



MINISTRY OF EXTRAMUNDANE AFFAIRS

CASE FILE 2:

Jenny Greenteeth

A boy is missing, and an informant claims something called a ‘grindyflow’ is responsible. Sir Monty (the informant) is a source of endless false alarms, but he’s threatening to go to the press and talk if the Ministry doesn’t send a team. Chapter House aren’t going to send their best to go and tell an old eccentric to keep quiet, so this is very much an assignment for an inexperienced team to engage in some secret community engagement. After all, he can’t *possibly* be right. Can he?

Player characters: 2-5

Suggested XP level: Novice (approx. 350); you can also use stock sample characters or create new ones.

Length: 2 hours, assuming the players have already created their characters.

Themes: Investigation, horror, some action (low threat)

Content warnings: As with many fairy tales, this scenario involves a monster with a taste for human children. Consequently, child mortality and grisly details are present.

*This scenario has been written with the assumption that the GM is fairly new to Ministry but has run other games in the past, and follows a similar format to the introductory scenario laid out in [Case File 1](#). This mission is designed so that it can be run as an introductory scenario, much like Case File 1, but **note that this scenario has a much more open-ended conclusion**, so as the GM you’ll want to be prepared to go with the flow, as it were! That said, by the standards of a truly freeform scenario, it’s rather more ‘on the rails’ at the start so as to help keep things moving.*

If you have thoughts or feedback about this scenario, we would be most interested to hear it via [Facebook](#)/[Twitter](#)/our website. Your feedback can then play into future Case Files, or even prompt alterations to this one to the benefit of anyone else who plays it!

New to *Ministry*?

If this is the first session of *Ministry* you've run, then it seems reasonable to assume you haven't committed the rules to memory like some sort of superhuman sage. It's therefore worth directing you to the first three pages of the section in the rulebook on *Playing the Game*, which covers how to start off a session, a list of the things you should have to hand and the rudimentary basics of the ruleset. It's also worth checking that the players understand those basics, namely: how to take a Stat test, how to use their Skills, and how to spend Fortune Tokens. The rest can be covered as you go along.

THE CONTEXT

You can skip this bit if the players have played Ministry before.

If the players have created a character, they will already be familiar with the broad context they're in. If they're using sample characters and have not read anything prior to the session, then the broad brushstrokes are this: it's 1941, and they are about to begin a new job working for a government ministry that the public have never heard of called the Ministry of Extramundane Affairs. They will be policing the hidden supernatural underbelly of the United Kingdom, and this will be their first mission in the field.

If they're using sample characters and haven't had a chance to read the bios on their character sheets, they should do so now.

Prior to being approved for active duty they have been put through some perfunctory combat training in Hereford with the Special Operations Executive (also known as the Ministry of Ungentlemanly Warfare... Google it if you don't believe us). This means they will know how to operate any of the weapons listed in the kit list, even if they're utterly rubbish with them.

In peacetime, new agents would be assigned to established teams. Right now, what with the war, most of those teams are off doing exceptionally dangerous things, and so these new agents are being put into a team together in the hopes that they'll just sort of muddle along.

The story will begin at Chapter House, the Ministry's HQ. Their characters will have been here before, during induction, and will recall a very long afternoon involving the completion of countless forms before being poked and prodded in the medical wing. You can describe Chapter House as much or as little as you like; it's described in detail in the [World of Ministry PDF](#). It's probably a good idea to keep things brief, though. Whilst there's plenty to say, it's all exposition that can be discovered over time in future sessions.

Don't forget to provide a little historical context as well. Right now, it looks like Mr Hitler's going to win the war. Barrage balloons hang over London, and seeing people left with nothing in the wake of a bombing raid is a common sight. Whilst it's starting to look like maybe the Nazis have given up on a ground invasion of the UK, signs have been removed from the roads to confound invaders and spies.

Part 1: You're all going to Devonshire

Tuesday 29th April, 1941. 11a.m.
22 Threadneedle Street, London: Chapter House.

THE PLEASANTRIES

You can skip this bit if the player characters have already met, and the players have played before.

The session starts with the player characters congregating in the hallway outside the office of their boss: Mr Pilgrim. Get the players to describe how they look and let them make introductions to each other as they wish, then choose an appropriate moment for the secretary on shift to usher them into Mr Pilgrim's office.

Upon entering the office, the players find themselves in a dark wood-panelled room. A large desk sits in the centre of the room, and there are a number of chairs set out in front of it equal to the number of agents in the team.¹ Mr Pilgrim is sitting behind the desk. The cut of his suit is about thirty years out of fashion. It's hard to tell his age; he looks to be anywhere from his late thirties to his mid-fifties.

Mr/Ms Pilgrim: the GM's mouthpiece

As the GM, you should absolutely make Mr Pilgrim your own; as the closest thing to being your voice in the story world you should change anything and everything about him/her to be what you envisage as the leader of this strange government organisation.

MR PILGRIM'S BRIEFING

Mr Pilgrim greets the agents, and either congratulates them on being cleared for field duty or congratulates them on the conclusion of their last mission. After that, it's straight down to business. He explains the following information to the team:

- Sir Montgomery Arnsham (bumbling son of a late, great, power-couple of Ministry agents) has told us that he believes a creature called a grindylow is responsible for the disappearance of a young boy named Alfie Smith. Alfie disappeared from Oakford 16 days ago on Sunday 13th April.
- Oakford is a village 8 miles north-northwest of Tiverton, in Devonshire.
- Sir Monty lives in Pinkworthy Manor, just outside Oakford. His "tip-offs" are usually false leads, but he's being very insistent this time, and has threatened to go public about our inaction on this matter, which of course would mean going public about the Ministry itself. We could put out D-notices and the like, but we'd probably get some unwanted attention nonetheless. It's just easier to send a team so he thinks we're taking him seriously, and for that team to tell him, politely but firmly, to shut up. Sir Monty has been told to expect a team for afternoon tea at 4pm, so you'll need to head off straight away.
- Mr Pilgrim doesn't know much about grindylows - they aren't generally a problem - but asked the Chapter House librarian to bring up a few tomes for you to peruse during the drive down: Dee's *Esoteric Fauna* and *Utha's Menagerie* by Blake. The team are expected to bring these back to the library upon their return, and while they shouldn't wave them around in front of the public, they aren't dangerous, nor will people think anything of them - they're just mythology books.

¹ The chairs in Mr Pilgrim's office are a hotly debated topic among Ministry agents. Regardless of how many people walk into the room, the number of chairs laid out is always correct, yet there are no spare chairs anywhere in sight. Four-agent teams have left the room, looked over their shoulder as a team of three open the door to go in, and suddenly one of the chairs has gone. Where the chairs go and where the chairs come from is something no-one in Chapter House seems to know. Except Mr Pilgrim, of course. He seems happy to keep the knowledge to himself; it's just one of the many things about him that don't seem to make sense.

Finally, and most emphatically, Mr Pilgrim will remind the team that the extramundane must be hidden from the public if at all possible. If there is a way to help someone rationalise what if anything they saw, then that's what's best. Of course, they don't have to worry about that with Sir Monty – he's in on it!

With that, Mr Pilgrim bids the team good luck and suggests they head down to the garage and hop in their Austin 8.

THE QUARTERMASTER & THE GARAGE

It's almost certainly not needed for this session, but should the team need to visit the quartermaster for any special issue kit (see the kit list on the normal character sheet, or [here](#) if you're using a sample character), then you the GM can decide how you'd like to portray the mythic guardian of the treasure. A common portrayal is of a double amputee veteran of the Ministry called Sergeant Locke, sporting a well-groomed white moustache of the sort that was popular during the Great War. He tends to be unflappable in the face of any nonsense from field agents and will always ensure the paperwork is done "right and proper." Just like Mr Pilgrim, you should find your own voice for him. Previous incarnations have involved a polite yet banterous cockney and a jovial Scotsman telling agents to "[proverbial] off" when making frivolous requests for serious equipment.

THE FIRST STAT TEST: NAVIGATING LIKE A CHAMP.

Now it's time to get to Oakford. Since all the UK's road signs have been taken down, the team's first challenge is the simple act of getting there. This provides an opportunity to demonstrate to the players, in a very low-stakes fashion, how stat tests work. One of the team will have to navigate using the Ordnance Survey maps provided in the car. They can do this by passing a Knowledge test. Taking stat tests is covered in the rules, but for convenience:

- If they can roll equal to or under their Knowledge score on a D10, they pass.
- If they have any skills that are contextually relevant, such as navigation or cartography, they can combine one of those skills with their Knowledge, improving their chances of passing the test.

If the test is passed, they'll reach Sir Monty's manor at about 4pm. If the test is failed, the journey takes them longer – they'll get there an hour late. Obviously this makes little practical difference, but may result in some ungentlemanly jests.

If the navigator rolls a *stunning success* (i.e. passing by more than four) then they happen to recall recent bomb damage has made a particular London road useless and they pre-emptively avoid it, shaving the travel time down and arriving at 3.30pm.

Should the navigator roll a *dreadful failure* (i.e. failing by more than four) then you might want to have them turn up in the wrong place entirely, or anything else that seems both believable and humorous. Ultimately this roll won't have any impact on the ability of the team to get the mission done, but it might impact on the working relationship between the agents, and their respect for each other. Or lack thereof. Naturally, they'll also have to work harder to Sooth Sir Monty's ruffled feathers.

THE SECOND STAT TEST: RESEARCHING GRINDYLOWS.

Those agents who aren't driving or navigating can spend the drive collating their knowledge of Grindyflows. They can do this by taking a Knowledge test, adding any skill points they have in something relevant (most probably cryptozoology or mythology). If they took the books Mr Pilgrim offered during the briefing (*Esoteric Fauna* and *Utha's Menagerie*) they gain a further +2 bonus to their Knowledge for this test. Remember that after taking all stat modifiers into account, your score can never exceed 10.

If one of the player characters passes the Knowledge test, they learn the following:

Grindyflows are generally solitary creatures, and the Ministry has a poor understanding of them due to their relative rarity. One of the reasons so little is known about them is that they disintegrate if pulled from the water for any length of time, which combined with their rarity makes them extremely difficult to study.

If the player rolls a stunning success, they learn the following additional information:

Contrary to popular folklore they are carnivorous scavengers rather than hunters and seem to avoid humans where possible. It's highly unlikely that the Grindyflow would attack a human and would only risk taking a human corpse if food was scarce.

If all the researching players fail *and* at least one of them rolls a dreadful failure, the one who rolled the dreadful failure learns the following falsehood:

Grindyflows are vicious, cowardly creatures who hunger for the flesh of children and will actively pursue them at every opportunity. Fortunately, they're not remotely dangerous to adults and won't be particularly difficult or dangerous to subdue.

Part 2: Arriving at Sir Monty's Manor

Pinkworthy Manor has seen better days. There are no staff looking after the place, and the grounds are growing wild. The paint on the walls is starting to peel, and the roof needs work. Sir Monty will answer the door if the team knock. He's a portly gentleman wearing a somewhat threadbare tweed suit. Sir Monty has the sort of over-friendly demeanour of the terminally lonely; he's regarded by the people of Oakford as a harmless bore.

He will, naturally, have forgotten to prepare the tea, and will instead offer to show them where he thinks the Grindyflow is nesting. He's sufficiently convinced he's right that it will be pretty much impossible to get him to shut up without humouring him and looking at the so-called nest.

Train tracks are for cads!

If for some reason the players choose not to go straight to Sir Monty, and investigate elsewhere, you have two choices: either make those lines of enquiry comically fruitless, or (assuming you've read the whole of this document prior to running the session) improvising your own path through the rest of the investigation. Having been given such a specific lead, most players will take the bait. Usually.

Part 3: The Grindyflow's Nest

HEADING TO THE NEST

Sir Monty will gamely lead the team through a few fields, heading downhill to the Old Mill Stream. The sheep in the fields will probably pay little attention to them. Sir Monty will walk cautiously up to a bend in the river, and point out a hollow in the far bank, beneath the surface of the water.

At this point you could ask all the players to take an Awareness test to see if they can spot any signs of the grindyflow. They could use skills like investigation, cryptozoology, or even botany (as unlikely as it is that anyone's got points in botany...) to look for anything that seems out of place. If anyone manages a stunning success, they will notice that behind the drifting morass of pondweed in the water is a pair of yellow eyes staring out at them. If at any point the grindyflow starts moving, a flat pass will be sufficient to spot it.

Since the grindyflow is watching the party, it will flee - either away or into its nest - if they're obviously pointing at it and taking aggressive action.

PURSUING THE GRINDYFLOW

If the grindyflow flees, passing an Awareness check will allow characters to keep track of it. When swimming at full pelt, the grindyflow could keep pace with a human running on the bank. If the grindyflow manages to keep fleeing for a while, the pursuers should start taking Physique tests to keep up the pace. If you want to up the challenge, you could also go for occasional Reflex checks if there are any rocky or root-strangled stretches of bank to negotiate.

The grindyflow is in its element, and won't tire whilst in the water. A stunning success at Physique will allow someone to overtake the grindyflow and attempt to jump into the water, giving them a chance to grapple with it. Of course, the players might think of a more elaborate way of stopping the grindyflow, or they may even choose to let it go!

If the players decide to try and grab the grindyflow, they'll want to use the grapple action on the melee summary sheet to wrestle it out of the water. Refer to the grindyflow's rules (presented later in this file) for what to do if and when the team engage the grindyflow in combat like this.

INVESTIGATING THE NEST

Sir Monty will be adamant about this, as he's keen to prove himself right about poor Alfie. Of course, if the players *do* investigate the nest, this might happen before they've spotted the grindyflow.

In order to get to the nest, it will be necessary for someone to get underwater and go in (they could try digging it up, of course, although this will cause Sir Monty to point out digging would inevitably cause a cave-in and submerge all the evidence in mud). There's just about enough room for one person inside the hollow. Depending on how long they stay underwater, holding their breath may become an issue. Refer to the Environmental Hazards section of the rulebook (p58 of the PDF, or p55 if you're using a printed copy).

If the grindyflow has retreated to its nest, it will try and defend its food supply, and will attempt to pull the invader in, thereby drowning them.

Of course, if the players haven't spotted it yet, then as the GM you have creative license for the grindyflow to be wherever you want for maximum narrative tension. You have all the classic horror ingredients here: cold water, a dark hole, and the grisly remains of poor Alfie.

The nest's contents

The grindyflow's hollow contains the fleshless bones of various small creatures, but more importantly, it contains what's left of Alfie, which is his head, most of his torso and arms. The rest is bones.

GOOD HEAVENS, A COMBAT ENCOUNTER!

Indeed, old sport. Head to the combat section of the rules PDF and follow the instructions on kicking off a round.

You don't need to read all the combat rules – just read the sections for the specific things you're trying to do! The actions available to the characters are also summarised in the Action Scene Reference Sheet, which you can download [here](#), or just head to the downloads section of www.twobeardgames.com.

CONFRONTING THE GRINDYFLOW... OR NOT?

Sir Monty will insist that the grindyflow should be confronted but could be convinced to back down if firmly informed that grindyflows are scavengers, so it's more likely that Alfie died of natural causes and the grindyflow merely went for the body much like any other scavenging animal. It's entirely up to the team whether or not they wish to confront and/or kill the grindyflow. In any event, the grindyflow will be scared of the team and will only become aggressive when its food supply is attacked, as it's hungry and desperate.

The rules for the Grindyflow are presented in the case file appendix (specifically, page 10).

INVESTIGATING THE BODY

An autopsy on Alfie's remains could be performed in a suitable laboratory. Chapter House is well equipped for such a purpose, as is the pathology department of any hospital, although of course the team would need to come up with a cover story for using a hospital!

The autopsy will reveal that the cause of death was asphyxiation. There is water in both the lungs and the stomach. There are no obvious defensive injuries, nor are there bruises around the neck or any particulates/residue in the facial orifices to suggest an attack consistent with the grindyflow's method of suffocating victims (assuming the team have experienced that attack for themselves, or achieved a stunning success when researching grindyflows).

There is a fracture on the skull from a blunt object, and from the bruising this appears to have happened very shortly before death – perhaps indicating a fall into the river, hitting a rock, falling unconscious, and then drowning.

CLOSING THE CASE

Aside from the question of whether to kill the grindyflow, here is the real conundrum of the case: should the team inform the police or the family about Alfie's death? If so, what cover story will they come up with? His mother Vera is desperate to know, but of course should not be told the truth – it's classified! Is there a lie that might offer some comfort? Scavenging animals, perhaps? What if any evidence will the team fake? It's not like there are any scavenging animals in the British Isles that would have a little underwater cave full of bones.

Either way, the players will have to decide what to do with Alfie's body. If they decide to keep the whole thing secret, they can of course take his remains back to Chapter House. Once that decision has been made, the team can say goodbye to Sir Monty and head back home for tea and medals! Head to the final page of the rules document and run through the XP generation process.

Optional curveballs

If for any reason you want to make life harder for your players, or you're worried the story is resolving too quickly (it is, after all, a pretty simple situation) then you can always complicate things. Perhaps some kids playing outside see the agents poking about in the river, forcing the agents to think of a cover story on the spot, or perhaps an off-duty policeman or Oakford resident are still persisting in their own search even though it's officially over.

Part 4: Appendices

This section of the mission document contains useful reference material, some of which will almost certainly come up during a playthrough of the mission, and some of which is here just in case.

NPC AUTOPILOT

Below are some of the things that will happen if the NPCs in the story are left undisturbed. This is just for the GM to keep track of behind the scenes, of course. These notes will only really come into effect if the players spend days and days faffing about, rather than going and speaking to Sir Monty as Mr Pilgrim instructed.

- **Sir Monty** will contact the local newspaper, the Mid-Devon Gazette, if the team haven't contacted him within 48 hours of Mr Pilgrim's briefing. He will be laughed out of the editor's office, after which he will approach the Times national newspaper and bring them evidence of the existence of the Ministry, specifically some of his father's old papers, and a national scandal will ensue when it becomes apparent that His Majesty's government is spending money on chasing fairy tales.
- **The Grindyflow** will, over the coming days, continue to eat Alfie's body. The longer the team leave it, the less evidence there will be to find. After a full week, if undiscovered, there will be nothing left but bones, making a postmortem establishing cause of death pretty much impossible, although of course the fracture on the skull will remain.

NPC BIOGRAPHIES

Since it would be preposterous to provide a list of literally everyone the team could conceivably meet, this list simply serves to give a name and a little local flavour to the four NPCs most likely to be encountered.

Alfie Smith

A shy kid who prefers mucking about in the woods, Alfie was nonetheless pretty good in school and had a good head for numbers. He wasn't the most obedient child, often sneaking off when he was meant to be helping his mother about the house. As a rule, he changed his mind about what he would be when he was older every week.

Vera Smith

Normally Vera spends her time helping others in Oakford grow their own vegetables, having been prompted into action by the Dig For Victory! campaign to spread her horticultural knowledge gained from a childhood on a farm. Her husband David is a pilot stationed at RAF Mount Batten near Plymouth, and is more fatalistic than she is that Alfie will ever be found. She takes his fatalism as a betrayal. She tries to keep up her efforts with the village vegetable patches in an effort to keep busy, but doesn't know how she could ever move on until Alfie's found. With three other children to look after, though, she doesn't even have the time to stop and breathe.

Vera is in her mid-30s, with dark wavy hair, usually wearing clothes suitable for getting muddy, but puts quite a lot of effort into her appearance when not gardening as she's scared of being thought of as what she calls a 'scruffian.'

Sir Montgomery Arnsham - the Ministry's contact

Sir Monty is a portly chap with a friendly, talkative demeanour. He's regarded as a harmless caricature by the people of Oakford. He's lonely, and will be very excited for the opportunity to talk to Ministry Agents... at length. His parents, Sir Roald and Katerina Arnsham (née Dragova; a Bulgarian of noble stock), were renowned Ministry field agents whose whirlwind romance bore fruit. Namely, Monty. Unfortunately, said fruit never managed to follow in their footsteps.

Sir Monty lives in Oakford Manor, the old family home. It's starting to crumble, and there's not much left in the family coffers. Without a wife or any children, Sir Monty will be the last Arnsham to live here, and being alone means he's been able to indulge his hoarding instincts. The dimly lit house is piled high with old furniture, newspapers, books, and other bric-a-brac. Sir Monty often talks of writing various books, but none of them ever get finished.

Chief Constable Christopher Beynon

This middle-aged copper runs the Tiverton Borough Police and has passionately defended it from being absorbed into the Devon County Police for years, although the strains of the war means that merging is increasingly inevitable. He and 10 other officers manage the borough and are generally well-regarded. He's sad about Alfie, but has bigger fish to fry and feels he's done what he can.

THE GRINDYLOW'S STATS & ABILITIES

Ranged	Melee	Reflexes	Sorcery	Physique	Knowledge	Influence	Awareness	Courage
0	6	7	4	5	2	1	7	1

Notes on the grindyflow's stat line

Note that the grindyflow doesn't have any 'skills' like the players do - this is a stat line in which whatever skills it has are pre-merged into the stats, since it's only going to be taking tests in limited contexts.

Since the grindyflow is not human, it's that much harder to influence it with the human mind - hence having a Sorcery much higher than the average person to defend it against neuromancy and similar abilities.

Camouflaged

Unless you've already spotted the grindyflow and have been following its movements closely, it's very hard to spot when underwater in its own habitat. Only a stunning success on an Awareness test will be sufficient to spot it, unless it's currently moving, in which case a flat pass will do. Skills you could add to the Awareness test include combat awareness, cryptozoology, hunting, or something similarly appropriate.

Injuries & water

The grindyflow doesn't have anatomy in the traditional sense of the word, nor does it have a permanent form. This means that whilst it's in the water, it is essentially invulnerable to injury, although not very good at hurting people.

If the grindyflow is taken out of the water, it starts to dry with surprising speed. If kept entirely out of water for roughly two minutes, its yellow eyes pop like a fungi releasing spores, and the rest crumbles to green-brown dust. As the GM, feel free to use Physique tests if you want to give the grindyflow a chance to last a little longer.

To get the creature out of the water, the Ministry team will almost certainly have to engage it in Melee with it - see the Melee summary sheet and/or the Melee section of the rules document.

Special attack: algal tendrils

Grindyflows have a unique and charming way of escaping a fight: using a profusion of thin pondweed-like tendrils to wriggle into their attacker's facial orifices. Anyone trying to get to grips with old Jenny Greenteeth feels cold, wet squirming sensations in their ears, nostrils, mouths, and sometimes even tear ducts, prompting them to let go.

During its turn, even when being restrained by another character, the grindyflow can spend an action to use its algal tendrils. This will force one person restraining it to test their Courage.

- If they fail the test, they are no longer in arm's reach, and no longer restraining it.
- If they pass the test, they will soon find their airways getting clogged with fetid, silty tendrils. If they're still restraining the grindyflow at the end of their subsequent turn(s), take a Physique test (using their cardio skill as a bonus) to see if they manage to hold their breath. If they fail, they are no longer in arm's reach, and no longer restraining it.
- If for some bizarre reason the target of algal tendrils is wearing a gas mask or similar, the grindyflow will need to use two actions to attack in this way.

How slimily frightful!

The grindyflow's tendrils are probably one of the most unpleasant tools at the GM's disposal, so you are roundly encouraged to go into needlessly unpleasant detail should the grindyflow be forced to defend itself. After all, no-one wants pondweed wriggling into their orifices. Or at least if they do, they've gone a bit wrong.

TIMELINE OF EVENTS

Sunday, April 13th, 1941 (day 1)

Alfie Smith, a solitary boy of about 12, goes out to play after lunch. He heads down to the banks of Iron Mill Stream, and while playing there, slips on the bank, knocks himself out on a rock during the fall, and drowns. A starving grindylow gets his scent and takes his body to her lair, dug below water level in a broader stretch of water upstream.

When Alfie doesn't come home to his mother Vera, she goes out looking for him in Great Wood, but to no avail. She then goes to the inn and phones the police.

Wednesday, April 23rd (day 11)

The police officially call off the search. Not only have they failed to find any trace of Alfie, but during a bombing raid on Plymouth the previous evening the communal air-raid shelter at Portland Square took a direct hit. 76 people are dead, meaning that the officers involved in the search for Alfie are needed elsewhere.

Friday, April 25th (day 13)

Sir Montgomery Arnsham, who lives in Oakford Manor, contacts the Ministry of Extramundane Affairs from his private telephone line, and claims to have found what he thinks might be evidence of a grindylow nest. The Ministry thank him for the tip and then ignore it, given his track record of false alerts.

Monday, April 28th (day 16)

Sir Monty phones the Ministry again, warning that he'll go public with what he knows, since he's outraged the Ministry is taking no action. Concerned that he is too well-informed about the Ministry to be allowed to go public, the Ministry agree to send a team to follow up on his claims.

In Closing

Hopefully Case File 2 provided your team with an interesting and macabre experience. If you have thoughts on its format, content, or things you'd like to see in future case files, you can find us on [Facebook](#), [Twitter](#), and of course you can send us a message at twobeardgames.com.