

THE ANOMALARIAN

A Field Manual for the Living

*“What you see is not always what harms you.
What harms you does not always show itself.”*

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Before You Begin

This manual gathers what earlier survivors managed to write down before the house took them. It is short by necessity. Read it once, keep it close, and trust it when the walls stop behaving.

Every room you enter is a question the house is asking. You answer with one of two buttons. Answer well, and you move on. Answer poorly, and the house keeps a piece of you.

The Two Signals

The buttons never change. Their meanings never change. Everything else in this manual is about knowing which one to press.

GREEN

This room is clean. Advance. Use this when a room is verified safe or when a threat you faced turns out not to be real.

RED

Something in this room is wrong and it can hurt you. Leave immediately.

Reading the Room

Signs of Sanctuary

Hint 1 — The Bible

If a Bible is present in the room, the room is protected. Nothing in it can take from you while the book remains. This is the one certainty the house allows.

See the Bible → press GREEN. Do not linger, do not second-guess. Move on.

True Attacks and False Ones

Hints 2 & 3 — Trust your sanity meter, not your eyes

The house will try to frighten you into the wrong answer. Sometimes what looks like an attack is only theatre. Your sanity meter is the only honest witness in the building — watch it, not the thing in front of you.

If something lunges, screams, or strikes at you and your sanity does not move — it is not real. The room is safe. Press GREEN and move on.

If you are attacked and your sanity actually begins to drain, the threat is real. Press RED and get out.

Rule of thumb: pain in the meter is truth. Pain in the ears is often a lie.

Anomalies and the Monster

Fixing Anomalies

Hint 4 — Restoring your sanity

Rooms contain small wrongnesses — furniture out of place, pictures askew, objects that should not be there. These are anomalies. Correcting them restores sanity.

Fix what you can before you commit to a decision. Every point of sanity you recover here is one the house cannot spend against you later.

Always sweep the room for anomalies before you press either button.

The Monster

Hint 5 — When the threat is real

If the room is genuinely compromised and something in it is coming for you, do not try to fight. You have one tool that works: your flashlight.

Shine the beam directly on the monster. Held in the light, it freezes. That freeze is your window — a few seconds, no more — to break contact and run for the **RED** button.

Light it. Break away. Reach RED. In that order, without hesitation.

Quick Reference

Tear this page out if you must. Read it aloud if it helps. Whatever you do, do not forget it in the room.

Situation	What it means	Do this
Bible visible in the room	The room is protected. Safe.	GREEN
Attacked, sanity unchanged	Not real. Theatre from the house.	GREEN
Attacked, sanity draining	Real threat. Leave now.	RED
Anomaly present	A wrongness you can correct.	Fix it before deciding
Monster in the room, sanity dropping	Flashlight will freeze it briefly.	Light → break away → RED

Three Final Rules

1. Your eyes will lie. Your sanity meter will not. Trust the meter.
2. Never press a button in a room you have not searched for anomalies.
3. If you must run, run toward **RED**. Nothing else in this house is a door out.

— End of Manual —