



- Fast, Furious, Fun exploits battling the forces of evil. Can you and the others solve the mysteries plaguing the world of 1930? The game is set in New York and will go to many places.
- Simple character creation. Fun, well-rounded characters in minutes not hours like some role playing games.
- Classical pulp archetypes like the crime-fighter or the private investigator. Want to do something special and unique, it can be done, easily!
- Yes you will be rubbing elbows with some of the classic heroes of pulp. Doc Savage and the Shadow are there in the background. Will you outshine their exploits with those of your own doing?
- Simple uncomplicated rules. Spend time playing your character, not wasting time trying to figure out how the rules work like other role-playing games force you to do.
- Pulp Nocturne 1930 is a labor of love for me. I've been involved in the role playing game community for over 30 years. I have experience, imagination and vision. Pulp Nocturne 1930 has been in play since 2007.
- Pulp Nocturne 1930 is an opportunity for you to express yourself with a literary venue. Tell the story of how your character got that scar on their hand. Explain to the world why your character is a hero.
- The plot complexities are thick like the shadows of a dark mysterious alley. Are you going to walk through the alley and discover what's making that odd creaking noise at the other end?
- Bring an open mind, an imagination and some dice. Have fun interacting with real live people face to face.
- The world has many elements that make for wonderful gaming environs. Supernatural horrors, evil masterminds out to rule the world, crazy science and curious magic all blended together with intense mysteries to solve.

Flat Land Games is:
28990 S. Wixom Road,
Wixom, MI. 48393.
248-773-7854

Heroes Are Wanted! Can You Save The Day?

Pulp Nocturne 1930, a Savage Worlds RPG event, is usually Friday nights from 6 PM to 11 PM at Flat Land Games in Wixom, MI. .

Please go to the **Pulp Nocturne 1930** web site to get a feel for the game and characters and send an e-mail to me so we can work out a character for you to play.

Pulp Nocturne 1930 uses the Savage Worlds role playing game system and the Reality Blurs role playing game systems along with Bureau 13 content from Tri-Tac Games.

Don't forget to follow **Pulp Nocturne 1930** on FaceBook.

Pulp Nocturne 1930 website:
www.pulpnocturne1930.wordpress.com

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