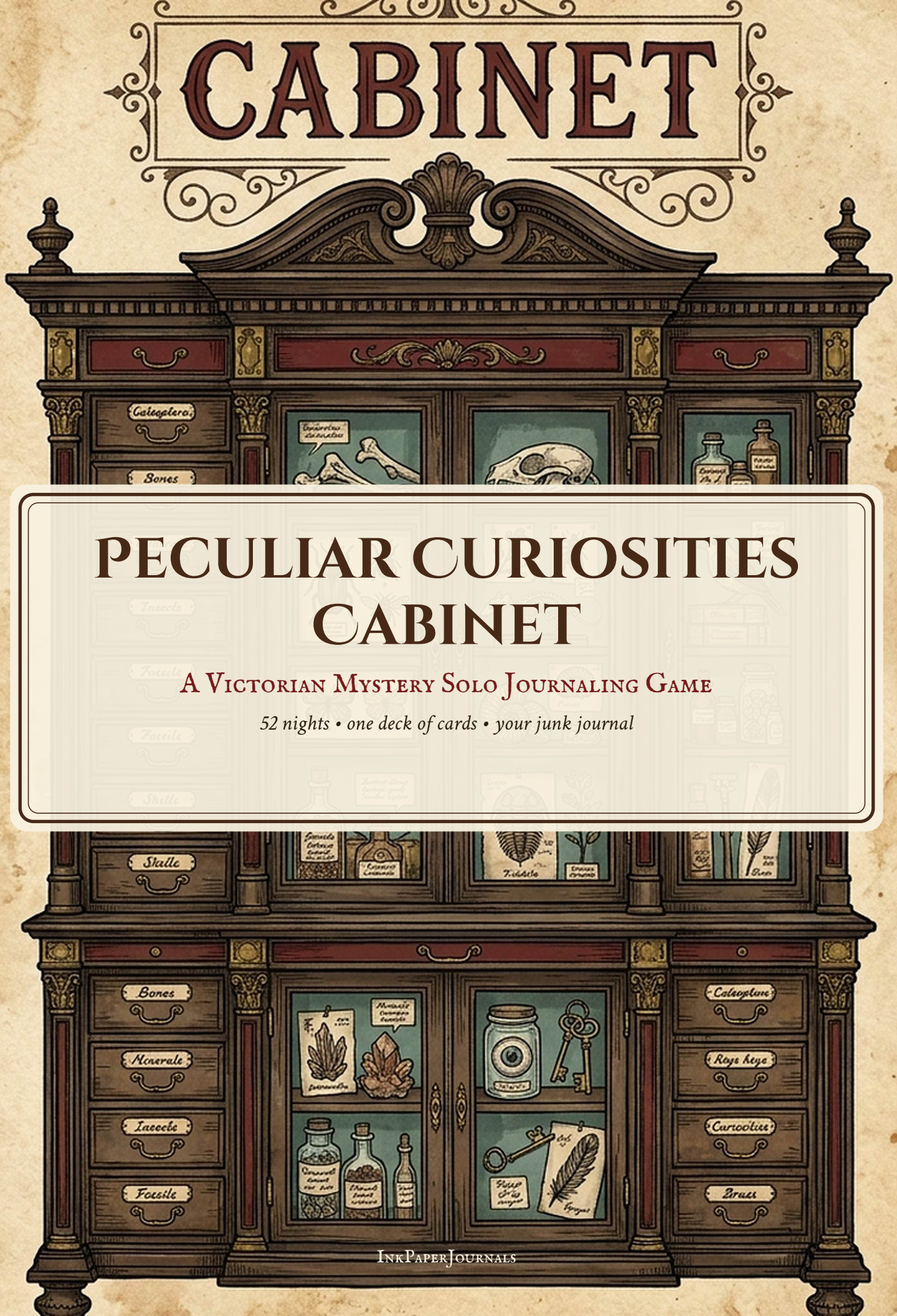

PECULIAR CURIOSITIES CABINET

A Victorian Mystery Solo Journaling Game

52 nights • one deck of cards • your junk journal

InkPaperJournals

Welcome, Player

Peculiar Curiosities Cabinet is a solo journaling game. There is no winning or losing, and no one to impress. A deck of playing cards tells you what happens; you decide what it means, write it down and turn it into a page of your junk journal. Over 52 cards you will build a whole handmade book around a story that is entirely yours.

What You Need

- A standard 52-card deck of playing cards (jokers removed)
- A junk journal, notebook or a stack of the printable kit pages, to serve as your casebook
- Pens (brown or black ink suits the era), pencils and a glue stick
- Optional: tea or coffee for staining, sealing wax or stickers, string, needle and thread, rubber stamps, a magnifying glass, keys, old book pages and pressed flowers
- Optional: candlelight, a pot of strong tea and a rainy evening

How Long It Takes

Each card takes about 15 to 45 minutes, depending on how much you make. Many players draw one card an evening; some play an entire chapter in a weekend. There is no wrong pace.

Safety & Comfort

Some prompts touch on loss, fear or loneliness. You are always in control: skip any prompt, change it, or draw again. The game is meant to be a cosy companion.



Two teacups on the parlour table, one with a trace of rouge on the rim, one untouched.

Record

Who took tea here the day Ambrose died?

Make

Glue down two teacup shapes; tea-stain one and leave the other clean.

Night No. _____ *Date* _____



A family portrait with one face carefully painted over.

Record

Who was removed from the family, and why?

Make

Make a frame from a kit page and leave one figure blank or covered with a paper patch.

Night No. _____ *Date* _____

Cabinet Tracker

Fill one drawer each evening

Act I: The Inheritance (Drawers 1–13)

1	2	3	4	5	6	7
8	9	10	11	12	13	

Act II: The Catalogue (Drawers 14–26)

14	15	16	17	18	19	20
21	22	23	24	25	26	

Act III: The Locked Room (Drawers 27–39)

27	28	29	30	31	32	33
34	35	36	37	38	39	

Act IV: The Reckoning (Drawers 40–52)

40	41	42	43	44	45	46
47	48	49	50	51	52	

Clues: mark the suit of each Ace in order

◯ 1st ◯ 2nd ◯ 3rd ◯ Last!