Trust achieve all its goals.
3. CONCEAL the true nature of Trust and the anomalous. The general public are not mentally or socially prepared for the existence of anomalous phenomena. Such a revelation would cause global panic and upheaval, with disastrous consequences.
4. Be INDEPENDENT. Each employee, department, and facility should be able to complete their work without requiring outside assistance. This allows Trust to be fault-tolerant- a single failed unit does not threaten the organisation as a whole. Each facility has its own Directors, own ways of operating, and even its own ethical standards.
5. CONSERVE anomalies unless absolutely necessary. Despite their dangers, anomalies are unique and incredibly valuable objects- the cost of keeping them contained may one day be outweighed by their utility. No matter how horrifying they may be, destroying them also destroys unique and valuable knowledge, which may one day be needed to protect against something worse.

SETTING & HISTORY

The world of Trust is generally similar to our own, with two notable exceptions. Firstly, electronics and communications technology is significantly less developed. Fax and landlines are still the main form of long-distance communication. Computers exist, but lag behind our own timeline by about 30 years. Any networking which does exist has been deliberately established at significant cost (for example, between two corporate offices). Mobile phones exist, but solely for communication- the most expensive models incorporate a clock and perhaps a calculator. The internet is a distant dream- news cycles and social movements are correspondingly slower.

Secondly, “anomalies” exist. These are weird and disturbing things which, for unknown reasons, seem to defy the known laws of nature. Some of them are nightmarish monsters. Others are mundane objects which seem broken or twisted in some way. Almost all are dangerous. Thankfully, 'Trust' exists to deal with them. No one seems to know when Trust was founded, how widespread its influence is, or how many facilities it controls.

METAPHYSICS

There is no exact definition of what an “anomaly” is. Generally, Trust classifies anything which doesn't fit into an established scientific framework as “anomalous”. But as there are so many different anomalies with so little in common between them, it's impossible to be any more precise. Some even glaringly contradict each other. The final decision of if something even is or isn't an “anomaly” is left to Containment.

There are three main schools of thought on the nature of anomalies, though many subtly different positions both within and outside of these broad classifications exist.

Firstly, anomalies could have a rational explanation. This view holds that there's nothing inherently or qualitatively different about anomalies. They're simply material phenomena which we don't yet understand. In the same way our forebears puzzled first at the rain, then the stars, then electricity, light, atoms, and so on, anomalies are simply the next in a long line of mysteries that will inevitably be solved with time and intelligence. They may be natural phenomena- caused by strange laws of nature- or unnatural, yet still within the realm of science- created by humans, aliens, or something else.

The second broad possibility is that anomalies have a supernatural explanation. Ancient stories from all over the globe speak of mythical beings, events, and items with unearthly powers. Only now are we developing the tools and structures needed to pierce the veil and see these “myths” for what they are- true, albeit distorted, accounts of the past. Again, within this already diverse category, opinion further diverges over whether or not anomalies have a natural cause- perhaps some sort of magical force exists- or unnatural cause- such as gods, demons, or spirits.

The third possibility is perhaps the most disturbing. Anomalies have no explanation. They just *are*. They're not products of human minds, natural forces, spirits, aliens, extra-dimensional demon-Gods, or any other force you could hope to name. They're something else. Maybe they're detritus from another universe. Maybe reality itself is breaking down. Maybe chaos theory has something to do with it. We can't understand it, and can never hope to understand it- because there's no great secret, nothing behind the curtain *to* understand.