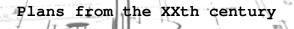
Three Fourteen Games

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Investigation, action and horror scenarios have characters visiting many locations. interviewing people, and finding places to serve as information sources. This book offers straightforward visual aid to the GMs who need his PCs to visit one of these investigations. It includes plans for fifteen places often visited in games of the three genres. If you have something planned or – as is usually the case - the players have a totally different idea, we trust Plans from the XXth century will help you to handle the scene.

In all the plans where the change in size or distribution through the years has not been of relevance, we have chosen to get rid of elements that would be present in one era, but not in others. For example, in the Library (p. 17), we have not included any computers. For many years it is expected that there are going to be computers at a

library, at least, for the use of the librarians. However, for the usage of this book to be as broad as possible, we have removed these kinds of objects. On the other hand, where the change has been too big and made us re-draw the whole plan (as for the Office, p. 14), we have decided to include them as their presence would be obvious.

All the plans present in the digital version of this book are independent and selectable images. This means you can "copy and paste" each plan into a personal document you need to create your own scenario, or prepare a handout for your players.

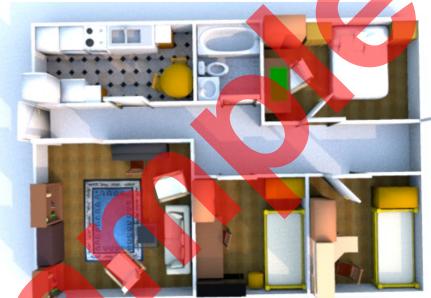
At the end of the book you will find two grids, the first one squared, and the second one hexagonal, to use these plans in a game with miniatures. In the same way, each place includes dimensions both in meters and feet, to assist their use with figurines.

LOFT



FLAT





FLAT
Measures:
10x7 mts. (32.8x23 ft)
70 m2 (753.5 sq ft)
Eras:
1918 - Today

PCs are investigating a flat. When they enter, they see a lot of mail several weeks/months old, on the dining room table. It is addressed to one of the PCs. Why is it there?

