

3 The Silver Surfer Papers — 2a + 2b combined, Grace Book whimsier, rule X moved to a keeper-only leaf with a refined seal system

3a One document, three leaves: bill of fare · grace book · keeper's seals (private)

THE SILVER SURFER PAPERS · LEAF THE
FIRST

BILL OF FARE ABOARD THE

SILVER SURFER

wisdom sold at sea · master & entire crew: L. Fishman

MOORED WHEREVER WATER REMEMBERS YOUR NAME

*Ship's rule: the captain never answers the question you asked. Tell him what you **don't** want to be true — he throws wrong answers overboard, one at a time, until what floats is nearly the truth.*

GALLEY COFFEE free

Poured from a pot that has never once been empty. One honest word about your problem. Refills are the same word, louder, over the wind.

CATCH OF THE DAY one truth

Name what you fear the answer is. The captain guts it and throws it back — one wrong answer gone, forever. Payment before the cast: a secret, or a new fact about yourself, said to the sea.

THE FRANCIS SPECIAL truth + trouble

A clear bearing — what to do next, never why it works. Served with a squall on the side, captain's choice.

THE CAPTAIN'S CHART don't

Waters you haven't sailed yet, marked in tomorrow's ink. You will follow it. You will not be able to say why. He keeps it under his coffee cup and it is always a little damp.

Gratuity: time. However long you stand at the rail, the tide keeps its own accounts.

No refunds · every answer true · the ascended drink free

THE SILVER SURFER PAPERS · LEAF THE
SECOND

• HEREIN •

The Grace Book

*being nine small rules for the asking of favours
from a madman who is only real in water*

* * *

- I. Landis is real only in water. A sea will do; so will a bath, a puddle, or a soup, if you are sincere about the soup.
- II. Ask as often as you can ask *with grace*. Grace means you tried on your own first, and can say what you tried, without mumbling.
- III. Grace buys clarity. Come graceful and the answer is plain as porridge. Barge in and the answer is a riddle — a true one, which is worse.
- IV. Every answer is true. Water will not carry a lie; it has tried, and it is embarrassed about it still.
- V. The first answer costs a truth of your own. Say a secret aloud, or invent a new fact about yourself. It is true now. Congratulations, or condolences.
- VI. Each answer after the first arrives with trouble attached. The trouble is complimentary. Landis insists.
- VII. Ask a fourth time and the madness bleeds: you learn a thing nobody should have told you, and you must act upon it, and you may not say why, and you will not want to.
- VIII. Talking to Landis costs a scene. Elsewhere, meanwhile, things are happening. They are not waiting for you. They have never waited for anyone.
- IX. Absent friends may be asked by letter. Radek answers plainly and for free — next session, after the courier has read it twice and understood it once.

"What don't you want?" is a graceful question.

— L. Fishman, at the rail

The Keeper's Seals

*a private leaf, for the keeper of the game alone —
players, this is not graceful of you*

* * *

Before play, for every riddle worth being stuck on, write three seals and close them: **the Nudge** (a single word or image), **the Bearing** (what to do, never why), and **the Answer** (plain as porridge).

Put them on the table. Sealed, visible, in order. Players should see that help exists and costs something; that is half the mechanism working already.

Every road opens the next seal. The captain's menu, a letter to an absent friend, honest searching in the fiction — all draw from the same three seals, in order. A road decides the *price* and the *postage*, never the contents.

No road skips ahead — save the Captain's Chart, which opens every remaining seal at once. That is why they shouldn't order it.

Cleverness is banked. Solve the riddle while seals remain closed, and each unopened seal becomes a *grace*: one free, graceful asking, held for later. Doing it yourself pays forward.

Mercy clause. If all three seals are open and the table is still aground, the Answer is simply true and the story moves. Nothing in these papers is allowed to sink the ship.

The seals are not a cage for the story. They are a promise that no one drowns in a riddle.

3b The Eyes Only dossier (**1a**) revised to match — command's clinical account of the same rules

EYES ONLY // ATLANTIS EXPEDITION

SO-7 · REV D

SECTION 7 — THE MADMAN PROTOCOL

Standing orders governing consultation of the civilian asset LANDIS FISHMAN, master and entire crew of the vessel *Silver Surfer*. Supersedes REV C, which he corrected in the margins before it was written.

7.1 LOCATING THE ASSET

The *Silver Surfer* holds no fixed berth. She is moored **wherever water remembers your name**. Fishman is only **real in water** – an ocean is standard; a bath, a puddle, or a soup is acceptable if the applicant is sincere about the soup. Look in and speak his name. Personnel who ask gracelessly report seeing only themselves.

7.2 APPROACH – DEFINITION OF GRACE

Consultation is unlimited in frequency and limited entirely by **grace**. Grace means: the applicant tried on their own first, and can state what they tried, without mumbling. **Grace buys clarity**. Graceful applicants receive plain answers. Graceless applicants receive riddles – true ones, which command notes is worse. All answers are true. Water will not carry a lie.

7.3 THE EXCHANGE – SERVICES & PRICES

Per the ship's bill of fare. The asset never answers the question asked; applicants state what they do NOT want to be true, and wrong answers are put overboard until what floats is nearly the truth.

GALLEY COFFEE	Free . One honest word about the problem. Refills are the same word, louder.
CATCH OF THE DAY	One truth . The applicant reveals a secret or commits a new fact about themselves, aloud. One wrong answer is then eliminated, permanently.
FRANCIS SPECIAL	Truth + trouble . A clear bearing – what to do next, never why it works – served with a complication, captain's choice.
CAPTAIN'S CHART	Do not requisition . Opens every remaining seal at once (ref. 7.4). The applicant will act on what they learn and will be unable to explain why. Command has stopped asking.

Standing surcharge: **one scene**. However long personnel stand at the rail, the galaxy keeps its own accounts.

7.4 SEALED INTELLIGENCE

For every riddle worth being stuck on, command holds **three seals**, written in advance and displayed closed on the table: a NUDGE, a BEARING, and the ANSWER. Every channel of insight – the asset, a letter to an absent expert, honest search of the scene – opens the next seal in order. Channels set price and postage, never contents. Riddles solved while seals remain closed convert each unopened seal to **one banked grace**: a free, graceful asking, held for later. If all three seals stand open and the expedition is still aground, the

Answer is simply true and the story moves. Nothing in this section is permitted to sink the ship.

7.5 ABSENT EXPERTS

Off-screen specialists (Dr. Radek, on permanent loan to the Genii) may be consulted **by letter**. The reply is plain and free of the asset's prices — but arrives **next episode**, after the courier has read it twice and understood it once.

DISTRIBUTION: UN, HEAD OF EXPEDITION — DO NOT SHOW HIM. HE'S
SOLE COPY (UN ≠ UNO) ALREADY READ IT.

Try next: "make **3a** + **3b** a printable handout file" · "riff on the seal system" · "now design the NPC rules to replace the morphing"

2 Riffs: 1b goes to sea, 1c gets whimsical

2a Ship's bill of fare · Landis sells wisdom at sea · *answers by elimination*

BILL OF FARE ABOARD THE

SILVER SURFER

wisdom sold at sea · master & entire crew: L. Fishman

MOORED WHEREVER WATER REMEMBERS YOUR NAME

Ship's rule: the captain never answers the question you asked.

*Tell him what you **don't** want to be true — he throws wrong answers overboard, one at a time, until what floats is nearly the truth.*

GALLEY COFFEE free

Poured from a pot that has never once been empty. One honest word about your problem. Refills are the same word, louder, over the wind.

CATCH OF THE DAY one truth

Name what you fear the answer is. The captain guts it and throws it back — one wrong answer gone, forever. Payment before the cast: a secret, or a new fact about yourself, said to the sea.

THE FRANCIS SPECIAL truth + trouble

A clear bearing — what to do next, never why it works. Served with a squall on the side, captain's choice.

THE CAPTAIN'S CHART don't

Waters you haven't sailed yet, marked in tomorrow's ink. You will follow it. You will not be able to say why. He keeps it under his coffee cup and it is always a little damp.

Gratuity: time. However long you stand at the rail, the tide keeps its own accounts.

No refunds · every answer true · the ascended drinkfree

2b The Grace Book, rewritten whimsical · almanac page · *grace buys clarity*

• HEREIN •

The Grace Book

*being ten small rules for the asking of favours
from a madman who is only real in water*

* * *

- I. Landis is real only in water. A sea will do; so will a soup, if you are sincere about it.
- II. Ask as often as you can ask *with grace*. Grace means you tried on your own first, and can say what you tried, without mumbling.
- III. Grace buys clarity. Come graceful and the answer is plain as porridge. Barge in and the answer is a riddle — a true one, which is worse.
- IV. Every answer is true. Water will not carry a lie; it has tried.
- V. The first answer costs a truth of your own. Say a secret aloud, or invent a new fact about yourself. It is true now. Congratulations.
- VI. Each answer after the first arrives with trouble attached. The trouble is complimentary.
- VII. Ask a fourth time and the madness bleeds: you learn a thing nobody should have told you, and you must act upon it, and you may not say why.
- VIII. Talking to Landis costs a scene. Elsewhere, meanwhile, things are happening. They are not waiting for you.

- IX. Absent friends may be asked by letter. Radek answers plainly and for free – next session, after the courier has read it twice.
- X. *(For the keeper of the game.)* Write three clues before play: a nudge, a bearing, and the answer itself, under seal. All wells draw from these, in order.

*"What don't you want?" is a graceful question.
– L. Fishman, at the rail*

Try next: "combine 2a and 2b into one document" · "give 2b's voice to the full rulebook" · "now design the NPC rules to replace the morphing"

1 Three directions for the Landis rules – each pairs an aesthetic, a deliverable format, and a different take on how clear his answers are

1a Mission dossier · printable rulebook · *clarity is priced*

EYES ONLY // ATLANTIS EXPEDITION

SO-7 · REV C

SECTION 7 – THE MADMAN PROTOCOL

Standing orders governing consultation of the civilian asset LANDIS FISHMAN, master of the vessel *Silver Surfer*. Supersedes all prior guidance. Cmd. authority: none known.

7.1 LOCATING THE ASSET

The *Silver Surfer* has no fixed berth and many hulls. Fishman is only **real in water**. Find still water deep enough to hold your reflection – an ocean, a cistern, a cooling tank, a diner coffee cup in extremis – look into it, and speak his name **with grace**. Personnel who ask gracelessly report seeing only themselves.

7.2 THE EXCHANGE – PRICE SCHEDULE

Every answer Fishman gives is true. Prices escalate per visit and reset when you leave the water.

1st QUESTION	A truth. Before he answers, reveal a secret or commit a new fact about your character, aloud. It is now canon.
2nd QUESTION	A complication. The answer arrives attached to a new problem the GM invents on the spot.

3rd QUESTION

Madness bleeds. You glimpse something the GM knows that your character should not. You must act on it, and cannot explain why.

Standing surcharge: **time**. A consultation always costs a scene – the galaxy moves while you sit with him.

7.3 INTEL TIERS – CLARITY IS PRICED

When you pay, choose what you are buying:

- **NUDGE** – a single honest word or image. Costs the base price only.
- **BEARING** – what to do next, not why it works. Costs the base price, and the GM adds a complication.
- **PLAIN ANSWER** – the solution, stated flat. Costs the base price, a complication, *and* advances the price ladder by one step.

7.4 ABSENT EXPERTS

Off-screen specialists (Dr. Radek, currently on permanent loan to the Genii) may be consulted **by message**. The answer is a full PLAIN ANSWER, free of Fishman's prices – but it arrives **next episode**, and whoever carries the message learns what you asked.

7.5 SEALED CLUES (GM ORDERS)

Every puzzle enters play with three clues written in advance and sealed: a nudge, a bearing, a plain answer. Whatever channel the players use – Fishman, an expert, a search of the scene – pays out from these seals, in order. Nothing is improvised under pressure; nothing is unwinnable.

DISTRIBUTION: CINCOS ONLY DESTROY AFTER READING. HE'LL KNOW.

1b Diner menu · table handout · *answers by elimination*

THE SILVER SURFER

fine answers · est. sometime · open wherever there is water

WE ASK WHAT YOU DON'T WANT

*House rule: Landis never answers the question you asked. Order by telling him what you **don't** want to be true — he crosses wrong answers off the universe, one at a time, until what's left is nearly the truth.*

BOTTOMLESS COFFEE free

The proprietor pours it herself; her name isn't on the menu.
One honest word about your problem. Refills are the same
word, louder.

BLUE PLATE ELIMINATION one truth

Name what you fear the answer is. Landis strikes one wrong
answer off your list, forever. Payment due up front: a secret or
a new fact about yourself, said out loud.

THE FRANCIS SPECIAL truth + trouble

A clear bearing — what to do next, never why it works. Comes
with a side of complication, chef's choice.

THE STRANGER'S NEWSPAPER don't

Borrowed from the quiet man at the bar — bottomless coffee
in hand, listening to none of it. Read tomorrow's headline. You
will act on it. You will not be able to say why. He's still
reading it; ask him to pass the sports section instead.

Gratuity: time. However long you sit in the booth, the galaxy keeps eating.

No substitutions · every answer true · ascended eat free

1c The Grace Book · one-sheet reference · *grace buys clarity*

The Grace Book

Ten rules for asking Landis. Print one per player.

- 1 Landis is real only in water. Find some, look in, say his name.
- 2 Anyone may ask, as often as they can ask **with grace**.
Grace means: you tried on your own first, and you can say what you tried.
- 3 **Grace buys clarity**. Ask gracefully and the answer is plain.
Barge in empty-handed and the answer is a true riddle. The table judges grace, not the GM alone.
- 4 Every answer is true. Landis cannot lie in water.
- 5 The first answer of a visit costs a truth: reveal a secret, or commit a new fact about your character, out loud.
- 6 Each further answer that visit adds a complication — true help, new trouble.

- 7 Push past three and the madness bleeds: you learn something the GM knows, and must act on it without being able to explain.
- 8 Talking to Landis always costs a scene. Things happen elsewhere while you do.
- 9 Absent friends answer too. Send a question to Radek or another expert: the answer is plain and free, but arrives next session, and the courier reads it.
- 10 **GM's rule.** Every puzzle has three clues written before play: a nudge, a bearing, and the answer. All roads pay out from these, in order.

"What don't you want?" is a graceful question. — L.F.

Try next: "merge **1b**'s elimination mechanic into **1a**'s dossier" · "expand **1c** into the full rulebook" · "now design the NPC-handling rules to replace the morphing"