

MODIPHIUS ENTERTAINMENT'S OFFICIAL DIGITAL MAGAZINE

# MODIPHIA

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## STRANGE NEW WORLDS

**EXCLUSIVE!**

Strategy guides and  
background articles for  
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*Space 1889*

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A NEW *STAR TREK ADVENTURES* MISSION AND  
AN INTERVIEW WITH *STAR TREK*'S RICK STERNBACH

**MODIPHIUS**  
ENTERTAINMENT



# OUT OF THE ETHER



**SPACE: 1889**

TEXT: **Stefan Küppers (Introduction) and Dennis Maciuszek (Port Progress)**

TRANSLATION: **Nicole Heinrichs**

PROOFREADING: **Daniel Thibault**

PHOTOGRAPHY: **Nico Mendrek**

ILLUSTRATIONS: **Daniel Jödemann (Map of Port Progress), Juha Makkonen (Ray gun), Mia Steingraber (Scientist), Eric Lofgren (Space suit)**

In **Space: 1889**, the fantasies of Jules Verne, H G Wells, Arthur Conan Doyle, H Rider Haggard, and others are brought to life — classical adventures and science fiction stories with a nostalgic touch. You play in an era of technology and progress, in a world illuminated by gaslight, powered by steam, and infused with the spreading wonders of electricity and ether.

There are adventures for gentlemen (and ladies) to be found on London's foggy streets and in the salons of Paris, as well as on the dusty roads of Syrtis Major and under the jungle canopy of Venus. Soldiers can be found in service to their country from Afghanistan to Martian Parhoon; inventors test out their new devices from the Moon to Meepsor; historians lose themselves in the dusty archives of Martian city-states in search of secrets of their ancient peoples; and wild Lizard-men and proud Martian steppe warriors carry out missions to protect their tribes; all to earn fame, influence, and honor.

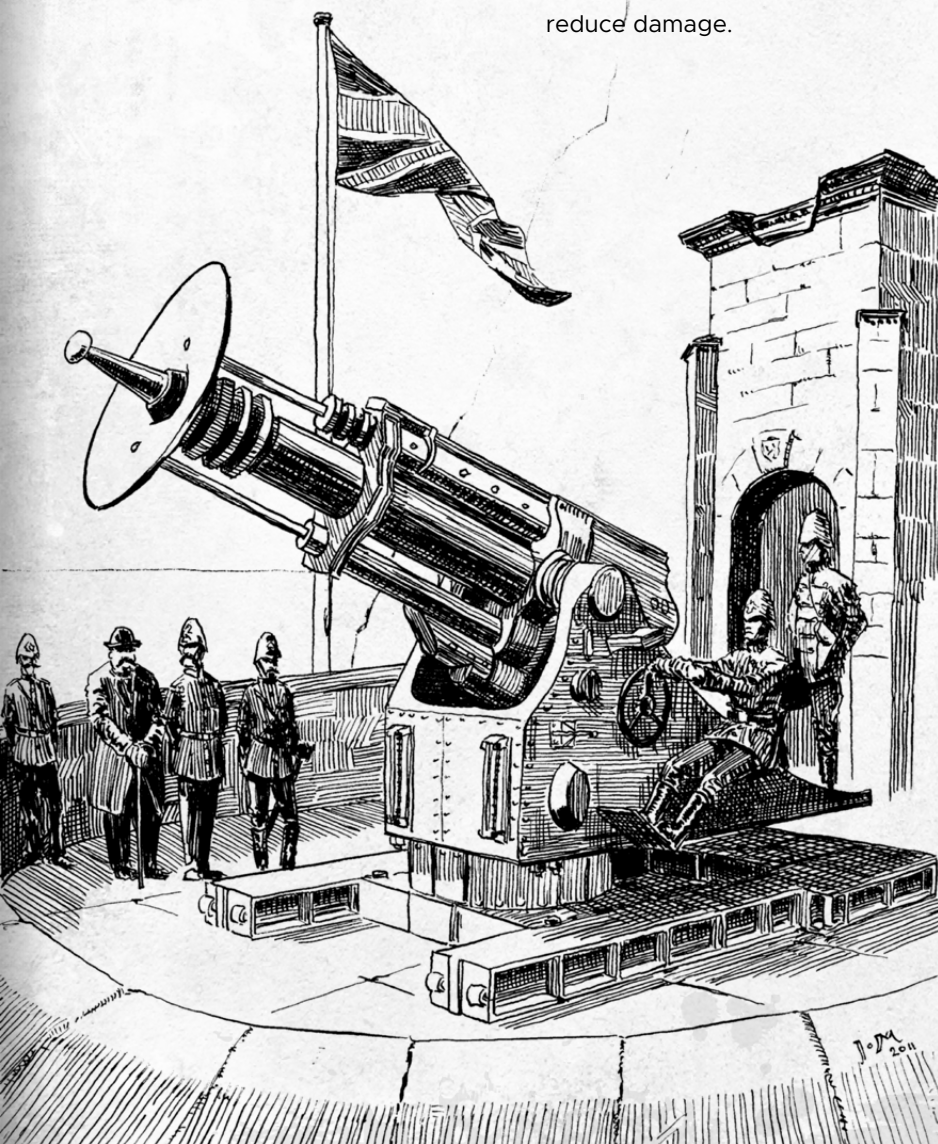
With **Space: 1889**, the entire Solar System of 1889 awaits your travels.



The **Ubiquity Rule System** is used in various RPGs such as *Hollow Earth Expedition* (a Hollow Earth pulp setting with Nazis and dinosaurs), *Desolation* (a post-apocalyptic fantasy world), and *All for One* (musketeers in 17th century France) — demonstrating its tremendous versatility. Its basic rules are simple and quickly explained. The Gamemaster determines the *Difficulty Rating* of an action, which the player must then exceed with his roll. The combined rating of a *Skill* and an *Attribute* determines the size of the dice pool used to resolve the action. Players can

use any dice available, with even numbers counting as successes. To avoid time-consuming dice rolling orgies you can also *Take the Average*, which is half of your character's *Rating*, to get an automatic success. For example, if a player's character has a Larceny rating of 6 and the Gamemaster sets the Difficulty of the task at 3 successes, the player may *Take the Average* to automatically succeed without rolling any dice.

Talents allow for special actions, such as drawing a weapon more quickly, providing allies with skill bonuses, or even entrancing a target during combat so that they lose interest in attacking. *Style points* enhancements can buy bonus dice, boost Talents, and reduce damage.



**The Space: 1889 Core Rules** are available in stores now! Check out the free Quickstarter on [clockwork-publishing.com](http://clockwork-publishing.com)

Sourcebooks on **Venus, Mercury**, and the **Marvels of Mars** (including detailed information on Martian technology and creatures) will soon be available as well.

Of course, all **Space: 1889** books are available as PDFs from [www.modiphius.net](http://www.modiphius.net) — including several adventures not yet released in print:

- **The Strange Land** by Gareth Hanrahan
- **London Bridge has Fallen Down** by Andrew Peregrine
- **Nocturne in the City of Lights** by Kieran Turley

Just to give you a taste of what is possible, the following is a short adventure seed based on the setting of Port Progress.



# Researchers wanted in Port Progress!

## AN APPEAL TO THE YOUNG ENGINEERS OF THE WORLD

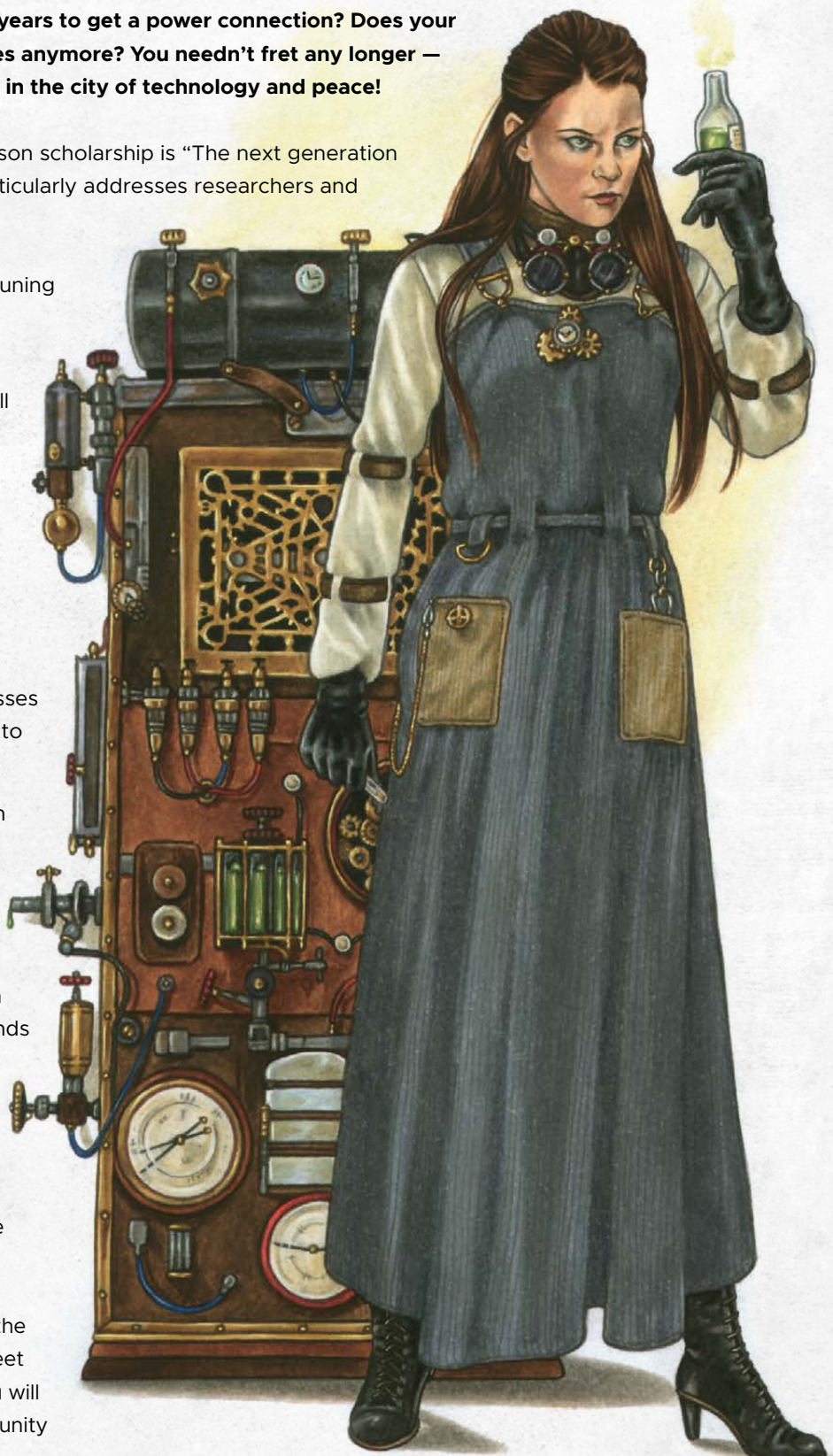
**Your laboratory is too small? Waiting years to get a power connection? Does your PhD supervisor not grasp your theories anymore? You needn't fret any longer — apply today for an Edison scholarship in the city of technology and peace!**

This year, the leading theme of the Edison scholarship is “The next generation of ether travel”. Therefore, this call particularly addresses researchers and inventors in the following fields:

- Ether engineers specializing in fine-tuning ship propulsion and solar collectors.
- Astrogators and surveyors working on mapping projects on Earth as well as in space.
- Engineers of Photography and Heliography as well as keypunch operators for the improvement of communication systems and the operation of mechanical and quasi-biological apparatuses.
- Exobiologists with evidenced successes in acclimating extraterrestrial plants to terrestrial environments.
- Philologists and anthropologists with knowledge of Martian languages for the translation of texts concerning engineering.
- Ethernauts and aviation pioneers for studies of long-term residence in space (applicants without family bonds preferred).

The progressive face of our city will greet you in New York Harbor. An electrical tram will take you across the Brooklyn Bridge to Port Progress in the South of Jamaica, Queens County.

Alongside the cheerful employees and the friendly staff of the city who you will meet at your arrival in the morning hours, you will work in the world's most modern community



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— with the privilege of living here! Our high standard in selecting our citizens secures a cultivated and law-abiding neighborhood.

During the weekend, if your ambitions grant you a break, the tram will take you to the harbour where you can take a trip to Jamaica Bay, visit the aquarium, or take a walk along the beach hoping for a sudden inspiration which you can then discuss with your colleagues at the clubhouse.

On the day of your arrival, your personal mentor will meet you for a first conversation, designed to help you settle in. The leading engineers — among them the architect of the visionary Port Progress, Mr Edison himself — are accommodated in classicistic mansions along the Faraday Belt, the outer ring road. Here you will also find your workplace in one of the spacious workshops.

Construct components on illuminated, flexible drawing boards. Browse through endless storage halls searching for raw materials. Use the latest tools or pass on the job to one of our assiduous craftsmen. Make a reservation for a spot in the chemistry lab, and find an experimenting table waiting for you the very same day, including all required equipment, chemicals, and a lab technician attending to your every need. Use the pressure and isolation chambers, the water tanks — or the glass-coated incubators in the greenhouses. Every workshop has a hot water connection as well as a power supply and a telephone. Apply for computing time on the city's

Babbage analytical engine to analyze your tests.

In the East of the outer ring you will find the well-appointed library. There is a briefing every Monday to introduce you to the work with index, microfilm archive, and phonographic records.

The living quarters of our employees are easily accessible on Ampère Street, the next ring road towards the city center. This is also where the doctor practices and lawyer offices are located.

As a scholar, you will receive a monthly wage of \$25 as well as a temporary residence in Ohm Avenue (on special application, this applies to a small staff of consultants as well). At ground level, you will find shops for the everyday and not-so-everyday needs. Even on a winter's evening, you can go shopping in bright light: all street lanterns are electrical.

Your apartment building reaches up to seven stories. On the roof terrace, where the house community maintains picturesque pleasure gardens, observatories, or heliograph stations, you will be close to the stars. Some rooftops even provide landing space for a small aircraft.

You can reach your elegantly furnished apartment by a paternoster. Your Remington typewriter already awaits you on your desk. You can use the pneumatic telegram tube for your written correspondence. Thanks to its label, the pneumatic tube can easily be told apart from the waste shaft, which is connected to

a steam-powered compactor in the basement. Your shirts, suits, and dresses go into the laundry chute through which they slide directly into the building's chemical-hydraulic dry cleaning.

The broad Boulevard de Coulomb constitutes the inner ring road and encloses the Volta Park including the opera house. You may also enjoy the end of your workday in an Italian, Siamese, or Martian restaurant, which are all located in the ground floor of an office building.

Fees for medical treatments are covered by your scholarship up to an additional \$25. You can cover all your expenses arising during your stay conveniently by transferring your patents to the Edison Trans-Etheric Company, the Edison Difference Systems, or the Edison General Electric Company (which is currently being established).

An academic background is not required. Whether you are a genius tinker, a researcher with extraordinary experience, or a sharp-minded lady who was denied access to a university — apply now. Language skills and visits to other planets give you an edge!

Send your application in duplicate, including certificates, letters of recommendation, and (if available) publications, patents, design drawings, or photographs, to:

The Edison Scholarship  
119 Boulevard de Coulomb  
Port Progress, NY  
USA

# A Guide to Port Progress

In 1887, Thomas Edison needed a new laboratory and, thanks to his ether patents, he had the resources to build a complete city of science founded on his ideals — progress and pacifism. Port Progress is designed as a utopia for scientists and tinkers, regardless of their personal

background. In the following you will find a map and a description of the city as well as some of its most prominent inhabitants. You will find some ideas on how to spin adventures around Port Progress; feel free to include them into your game as you see fit!

## A: FARADAY BELT

### 1: Thomas Alva Edison

The leading inventor in the fields of ether navigation and electricity is more a tinkerer than an academic. Scientist characters who win one of his closest colleagues (chief lab assistant Charles Batchelor or the young electrical engineer Arthur Edwin Kennelly) as a Mentor might be able to work with him on one of his experiments. If that succeeds, it could lead someday to flights further into the Solar System. However, such characters need to look out for rivals. Industrial spies might gain access to a garbage compactor and steal the remnants of documents. Are they enviers or foreign agents, or are workers sympathizing with the Paris Commune behind all this? Telegrams have already been redirected illegally via the pneumatic tube. Maybe the characters even have to stop a mail bomb on its way through the tube system?

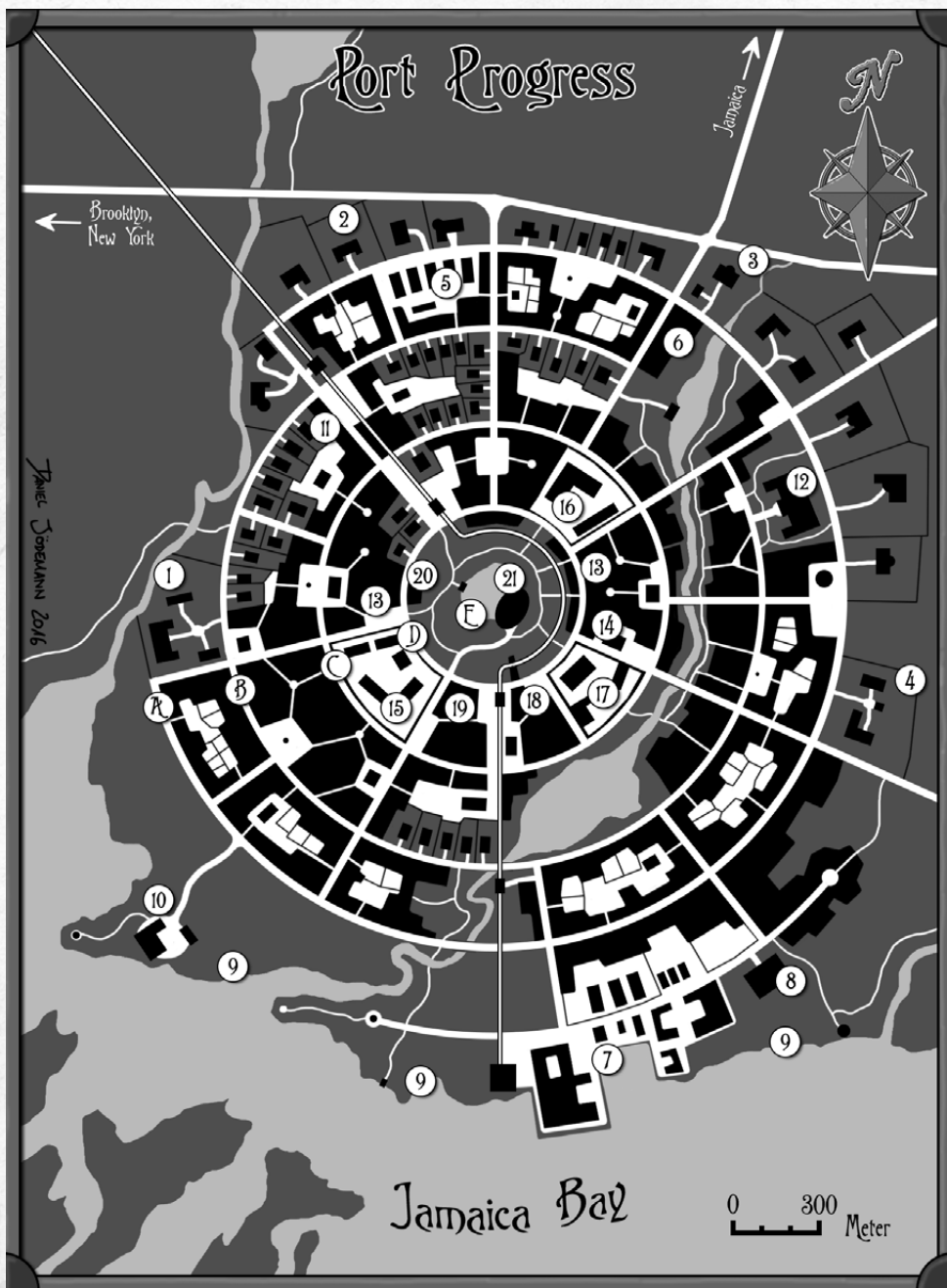
### 2: Francis Robbins Upton

This mathematician and physician is the academic counterpart to the empirical Edison. He provides the necessary math, and he is bursting with new ideas, too. Equipped with prototypes of navigation and display apparatuses, Upton might send the characters on a newly charted course across the ocean, to Mars or even across the Asteroid belt, surveying and mapping unexplored lands and worlds.

### 3: William Kennedy Laurie

#### Dickson

This 29-year-old Scotsman is working on a groundbreaking





technology: the Kinetograph, an early film camera. Through a peephole in a cupboard, the Kinetoscope, the viewer will soon be able to watch the celluloid film which is illuminated by a light bulb. In the game of *Space: 1889*, Dickson can also supervise research projects on analytical engines as a Mentor. Just as his Kinetoscope from the year 1891 did not grant the viewer a look inside the inner mechanism, Dickson's lab is also locked and secured with a punch card lock. Adventures might include alarm system tests, the introduction of a Differoscope as a street sign (with official, secret, or subliminal messages), or analytical engines designed to support political unification processes that then take on a life of their own.

#### **4: Alice Eastwood**

It is one of Edison's concerns to improve the oxygen supply during long ether journeys. Can the robust plants of Mars or the thriving plants of Venus be cultivated in terrestrial greenhouses? By a recommendation letter of Alfred Russel Wallace, Edison came across this 30-year-old teacher, botanist, and wilderness guide. Eastwood has started to plant various extraterrestrial crops in the greenhouses—and the biologist always has a need for new supplies. She tries to crossbreed these alien crops with plants from Earth. At the same time, she is drawn back to the Rocky Mountains now and again. During these trips, she leaves her research to her staff, and their work is piling up. By now, they are already crossbreeding alien and

terrestrial animals. Should they succeed, it is only a matter of time until carelessness or criminal intent might lead to the break-out of a monstrosity.

#### **5: Storage Halls**

Some of these guarded buildings store secret prototypes, from personal gear to vehicles and aircraft (according to some rumors, even weaponry).

#### **6: Library**

In addition to a remarkable collection of reference books, the library also entails audio-documents on phonographic rolls. Edison collects Martian writings, especially about his idol, the inventor Zeenos Quantaani who is supposed to have lived thousands of years ago in the Tossian city Thymiamata. There is even a secret archive in the basement where scholars with language expertise work on translations. One of the archivists is actually an agent for the German secret service Abteilung Z.

#### **7: Port**

#### **8: Aquarium**

#### **9: Beach**

#### **10: Clubhouse**

### **B: AMPÈRE STREET**

#### **11: Lewis Latimer**

Starting his career as an engineering draftsman, Latimer (an African American) made a name for himself as a legal expert. He deals with patent matters and is loyal to Edison (just as most of New York's judges).

#### **12: Hospital**

The hospital provides a high standard of care—but patients

also run a high risk of ending up as a lab rat for an innovative treatment. It is thus not just for humanitarian reasons that the doctors sometimes go to the poor areas of New York. For a small fee, willing test persons can be found here on every corner.

### **C: OHM AVENUE**

#### **13: Shops**

The shops provide many a commodity, although at higher prices than in New York City. Service providers like the Pinkerton Detective Agency have their offices here as well.

#### **14: Post and Telegraph Office**

### **D: BOULEVARD DE COULOMB**

#### **15: Edison Trans-Etheric Company**

A branch of Edison's ether transport company that offers flights (from Lakehurst) to Mars (Thymiamata, Syrtis Major, Copratia) and Venus (Venusstadt, Nuova Firenze).

#### **16: Edison Difference Systems**

#### **17: Edison General Electric Company**

The office building seems to be unused, but now and again stagecoaches drive up to the construction site. Soon every window will be illuminated with electrical light. This will be the place of the company uniting all of Edison's electricity firms.

#### **18: Italian restaurant**

#### **19: Siamese restaurant**

#### **20: Martian restaurant**

### **E: HUB**

#### **21: Opera house ■**