HEIST FOR 3 TO 5 PLAYERS

PRESS GANG

Press Gang is a thrilling heist game where players must plan the perfect operation – then adapt on the fly when it inevitably all falls to pieces.

Genre: Heist
Number of players: 3 to 5
Run time: Approx. 3 to 4 hours

About Press Gang:

Press Gang is a fun heist game with some clever mechanics that builds on top of the already great Dread mechanics. In this game players take on the role of a group of elite journalists who are called in to find the facts at any costs. You are known as the Press Gang. It's a new division and you're short on time, equipment and funds. While most journalists are beholden to an array of rules and ethics, the Press Gang have only two rules: no killing and keep your activities as discreet as possible. Beyond this your newspaper doesn't care what laws you need to break. But if caught and arrested, your newspaper will disavow any knowledge of you.

The tone is that of an action/comedy along the lines of Archer. Feel free to have fun with the over the top premise, but the characters themselves should take the job seriously.

CONTENTS:

RULES:

This game uses the standard Dread rules – with some unique additions. Make sure you read all of this section – even if you've played other Dread games before. It's important that all players are aware of these rules prior to starting the game.

For starters, Dread is a role playing game that is played with no dice and no numbers. Instead, we use a Jenga tower resolve player actions. The rules for Dread are as follows:

- The tower starts with 3 blocks missing.
- Whenever players make an action they must pull blocks from the tower.
- The GM will tell you how many blocks to pull. Simple actions may only need a single block pull, but riskier actions require more block pulls.
- Normal Jenga rules apply: only pull with one hand, blocks get stacked back on top of the tower, the block being pulled must be from beneath the topmost
- complete layer, etc.
- Risk-free actions (like searching a suitcase) may require no pulls, but the game master may offer things like asking players if they want to do a thorough search. For example pull 1 block to search the suitcase – and find the hidden compartment!
- If the tower topples,then that means the end for that player character – usually via a grisly death.
- Player death will only ever occur from a tower falling over – but that doesn't mean the player characters' can't get seriously hurt.
- Players can choose to sacrifice themselves by smacking down the tower. This is their "go on without me" moment as they face a horde of enemies with only a baseball bat. They allow the rest of the players to move to the next point of safety, but at the cost of their life. Make this spectacular.
- After a tower collapses, the tower is rebuilt, minus 3 blocks and then minus an ADDITIONAL 3 blocks for EVERY player character that has

died/left the game. In this way the longer the game goes, the closer to another tower collapse you get.
- That's basically it, but <u>the full rules for Dread can be purchased here for $12.</u>

What's new for this game:
This game is played in two distinct phases: Planning and Operation. In the Planning phase, players gather information, source equipment and generally prepare. The Operation phase is when players try to carry out their meticulous plan, have things go wrong and then adapt on the fly to carry off a (hopefully) successful heist.

Planning Phase:
Players are given an introduction to set up their characters, the world and the upcoming mission. After players have been given their mission brief, a **30 minute timer** starts. Players now have 30 *real-world* minutes to make any and all plans. Since the characters start out with basically no equipment and no intelligence, this means they will have to act quickly to formulate a successful plan.

There are several rules that apply only during the Planning Phase:

- The timer continues for all actions, including any talking and making pulls from the tower.
- No pausing the timer. Not even for bathroom breaks.
- If the tower falls during the Planning phase, then the planning phase immediately ends and that action has failed. Play will advance to the Operations phase.
- If the tower hasn't fallen and the timer ticks down to zero, the Planning phase immediately ends. If players are mid-way through an action, then that action has failed. Play will advance to the Operations phase.
- A player can still choose to use the sacrifice rule and knock down the tower. Doing so will immediately end the planning phase, but automatically succeed the action they were attempting. But there is a lockout period – during the final 3 minutes of the countdown players cannot intentionally knock down the tower to auto-succeed an action.

Operation Phase:
Now it's time to carry out the plan and see if it survives in the real world.

- Now whenever the tower falls, this will eliminate a player character through death, being arrested – or worse
- The GM should do their best to pay off the hard work of the players during the Planning stage. But that doesn't mean the GM can't add unforeseen complications. For example, blueprints can be outdated or

guard rosters can change. Look for opportunities to test the players' ability to adapt.

- For anything that the players didn't get a chance to investigate or obtain during Planning, the GM is able to create wholesale and see how players roll with the punches.
- Most importantly, the countdown timer returns in the Operation phase, but in a different form. The GM can now tell players how many block pulls an action will take – then say how long they have to make all of the required block pulls. (For example: "You want to pick that lock? OK, you've got 3 minutes to pull 2 blocks before that patrolling guard will pass by.")
- If the timer runs out before the players have pulled all of the required blocks, then the action is failed and the action should escalate accordingly. (Following the above example, the guard would return and see the player committing a crime.)
- A player can choose to back out of an action before timer runs out, but the GM will impose an extra barrier to the action the player just attempted. (For example, the guard will now hang around the door the player was trying to lock pick, forcing them to either confront the guard or look for another route.)
- At the start of the Operation phase, the GM should start with very easy challenges (pull 1 block within 5minutes) just to get players used to the mechanic. But later on you can ask for players to have to act quickly and impulsively. "Pull 2 blocks in 30 seconds."
- The GM should try to make the amount of blocks and time requested match with the pacing of the action the player is attempting. (For example, defusing a bomb is slow and meticulous, so it may be a 4 block challenge in 3 minutes. Whereas a fist-fight is requires fast reactions, so you may ask for players to pull a single block within 30 seconds, then pull another single block within 20seconds to give a feeling of quickly having to counter the punches being thrown by an opponent.)
- Lastly, don't forget it's not enough just to achieve the mission. You also have to escape.

CHARACTER CREATION:
This game is suitable for 3 to 5 players. You all have different journalism backgrounds that inform your skills. Players are free to choose whatever roles they desire.

In addition to their character sheet, players will also be given a personal note to round out their character.

Players should decide what characters they want to play. There are no essential roles, so they can choose any of the 5 roles they so desire. Afterwards the GM should fold up and pass each player a personal note before they fill in their character sheet. Lastly, your player group should come up with the name of your newspaper. After your players know the rules and have characters, you're ready to play the game!

MUSIC:

Heist films are all about cool music playing to while people walk across lobbies talking into their radio headsets, so I definitely recommend putting on some background music while playing.

- Character creation: (Mission Impossible: Rouge Nation OST)
- Introduction: Opening theme music (Pendulum ABC News remix)
- Planning: Cool tension (Splinter Cell: Double Agent OST)
- Planning: Pulsing ambience (Mirrors Edge Catalyst OST)
- Operation: Tension leading into action (Hitman OST)
- Operation: Heavy action (Mission Impossible 6 OST)
- Epilogue: (Grand Theme Auto 4 theme mix playlist)

SETUP:

To run Press Gang, you'll want to have the following set up your players.

- Printouts of the character sheets
- Printouts of the personal notes
- A Jenga tower or similar
- Pens, pencils, markers
- Post it notes
- Sound system (optional)
- Stickers for name badges (optional)

Introduction

In which we meet the characters and are given the mission briefing.

The GM should cue up <u>this song.</u>

(Speak the following slowly and dramatically over the ambient sound at the start of the song; this lasts 0 seconds to 35 seconds)

<Insert Newspaper Name here>
Australia's most respected newspaper
It's here that the world's top reporters are sent all over the world
They are sent to find the facts and report on what they find
They shine an unbiased light of truth that illuminates the darkest corners of the globe
They are the nation's best journalists
But when the best fail
You call for the team who are better than the best
You call…for the Press Gang

> At 36 seconds music drops into the full beat. After this point each of the characters are introduced in turn. Give players a sentence or two to say something cool about themselves or throw out a one-liner or a catchphrase. Then fade out the music.

Mission Briefing:
> The scene opens with a montage of scenes in which each member of the Press Gang are pulled of their active jobs – something big is going down. Each member of the group should receive the call to arms in their native work environment. For example, The Celebrity Photographer may be out photographing stars at a movie premier, when an usher comes up to them with a movie ticket with a coded message on it. Continue by following the last operative to receive their message as they arrive at the newspaper offices.

Walking briskly through the lobby of the newspaper offices, you step into an empty elevator and hit the close door button. Waiting a moment to make sure you won't be joined, you swipe your RFID card over the sensor. "Enter passcode" chimes the elevator. Using the lift numbers, you enter the 8 digit passcode and descend into the sub-basement level that forms the secret office of the Press Gang.

Air is pumped down here through a giant ventilation fan overhead. This fan casts its massive silhouette across the floor and light filters through its giant blades. Pipes run all along the walls like twisting snakes. It isn't pretty, but it's functional.

In the center of this space stands your editor in chief, but down here you call them by their codename: The Weatherman. They cut quite a figure in horn-rimmed glasses, a bow tie and a three-piece suit in dark lilac. They proceed to pull down a projector screen and launch into the mission briefing.

"Thanks for tuning in everyone. Tonight the forecast is cloudy, with a cold front blowing in from Canberra. As you are all aware, earlier this year the Defence Industry Minister announced Australia's plans to become a leader in the trade of exported weapons. This foray into the world of international arms dealing was met with no small amount of criticism.

But recently we received a tip-off from an anonymous source claiming to be a staff member working on a top secret project to develop new weapons for sale – chemical weapons. They allege Australia is developing chemical missiles and plans to sell them to the highest bidder, an act that would violate numerous international treaties. We've attempted to verify this through our usual channels and had no luck digging up any solid evidence. Our anonymous source has since gone silent, but we were able to track down their GPS coordinates and determine this as the address of their transmissions: ODIN – The Office of Defence INnovation.

It's up to you to find out the truth of the matter. Your mission is to infiltrate ODIN and resolve the following objectives:

- *Obtain photographs of the prototype chemical missile*
- *Obtain the technical documents of the weapon and its chemical payload*
- *Obtain evidence that proves this weapon is destined for the international black market*

As always time and money is short. I trust you'll abide by the two principles of the Press Gang – no killing and keep things under the radar where possible. You need to move and you need to move fast. How you go about this is all up to you."

> Players may have a few questions before launching into the planning phase to clarify the specifics of the mission and what little is known about the anonymous source. Don't worry about giving them too many leads on who the anonymous source is. Finding that out isn't a mission objective. The goal is to get them out into the field and planning the heist. With that, you're ready to start the 30 minute timer and enter the Planning phase.

ACT 1: Planning

In which the players gather information and decide their strategy.

Music:

- Planning: Cool tension (Splinter Cell: Double Agent OST)
- Planning: Pulsing ambience (Mirrors Edge Catalyst OST)

Rules reminder:
Players have 30 minutes to gather information and plan out their heist however they see fit. If the tower falls then the Planning stage immediately ends. Note that although there is a 30 minute time limit, it doesn't mean that the players can't play out actions that take a few days to resolve. They don't have 30 minutes of "in game" time – that mechanic simply represents the limited resources and the need to assemble quickly.

If the 30 minute timer runs out or tower falls, then the Planning phase is over. If need be, have The Weatherman contact the players and give a reason for needing to launch into the operation. This may connected to their actions stirring up suspicions, or rumblings that the weapon is going to be moved to another location – or even just the editor demanding that they move on the story to be the first to get the scoop.

Post-It Notes:
The GM should have a stack of post-it notes and a marker to write with. Use these to write on whenever players discover something useful about the heist. For instance they may note the type of scanners used on a safe, or the location of the cleaning company where the guards uniforms are cleaned. Write these down as short notes as stick them on the table around the base of the Jenga tower. This will help you and the players keep track of the situation as you create the story together. Both the GM and players alike might find it useful to have colour-coded notes to keep track of ideas out there, splitting up notes in categories like so:

- **Location** - Information collected on ODIN such as fences, weak spots, building layout, maps, security checkpoints etc.
- **Assets** - Tools and equipment players buy into the the game during the Planning phase.
- **People** - Useful contacts on the players' character sheets and created throughout the game. People can be sources of information, department heads, important enemies, allies, etc.

- **Strategies** - Any rough ideas people have for getting in or out of the building and accomplishing their objectives.

The Planning stage is meant to be open-ended and allow the players to decide how they would like to tackle the job. It's the GMs job to provide opportunities for the players to be clever, while also adding extra challenges to their carefully laid plans. For example, if the players want guns, let them get in touch with an arms dealer. But you should also throw in some metal detectors into the building to make it harder to sneak in those weapons. Be careful not to entirely obstruct them though. Rather than putting metal detectors everywhere, just put some at the first security checkpoint – or perhaps somewhere deeper in the building where security is tighter because they're getting close to their goal.

"Yes, but" is the mantra of the GM for this game.

- "Are there ventilation shafts that I can see on the blueprints?" / "Yes, but they're not just grates you can open up. They're tall ventilation towers and you'll need climbing gear to get in and out of them."
- "Do I see the CEO here having dinner in their favourite restaurant?" / "Yes, but they're also here with their son and daughter."

Starting assets:
Make it clear that players should have basically no assets at the start of the game – or at least no assets that relate to the mission. They don't already own a grappling hook or night vision goggles. In saying that, there are certain things you can allow players to have that are very useful. All players would probably have smart phones – except The Police Reporter because technology is their weakness. The Police Reporter will probably have an old 90s phone or something even more limited. Some players probably have cars and some character roles lend themselves to already owning certain items. For example The Celebrity Photographer definitely has a DSLR with a telephoto lens. But they'll have to make pulls if they want to add an infrared camera to their arsenal.

The ODIN Building:
The layout of the building will be defined by the players actions – basically if they have a cool idea then you bring it into existence. But here are two good template locations to get you started:

- **The Heritage Building –** Don't be fooled by the 19th century architecture, the inside of this building is a state of the art facility that extends deep underground. On the plus side, the exterior is only a couple of floors high – but on the down side the building is surrounded by acres of gardens and grounds bordered by tall fences, making

getting close to the building without making a dash across the expensive lawn quite tricky.

- **The Skyscraper –** Atop the top floors of this building are dedicated to the facility you need to infiltrate. The lower parts of the building is a mix of finance companies, Defence contractors and so on. The elevator system is requires a key card to get to get to any floor – and only specific cards let you access specific floors. So ascending the building is quite tricky, but you can get inside the lobby without problem and there are plenty of nearby towers that you can conduct surveillance from – or perhaps even abseil from. It is however the tallest tower in the area, so you cannot abseil onto the roof. That would be too easy.

Planning Strategies/Opportunities

The follow is a non-comprehensive list of ideas to help the GM respond to the plans the players may make. This list is intended to help you prompt the players for additional information if their plans are a bit vague – or to find means of adding complications to their ideas. It should also help you see what aspects of the mission the players have taken into account and what they've forgotten. (For example, they've done a lot of work to get all the tech to circumvent most of the security systems – but they forgot to plan how they would make their getaway.)

Reconnaissance

- Visiting a location prior the operation allows you to get familiar with a location in a way that you just don't get from blueprints
- What areas are able to be visited by the general public? Are there any tour groups?
- Will being seen at the location be an issue? Are you planning on impersonating someone later on?

Entry

- Front door is used by employees and probably accessible to general public
- Loading bay is only for trucks and deliveries
- Roof provides access straight to the top, but it's difficult to get to without an aircraft
- Are there any nearby buildings that are close enough to abseil across to any of the floors?

Maps/Layout

- Can blueprints be obtained? Do they need to be stolen from somewhere else? Are they up to date?
- Are there maps in other places – such as brochures or maps around the building showing where the fire escape point is

People

- Who has access to the building? What areas are open to certain people and what areas are restricted to only a certain type of person with the right security clearance?
- People may include general public, staff members with different job roles and uniforms, security, cleaners, cooks, maintenance workers, delivery people etc.

Timing

- Daytime provides cover in plain sight if you can blend in with the other people in the building, but it does mean more eyeballs and witnesses
- Nighttime reduces the number of people around, but it also means more security and more locked doors. It may also mean, for example, that a staff member who knows the passcode isn't in the office
- You can also split the difference, start the operation during business hours to gather what you need – then hide in the building until nightfall and complete the job that way
- Is there a special event on that may make the job harder or easier? A protest? A party? Construction work? Can you create an event somehow that might provide a smokescreen for your operation?

Uniforms

- Find out what the uniforms look like and make your own. Be careful to make sure there's no incorrect details that would give you away
- Find out where the uniforms are cleaned or purchased and steal/buy your own
- Try bribing a low level employee to misplace their uniform at the end of the shift
- Or just physically take it off an employee on the day

Weapons

- What kind of weapons are they? Knifes, handguns, rifles?
- If they're firearms how will you acquire them in a way that won't be traced back to you?
- Are they small and concealable?
- Will they set off metal detectors?
- Can you smuggle them inside an object? Plant them a location in advance?
- What is your teams' feelings on the use of violence? Are weapons just for show – or are you willing to take lives? Is this a point of conflict?

Power

- Where the power switchboards located?
- Is there a backup generator that needs to be switched off?
- How will turning off power help the players? Are there times that losing power may also be a setback to their plans?

Gadgets & Gear
- Communication. Players will have smartphones, but do you need radio systems? Hidden body cameras?
- Small drones and remote control cars are great for sneaking into small spaces, but they're not 100% quiet
- Hacking into systems shouldn't be like magic. It should require time to decode data, outside information that needs to be gathered – like a passcode, plugging directly into a computer or a combination of all three.
- Other gadgets may include, audio/video recording devices, spy cameras, USB with a virus on it, GPS tracking devices, scuba gear, tranquiliser darts, explosives, lock drills, grappling hooks etc.
- A lot of gadgets can be acquired through normal means. But if you want something specialised or miniaturised it may be hard to acquire
- How are you bringing the gear in? Make sure you're not overloading your pockets with gear.

Other Equipment
- Don't forget any other gear you made need. If you don't bring it, you'll need to find it on location
- Other gear may include screwdrivers, bags, crowbar etc.

Guards
- Are they armed? Do they have batons or fully automatic rifles?
- Are they mercenaries or regular working stiffs?
- What are their rosters? Are there guard changes or patrol routes you can use?

Intercepting Information
- Can you abduct a key person and impersonate them?
- Do you need to go to the home of the chief of security and find their mothers' maiden name?
- Can you threaten, coerce or bribe people to do things for you?

Impersonation
- How will you put together a disguise to impersonate someone. This includes clothing, hair, prosthetics etc.
- Is there any chance they will show up? Will you need to make sure they don't show up or take them out?

- Will you need to impersonate their fingerprints? Their voice? Their personality?
- What do you know about them that will help you pass as this person?

Transport
- Any vehicle you need you'll to acquire before hand. Or steal on the day.
- This includes cars, trucks, vans, helicopters, drones, planes etc
- Is transport vital for getting in, moving equipment or getting out?
- Where you getting these vehicles? Buying them? Stealing them? Can they be traced back to you?

Surveillance/Sensors
- Are there cameras? Is there a video feed room? Are cameras everywhere or just in certain locations?
- Are there any other kind of sensors? Metal detectors, biometrics, temperature sensors – anything that needs to be avoided or bypassed

Passcodes
- There are many ways that a passcode can be entered. Typed in, spoken aloud, retinal scan, fingerprint scan, facial scan etc
- The best security systems will security at least two types of authentication
- Passcodes may only be good for a limited time period. For example, you made have the first passcode, but the secondary passcode is sent out in an encrypted message at 9am each morning and you need to steal someone's phone to get the secondary passcode.
- Can the system be bypassed or remotely shut down? Or will this trigger an alarm?

Alarms
- Some alarms can be triggered by the players to their advantage. For example pulling a fire alarm or calling in a bomb threat.
- What are the stages of alarms? When will a couple of guards be sent to take a look vs when will the whole building go into lockdown mode?
- Can alarms be bypassed or shutdown?
- What kind of different alarms are there?

ACT 2: Operation

In which the Press Gang pull of their heist

Music:

- Operation: <u>Tension leading into action (Hitman OST)</u>
- Operation: <u>Heavy action (Mission Impossible 6 OST)</u>

There isn't much text here because the Operation phase is so defined by what the players choose to do in Planning. The freedom to create is what makes Press Gang fun. Remember that anything the players overlooked in planning is an opportunity for you to throw unforeseen challenges at them. But below are some notes to keep in mind while running the Operation.

OBJECTIVES:

1. **Obtain photographs of the prototype chemical missile:**
   This requires finding out the location of the missile, probably going through several layers of security checks, impersonating a scientist or guard or two – or maybe even something entirely different. However the players get there the missile should be a tough nut to crack. Of course, players only need to take photos of the missile – their mission brief isn't to disarm, sabotage or steal it. But that doesn't mean that some of them won't try. The missile is likely to be a boiling point for players with contrasting personal notes.

2. **Obtain the technical documents of the weapon and its chemical payload:**
   Depending on how you are going for time, the documents may be in the same area as the missile – or you can place them in an entirely separate part of the building they need to infiltrate. The documents can be all paper, all digital or a mix of both. Play to the strengths of your players. Questioning scientists or engineers may be a good way to find the location of the documents – but they won't give up the information easily. And who's to say that the documents aren't also locked behind a second layer of security requiring say, the retinal scan of the chief scientist

3. **Obtain evidence that proves this weapon is destined for the international black market:**
   This is the most malleable objective since this evidence can take many forms. But it is also the most vital evidence to recover. Without this the government can easily deny that this missile was designed for international markets. The evidence may come in any form – quotes, lists of potential bidders, incriminating emails. I like to say the list of potential buyers include the Syrian government and New Zealand, but feel free to incriminate who you see fit as long as you're not punching

down.

Rule refresher:
Remember that now whenever the tower falls, it means a player will be caught, arrested, killed or worse. Depending on context it might also mean that an alarm goes off – or that the players need to fight and subdue the guards that spotted them. Feel free to test the players ability to use non lethal means of protecting themselves. Lastly, don't forget to start using the timer mechanic early on. Not for every test, just ones that a timer feels right for. Once players are familiar with it you can get a sense of how long it takes them to make pulls – then ask them to make pulls that are just within their limit. Don't set impossible timers, always give them a chance to fail on their own terms.

Killing a player – the standoff:
This is a great one to pull out if the tower collapses and you need a fun way of taking out a player. So the tower collapses while the player was trying to do something and they failed – a lone security guard comes around the corner and catches them red handed. The guard tells them to stop and identify themselves – the guard has a hand on their holstered gun. Play this out with the doomed player – they know what's coming. The player will do something that guard misinterprets as going for a weapon – or maybe the player will try to attack the guard. Either way the guard opens fire and shoots the player dead.

If the dead player was alone, this means the gunfire will alert security. It might even buy the other players a quick reprieve as guards rush to the scene. But eventually security is going to tighten the screws.

If the dead player wasn't alone, then the other players can probably easily overpower a single guard. But if they're unarmed feel free to have another player take a non fatal gunshot wound. Have the players make pulls to take down the guard however they choose.

The Anonymous Source:
Players may try to find the person within the facility who was leaking information. This isn't a mission objective, but if the players are keen there's plenty of options for what happened to this person. Maybe they simply got fired. Maybe you'll find evidence of them being killed. It's generally better to not have this person appear since the players may use them as a crutch when they should be relying on their own ingenuity and the cleverness of their teammates.

But if players are keen to find this person, they should discover that they're not a scientist or an engineer, but a cleaner. As a cleaner they were able to lurk around and overhear secrets without being noticed. This person is a useful asset since they

will have knowledge of the building of scraps of information on security systems – but you can keep them breaking the game by giving them limited security clearance and a lack of scientific or technical knowledge. They won't know how to crack codes or disarm the missile and they can't lead you directly to the files players need – but they can give useful clues that the players may run with Plus they're a liability since you may need to try and safely help this unarmed civilian escape the facility if their cover is blown. But if that is too much to juggle, simply having them absent also works.

Throwing players bone:
If players are struggling or have painted themselves into a corner, the GM should throw them something they can use to their advantage. For example, if players are stuck for how to access a restricted area, you could have a scientist walk past them and enter the bathroom by themselves. Set a timer – players have that amount of time to act upon this lead if they choose to. This gives them options – maybe they'll just talk to the scientist who will let slip vital info. Or perhaps they'll knock the scientist out and steal their uniform and access cards. Try to give leads to struggling players that allow them to use their abilities, for example, tell the Podcast Producer that they notice a sign pointing to Camera Control Room.

Epilogue:

In which we see what goes to print

Music:

- Epilogue: (Grand Theme Auto 4 theme mix playlist)

Depending on the actions of the players – and whether they achieved all three objectives – the fallout of this story will be quite different. If players were killed or arrested, play out a montage of scenes of funerals or being questioned by police.

For the player(s) that made it through the heist intact, craft a scene in which they can read/watch/listen to the news unfold. If the player is willing, have them narrate parts of it as though reading the news aloud.

Of course you should look for ways in which the Australian government might try to deny or minimise the reports – especially if objective 3 wasn't achieved. Uncovering the truth and reporting it is only the first step. What happens after that is beyond the control of even the Press Gang.

So did you stop the bad guys and save the day? Well there's and old go-to line that journalists use whenever they don't know how to end a story, because the story

hasn't really come to it's final resolution. When that happens reach down and pull out this closing line: "Only time will tell."

CREDITS:
Thanks for playing!
Scenario written by Kyle Evans
Portico font by Mehmet Reha Tugcu
Ink spatter elements by Loadus
The Dread system was created by The Impossible Dream.