



Welcome to the In Between, my friend. What? You don't know what the In Between is? Well you wouldn't be the only one to show up here and not know. In fact, I'd say that most people that travel here usually don't know where they're going.

But I'm getting off track—and I don't mean off the rails. Get it? I guess you wouldn't. See, the In Between is the place for the forgotten or the lost—rather like you. It's the crack in your floor. It's the space under your bed. It's even your dryer (We have a lot of left socks). This is the place of Roanoke and Atlantis. This is the place where you'll find lost children and homeless men. Most people, places and things come here by accident—and most of them usually stay for good.

Now that we've established *what kind* of place the In Between is, I should probably tell you how it works around here. "What do you mean?" you ask. Well, think of it a bit like the physics of this world. See, we're technically on a train. I know, I know. It doesn't feel like a train. Every so often, though, you'll feel a slight bump or here the ongoing rush of the Nothingness outside. You may even be so lucky as to find a window to see outside. Take it from one who knows, though, it's not pretty out there.

The In Between is essentially a string of connecting Rail Cars that look a bit like rooms. You can find places that look like indoor, rustic cabins, ballrooms, or even elaborate greenhouses. Now to get to another Rail Car is a bit tricky. You need to either find a Door, or be able to travel on top of the Rail Cars like the Rail Runners. I wouldn't recommend that last one, though; there's too much chance that you'll simply fall off the Train.

How do you find a door? Well that's more complicated than you might think. See, you need to find something in the room that's out of place—a needle in a haystack, a gun in a garden—that sort of thing. Then you move it or touch it or do *something* to interact with it and voila—a door appears that you can use. Of course, there are also *actual* doors that function like doors—so you don't have to play at scavenger hunt all the time.

The real problem, though, is opening a door to the Nothingness—that's what's outside our dear Train, you see. Absolutely and positively nothing. And if you step into it, well, there's a chance that you will become part of it—Nothing. Then again, some say that there's also the slightest chance that you may leap off and wind up in another world—assuming we're passing next to one at the time. Fortunately, you can tell pretty quickly if you open a door outside the train and all you have to do is close it again.

While all these things are important for you to know, probably the most important thing for you to understand is what powers the train: Motes. If you ask me, they look a bit like glowing particles of dust—and they're important for keeping our world on the Rails. Which is why it's so important to avoid doing anything that agitates them.

## *Magic*

Oh look. Magic. It's so pretty and shiny and—no. Fuck magic. Fuck magic and all of its glittery, over-the-top spells and elves and fairies and the whole sparkly mess.

“But why don't you like magic,” you ask? That's easily answered. It's because magic, the force, super powers, supernatural phenomena or whatever you want to call it actually causes the Motes to act up. Too much free-flowing magic around and you get Grimelings. And believe me when I say those things are nasty. Using a spell with free-flowing magic can get you hurt pretty badly. And if you keep using spells, you're likely to cause Grimelings to appear, which will start rocking your Rail Car. And if you keep at it, you may wind up disconnected from the Train.

Don't ask me what happens when you're disconnected from the Train. I don't know. I don't want to know. All I know is that when it happens, you never see that person—or that Rail Car—ever again.

That's not to say that you can't ever use magic. The trick is to store it in something, and don't let it out until it's time to use it. I don't care if it's an amulet or a totem or your favorite stuffed bear—just make sure that it can hold your magic.

Of course, this means casting a spell can come with consequences. There's still a chance that Grimelings will appear if you do—but it's a lot less than if you just have magic floating around like some kind of cloud of smog.

# Factions

A long, long time ago, we were once ruled by the Conductor. We still are, I guess—even if no one has seen him in a few decades. The thing is, we're not sure if he's disappeared or is taking a more hands-off roll. The fact is that his daughters, the Queens, are now ruling the In Between—or at least trying to.

You see, each of our fair Queens have a different idea of how to run things. And they're swaying supporters to their side. So if you're new here, you'd better be prepared to pick a side—and pick it quickly.

## The Explorer

The Explorer is the youngest of the Queens, and possibly the most reckless. She's decided the way to rule the In Between is through the markets—and she's done a spectacular job of it.

Sort of.

You see, the markets of the In Between used to be all fair and square. Now, it's devolved into gambling halls and shady business deals. People deal in years of your life, banned trinkets from other worlds, and even emotions. And trust me when I say that even a drop of Happiness can wind up being addictive.

Her followers are usually nicknamed the "Gamers"—mostly due to their involvement in the casinos and gambling halls on the Train. She recruits anyone who has a head for business—or is greedy enough to take a risk.

The fact is, though, the Explorer has created a business model on gambling and vice—and it's effective at controlling the general populace. We can't say it's all bad—but it's definitely not all good.

## The Scientist

The Scientist is the middle child—and it kind of shows. If you ask me, she's an overachiever who's trying to prove herself to the rest of her family. I can't really blame her; I'd probably do the same if I had to compete with two other sisters who happened to be queens.

The Scientist is the innovator of the three Queens. She's known for her inventions and most of the technological advances on the Train. If you see a robot or some kind of steam-powered monstrosity, she—or one of her followers—is probably responsible for it.

The Scientist is also one of the most militant of the Queens. While the Explorer uses economic might, the Scientist has a veritable army in the form of the Rail Guards—though we just call them the Tin Men. Her excuse for having these metal-clad warriors is that she's doing her part in policing the train from any wrongdoing. Of course, if that wrongdoing happens to be the Gamers selling illicit goods, it's all the better for the Scientist.

The Scientist usually recruits those with a mind for innovation and discovery. Some of the greatest minds follow her—if only because the Tin Men make sure that they do.

While the Scientist is brilliant, though, she sometimes takes order a bit too far—and is a bit too controlling for some people's tastes.

## *The Caregiver*

The oldest of the three sisters is the Caregiver, a queen who doesn't organize so much as collect the lost and the forgotten. Without the same stringent policies as the Scientist, or even the economic knowhow of the Explorer, the Caregiver has one thing that her two sisters lack: numbers.

The Caregiver excels when it comes to recruiting people to her side. Her followers snap up those who have recently arrived to the In Between, and show them the best way to survive. A hodgepodge of survivors, doctors, and jacks of all trades, the Caregiver's followers make up the majority of the denizens of the In Between.

While the Caregiver is good at showing people how to survive in the In Between, though, her lack of organization can hurt her. It's said that the mobs that have been showing up on our Train are largely made up of the Lost—and thieves and ne'er-do-wells of all sorts also thrive under her protection.

## *The Rail Runners*

If you ask me, the Rail Runners are mad. Truly and utterly insane. These men and women excel at jumping from Rail Car to Rail Car—on top of the train. That means that they actually *look* for a way to the Nothingness, somehow grab onto the side of a Rail Car and climb on top of the Train. I won't go into exactly how risky that is, but rest assured that most people would die if they tried it.

With that said, there is a type of illogical sense why the Rail Runners ride the top of the cars. You see, they're the worst kind of terrorists. Some believe that they're fighting on behalf of the Conductor, and some say that they just want anarchy. The fact is that they blow up Rail Cars, kill people, and generally cause havoc on the train. And because of that, the Tin Men are usually hot on their tails—which is why they risk riding on top of the cars.

You see, most Tin Men don't have the knowhow to chase Rail Runners on top of the Rail Cars. This makes the technique a type of quick escape for any Rail Runner who happens to be cornered at the time.

## *Favors*

Have gold? Silver? Pieces of paper that represent some form of currency? Then you're out of luck if you want to buy something in the In Between. See, we deal in Favors here—Words that mean more than all the silver in Atlantis. After all, actions are what really matter—and being able to control someone else's actions is even better.

See, when you tell someone you owe them a Favor, you can't back out on it. And when they call it in, you'd better be prepared to answer for it. It can be a small favor, of course—like picking up their laundry or going to the store on their behalf. Or it can be a big favor—like leading troops into war. The fact is that the type of favor you owe is up to you. Just remember to be careful with your words.

So what happens if you back out on a favor? Well, that really depends on what the favor is. If it's a small favor, you may come down with a cold, or wind up with a broken toe, or any number of small instances of bad luck. If it's a big favor, though, you'll wish you had just done what the person asked.

When will the bad luck stop? Well that depends when you do the favor. The fact is that it won't go away—at least not until you complete what you promised.