



Penny Dreadful Game - Letter and Tasks

Letter to Vanessa Ives

London, 31 October 1891

Dear Vanessa,

I have terrible news to tell you: my daughter Minah, who is like a sister to you - despite everything that has happened - has been kidnapped! She has fallen under the terrible influence of a being not of this world, a creature of the night....

I must ask you to go to a place of darkness to do a night's work! But I dare not yet write you more details, for fear this letter might be intercepted and fall into the hands of our enemies. For the dark night-walkers, the witches who have pledged themselves to Lucifer, have also made their plots.

I am very worried about you! That horrible creature that seems to gain more and more power over poor Minah every day... it also desires you, for your soul has been touched by two brothers, of whom it is impossible to say which is more wicked, more cruel and more base. My good friend Professor Ferdinand Lyle deciphered an ancient hieroglyphic inscription on a relic I brought back from my last African expedition, which has had a strange effect on Minah ever since she.... since she changed. Simultaneously attracted and repelled by it, she walked around it in my drawing room, hissing at the object like a wild animal.

It is an ancient Egyptian canopic vase with the head of Anubis, you know, the jackal-headed guardian of the realm of the dead. It contains a mummified heart, of whom I do not know. Professor Lyle



was able to decipher the inscription almost completely, but it makes no sense to me: it announces the coming of a terrible HundEs god. If he and the Mother of Darkness do not find and recognise each other

in time, she will fall to one of the dark brothers of hell and eternal night will descend upon the world, so the prophecy says.

The Mother of Darkness is also called Scorpion in the Canopy and when Mr. Lyle read this passage to me, I shuddered very much, for I remembered how you once, when you were not well and your soul was tormented, stammered confusedly to yourself as if in feverish delirium. Blank horror, burning hatred and maniacal laughter alternated in a split second on your face and nothing you said could be understood. Nothing except the one thing you kept repeating: "The scorpion, the scorpion, the scorpion. I am the Scorpion!"

I dare not imagine the demonic relationship of all this, but of one thing I am aware: we are all in great danger. In order to avert the eternal darkness, you must first turn to it, you must become absorbed in it. To do this, you must go to a place of total darkness. Where and when, I will send you through Sembene.

But do not fear: you will not be alone: three friends will accompany you. Mr. Lyle introduced me to a most attractive young man who calls himself Gay or Gray, he is a bit vain but seems to be a good conversationalist. Furthermore, you already know the physicist I hold in high esteem, Dr Frankenstein - a little nervous and not averse to morphine, but I won't put anything past his scientific genius and impeccable virtue!

And then I hired another showman with amazing talents, an American called ETHAN Chandler. He's a bit rude, like all Americans, but I think you'll like him....

Unfortunately, I myself cannot enter the place of darkness, for an urgent mission in Zanzibar awaits me. But with the help of these friends, you will be able to fight the shadows, defeat the creatures of the night and solve the riddle of darkness.

May God and his dog be with you!

Your Sir Malcolm, who loves you like a father.



Tasks

1. Night Work

Minah is in the grip of vampires hiding in the docks of London. At night you creep around and discover the nest of these horrible bloodsuckers and corpse-eaters. But the escape route is cut off, so you must fight!

*The bloodsuckers camp in the gloomy harbour,
They prey on innocent citizens asleep
So kill the ghastly children of the night
With a crispy tuber you'll do battle!*

Congratulations, my lord! You freed Minah from the clutches of the vampires, but unfortunately you had to kill her in the process, as she had already become one of them. At least you saved her soul. Perhaps...

2. Madhouse

The grief over Minah's death and the reproaches you make to yourself lead to a relapse into madness. This round you spend in the asylum. Since your friends have made fools of themselves in everyone's eyes in their efforts to warn the public about the vampires, they are also interned there. Because of the drugs you are forced to swallow, your senses are confused, especially your sense of direction. Can you find your way out of the labyrinth of your confused thoughts?

*Forward becomes backward and back becomes front,
but does right stay right and left stay left?
Drive over the leaf with the pointed lead thorn
and break through the wall of the magic ring!*

Fresh from the asylum, you seek refuge in Murray Manor, Sir Malcolm's home. But a nasty surprise awaits you there. Your friend, the archaeologist Ferdinand Lyle, lies murdered amidst notes on a translation of the hieroglyphics on the canopy that Sir Murray mentioned.



Asylum Labyrinth





3. Deciphering Hieroglyphs

He has copied the hieroglyphs and translated most of them. You read something about a threat, but from whom? Unfortunately, the good Ferdinand Lyle was stabbed to death before he could translate the last four lines... Before you can complete his work, you must first learn to read hieroglyphics.

*You must learn to read the ancient glyphs,
Therefore, each of you heroes
first draw his heart's desire in picture-writing.
Together you will interpret the meaning
that needs to be proclaimed aloud.
Inspiration guides you with the pen!*

Now that you can read hieroglyphics, you can easily decipher the following text, which Dorian, as a compulsive aesthete, has of course immediately translated into verse.

4. Seance - Fight against the Witches

The following warning is written at the end of the prophecy on the canopy:

*The liar calls himself Lord of Light,
but he blinds and plunges into darkness!
Fear the servants of this evil wretch:
the brood of witches! Be ye a nuisance
and banish them with the knowledge
of their true form.
Paint them, draw them, name them:
so you make them cold!*

Wonderful, the witches are defeated for the time being, but unfortunately their master is still far from being defeated. In revenge for the destruction of his servants, Lucifer drives into Vanessa and takes possession of her.



5. Exorcism

Vanessa needs an exorcism as soon as possible, otherwise Lucifer will hold her soul forever. Whoever thinks that a priest or priest can do something is very much mistaken! Vanessa's body and spirit can only be cleansed by an elaborate ritual and a crystal-clear liquid. To prevent Lucifer from easily jumping over to one of the other heroes, they must of course also purify themselves spiritually.

*Is it a lie, is it a deception?
Which number? Show, once!
Oh I am mistaken, I am confused:
Must now drink, dice time....
But if I am right, drink, drink, drink!
Clear spirit, be bold,
cast him out, out of us:
this devil, with booze!*

The devil is banished for the time being, but you are exhausted from the many battles. Temptations are reaching for your souls: How nice it would be now to just take refuge in the gentle arms of Morpheus, Victor thinks. What refined pleasures await me tonight in the city's establishments, Dorian wonders. By then the full moon is rising and Ethan is suddenly overcome with anxiety. Vanessa looks at her friends one by one. Wouldn't it be so much easier to surrender to the darkness. How sweet it was to pay homage to evil and seduce her best friend's fiancé? How sweet is revenge and power and the ability to instil fear? - But then she comes to her senses! We are all ripe for a session with Dr Seward! she says.

6. Psychological Session with Dr Seward

The struggles so far have left the heroes severely passionate and psychologically shattered to the point where they are in danger of succumbing to their darker personality traits. Psychologist and hypnotherapist Dr Seward holds a group session with the heroes.

*Your heart: what moves it?
What is tearing it apart? What saws it apart?
What does it delight in? What does it long for?*



*That which is hidden - friends see it!
Let us know who awakens your desire?
Who your tears and who your frustration?
Love, marriage, or murder in cold blood?
You decide: Your word is your bond.*

7. Hour of Decision - The Mother of Darkness

Despite all precautions, disaster has befallen your friends. Lucifer has taken possession of Dorian's soul and driven into him. Victor was lured into a trap by Dracula with the promise of pure morphine and eaten by the creatures of the night. In his place now stands the Lord of Decay himself, the Dragon of Darkness: Dracula. And even your beloved Mr. Chandler could no longer resist the dark forces within him: he has become a ravaging beast. You must now face all three in the game of fate! If even one of them defeats you, you will be his!

*The die is not yet cast,
but what future does this game hold?
Will you slur in devilish tongues?
Will eternal darkness fall on earth?
Will the wolf of God reach his goal?
Your fate is in your hand,
Your luck of the dice will tell!*

And what happens then...?

Vanessa Wins

You have defeated them all? Now you are delivered from the powers of darkness! You find your way back to God and live a long and contemplative life as a nun in a Franciscan convent. Your special domain there is the herb garden and your cooking skills make you rise in the favour of your sisters so that you are elected the new abbess. Only at night do you sometimes sneak into the deepest cellar of the convent and feast on the darkness, laughing and speaking in tongues. But no one knows about this. Only a few decades after your death you are canonised and become the patron saint of all confused souls.



Lucifer Wins

Lucifer has won your soul? At the side of the Prince of Hell you wage eternal war against God and the angels. You take the name Lilith, the soul hunter, and are restless and restless on the hunt for souls that you can bring to your spouse. You seductively haunt the sinful dreams of men of all ages, sucking the life force out of them night after night, giggling teasingly.

Dracula Wins

You have succumbed to the dragon? As Dracula's bride, you rule the entire globe, which is now plunged into eternal night. Ghouls and scavengers roam the dark winding alleys of undead cities.... Maggots, rats, crows and all other creatures of the night feast on the great banquet of the dead and the macabre glory of pestilence reigns eternal on earth.

Ethan Wins

Dâr Hâundi, the dog of God, has conquered you? Together you run away and experience many adventures. The only thing that bothers you is his wolfish appetite for fresh, bloody meat and you are worried that the trail of blood and destruction he leaves behind could soon lead the police to you. But thanks to your occult skills, you always manage to lead them astray in time. At some point, you decide to avoid humans and retreat to a cave in Mexico where you raise your litter of pups. You feed on prickly pears, wild animals and the odd adventurer who strays in.

No matter how the game ends: Vanessa is the mother of darkness and gets to rule the realm of darkness for a whole evening...