

*Dark Streets
of Prague*

Rulebook

As a young adjunct in the Investigative Bureau of Prague, you will face various cases that take place in the dark streets of the Old Town. Some cases are less severe, some are more. But all of them will test your character and condition.

You come by night, as it is the only time when Prague whispers its stories with honesty...

Take a list of paper, which will make your “character sheet”, and into that you will write your basic stats, and their changes during the game, as well as found items and opened “cases”. You will file each case under its *particular name*, and you will gather *questions, hints, clues, and answers* for every such case.

But beware, by the end of the game (when you get through the deck to its very bottom, having no card in it), you need to have more cases solved (having an “answer” gathered for the case) than opened (the case is opened when you have a “question” for it) to win. Otherwise, you lose.

Another condition of losing is having a stat of yours dropped to 0. The game ends immediately when such a situation occurs, i.e., in this case, you do not wait until the last card of the deck.

The stats are four:

Courage

your resistance to fear

Courage measures your ability to face the city despite dread, threats, and the unknown. It does not represent the absence of fear, but the will to continue acting in its presence. Courage is lost when you are intimidated, cornered, or confronted with overwhelming horror.

If Courage reaches 0, the game ends in terror.

Sanity

your grip on reality

Sanity reflects your capacity to keep your thoughts coherent and the world intelligible. It erodes

when faced with contradictions, conspiracies, unreconciled truths, and phenomena that defy rational explanation.

If Sanity reaches 0, the game ends in madness.

Detachment

your ability to remain uninvolved

Detachment represents your emotional and professional distance from the case. It is lost when events become personal, when your past, pride, or guilt are drawn into the investigation. A lack of Detachment leads to obsession and tunnel vision. If Detachment reaches 0, the game ends in obsession.

Endurance

your physical condition

Endurance measures your body's ability to withstand exhaustion, injury, illness, and neglect. It is reduced by violence, pursuit, lack of rest, and physical strain.

If Endurance reaches 0, the game ends in collapse.

Another way of losing the game is when the text on a card tells you. And this may come in the form of new, acquired stats in which you need to avoid a critical level, stated on the card.

How to move in the old Prague

Shuffle the deck of cards and place it in front of you, pictures side up.

Every turn, take three cards from the top.

Without turning the cards:

1. Choose one card to discard – this path is refused.
2. Choose one card to be put at the bottom of the deck – this path is postponed.
3. Choose one card to play – this path you go.

Turn the played card and read what happens to you on this street.

Repeat these turns until you get to the last three cards in the deck. Then, you cease choosing and play one after another until there is none.

Game design and illustrations:
2026 Waclaw Traier at War Claw Games.

The game mechanics of choosing from three cards is taken from the DOOM PILGRIM board game by War Claw Games 2022.

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