

This is Pulp

Dangerous jungles, unforgiving deserts, long lost Inca pyramids, Nazi soldiers, people that vanished, immortal men, secret islands, fierce volcanoes, huge expeditions, intelligent ape kings, forbidden valleys, mystical sandstorms, gigantic robots, violent dinosaurs, cannibalistic pygmies, old awaken spirits, vicious typhoons, ancient emperors reborn, monstrous Zeppelins, and clockwork driven gadgets.

This is Pulp is about two-fisted daredevils in an alternative 1930s.

sources of inspiration

Indiana Jones and the Temple of Doom
Sky Captain and the World of Tomorrow
The Rocketeer
Tintin
King Kong
The Mummy
King Solomon's Mines
The Shadow

a game of adventurous storytelling

Share a world of imagination. A world born from action adventure movies from the silver screen. Be creative with your friends for the next hour or two as you will describe your way through obstacles.

This game is played over three acts, where the heroes will overcome dangers on their journey to gain fortune and glory. To play is as easy as a conversation, but the guidelines in this game will turn this conversation into a story about pulp action heroes on their adventures.

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inventory

12 hero sheets 20 six sided dice
2 cheat sheets 4 red Scene Tokens
4 paper clips 4 blue Scene Tokens
3 different arcs of p.r.e.p. maps 3 white Act Tokens

P.R.E.P.

setup

You will explain all the rules as we go. All other players takes:
five dice a paper clip

While they are doing this, you should do the following steps:
find a pen,
find two bowls,
put the bowls where everybody can reach them,
stack the twelve hero sheets face down in a pile,
and sort the eleven tokens in colors in front of you.

Introduce the other players to the genre by name dropping some of the movies on the first page. Press extra hard on that it's an alternative 1930s which means that anything goes. If it's in anyones imagination, it's in the game. When everyone are on the same page, continue with creating People, Rumors, Events, and Places (P.R.E.P.).

drawing the p.r.e.p. map

Imagine you're flipping through the channels on the TV, and a pulp movie is on. We're now going to create the tropes that will appear in this movie, which are going to be used in play. Let the others choose a map of either South America, Africa, or China.

You then grab the pen,
draw a picture on the map,
either a ...
... person,
... event, or

... place

tell the other players a rumor about what you have drawn,
write a short summary of that rumor beside your drawing,
and hand the pen over to the next player.

Continue to do this until each player has drawn two tropes on the map. Suggestions can be found on the first page. Anyone is allowed to:

Ask questions to clarify a rumor, or to give inspiration.

Elaborate on other people's tropes, by adding issues to them or by adding more information. This counts as a new trope. That person still needs to draw what is elaborated on the map.

Demand help and the others will ask questions to assist.

Praise each other if you think they came up with something cool.

EXAMPLE: CREATING TWO TROPES

Rick (explainer of the rules): "Because you chose the African map, I feel a pyramid would suit just fine. It's said that Tutankhamun is resting there."

Alicia: "But the pyramid is hidden. Hmm, does anyone have any suggestions on how I should draw that?"

Chris: "Perhaps you can draw a question mark over the pyramid?"

Alicia: "Excellent idea! The pyramid will be revealed as soon as the curse of the mummy is lifted."

introducing the heroes

After the map is filled with tropes, you will probably start to get an idea of what this story is going to be about. The other players takes turns to randomly draw three hero sheets, and choose one each to play.

Let them introduce the heroes by reading out the names and the description under the names. Ask them which trope on the map the heroes are after and how they know each other.

Play

The two bowls are present, the rest of the players got five dice each, the p.r.e.p. map is drawn, everyone but you got a hero, and they also got a paper clip. The paper clip is placed on the wound marker; where it's placed is determined by the number of heroes in this game.

4 heroes	2 wounds
3 heroes	3 wounds
2 heroes	4 wounds

there are five tokens for each act

It's now time to create this story together. We're going to play through three acts. Each act got five tokens; four red Scene Tokens and one white Act Token. Each act consists of scenes. Each scene has a danger in it. You spend tokens to create dangers in the scenes, using the tropes on the p.r.e.p. map as aid. The more tokens, the more severe the danger. The Act Token is used together with the Scene Tokens but cannot be used until the very last scene in the Act.

RICK: "You finally reached the pyramid and are standing outside of it when you hear a noise. A huge tidal wave is sweeping through the landscape. I will use two tokens for this danger."

the heroes will never fail

The others then takes turns describing how their heroes overcome the danger. They can come up with things that fits in the environment, they can use any kind of equipment that seems suitable for their hero, but they must include one of their two moves on the sheet. The person who made a description then takes a token, and leaves the word over to someone with fewer Scene Tokens. The scene ends when all tokens are taken.

but complications will be added

Each move lists three types of side effects that must be included in all descriptions. These three things are:

A hero gets hurt.

Something breaks.

The hero is delayed.

The side effects can be beneficial to the heroes. If they want to blow a hole in the wall, using a move, then something breaks is a natural side effect to what happens.

The danger cannot be solved until the last token is taken. If they describe something that solves the danger too early, you can use one of your moves (see Assistant Sheet) to create an issue. Always throw the heroes into dangers! Describing their way out of the dangers is the heart of this game.

ALICIA: "I want to use the move Saves the Day. The tidal wave is crushing everything in its path [something breaks] but from nowhere Betty shows up with her airplane with a ladder dangling from it for Dorothy [Chris' character] to grab hold to, but she slings and hits the pyramid and gets a wound. When she finally climbs aboard Betty is greeting her with 'A boat would be better suited, but I had to improvise'. [one-liner] Chris, your turn."

RICK: "Hold on. I will use a move to create an issue."

using dice to affect moves

Before doing any description, any participant might want to use any of their dice to influence the moves. The heroes can ignore one side effect for any die that comes up 3-6. The successful

dice are placed in your bowl, and the dice that rolled 1-2 are placed in the heroes' bowl. They will regain the dice in the heroes' bowl when the act is over.

You can use any dice in your bowl to add more side effects with your moves. It includes effects like hurting them or prolonging the scene with blue Scene Tokens. See the Assistance Sheet for more information. You only succeed on 1-2 and all dice you rolled are returned to the heroes' bowl.

RICK: "I will use the move We Didn't See That Coming and all five dice in my bowl. [Rolls two successes.] Dorothy, as the plane ascend, you see the wave turning into a monster that rises to engulf the plane. I will add two blue tokens for this new danger."

CHRIS: "I Know Something [move]! Rolling three dice. All successes! The real curse is the mummy itself; the pyramid was hidden to spare the world from the wrath of the mummy. We need to find its scepter. Only that will kill the mummy."

getting wounded in the process

Whenever a move causes a wound, one hero must move their wound marker one step to the right. If anyone ever reaches "lost", you should describe how they disappear from the scene. The Progress of Play sheet gives examples of what can happen, or you can use anything already established in the scene. A lost hero won't return until the next act, or during the epilogue if they are lost in the third act.

taking the white token: a new act begins

Continue to create scenes until you spent all your five tokens. The Scene Tokens must be taken before the Act token, and only the one with the least amount of Act Tokens can take it. The person who takes it may make a longer narration of how the scene ends. When the white Act Token is taken, begin a new act by doing the following:

- Take back all Scene Tokens, both red and blue.
- All the heroes' wounds are gone. If any of the characters are "lost", they are either back in the group before the next scene starts or are trapped by something in the scene. You can also let the player decide when to show up. Save the Day is excellent to use for this.
- Take four red Scene Tokens and one white Act Token. If there are no white left, skip the next point and begin the epilogue below.
- Create a scene with a danger in it using red Scene Tokens.

SUMMARY OF PLAY

Create scene --> Create danger <-> Take turns. say a move; roll dice, if any; describe (-> Create scene) -> Begin a new Act (-> Create scene) -> Epilogue

after the third act: epilogue

When all the white Act Tokens are gone, the epilogue will start. Anyone can help out to fill in the final description to give this movie a proper ending; of how they beat the final obstacle and

reach their goal. Finally discuss what the title of this movie could be. It's usually based on the most outstanding trope. See the first page for examples.

RICK: "How about calling this movie 'The Wrath of the Mummy'?"

the first scene—showing three pointers

In This is Pulp you collaborate to create a story, even though you have a different role. To be able to do that, the group needs to know how to communicate with each other and the very first scene will reveal how. You normally start off a scene by describing where they are by using a trope from the map and adding any number of tokens for the danger, but the first scene is handled differently.

- Roll on the Where are We? table on the Assistance Sheet.

Example: "You're in a tomb."

- Ask someone to make up something at that place.
- Add information to what that person made up.

"...and that sarcophagi has some inscriptions on the lid."

- Ask someone to make up something else in the scene.
- Create an issue that relates to the previous answer.

"...but in the mirror you can see something move!"

You communicate by 1) *asking questions*, and 2) *elaborate* by adding information or creating issues. Not only you are allowed to do this, but everyone. So if someone made up a sarcophagi on the spot, anyone can give that a spin. To be able to do the first two points, all of you need to 3) *keep all descriptions short* to leave room for anyone else to elaborate.

Do this exercise for every new game and tell the others what this exercise were all about. When everyone understands how to interact with each other, continue the scene by throwing them into danger using as many red Scene Tokens as heroes. Then explain how they can overcome the danger: say a move; roll dice (if any); describe.

each story deserves a villain

Try to picture how everything fits together while creating the p.r.e.p. map. When the others decide on their common goal, think of a villain that is behind everything that will happen, using one of the tropes on the map. They should fight that enemy in the last act.

OLD TEXT

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A game of adventurous storytelling

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This Is Pulp

Make your way through dangerous jungles, survive unforgiving deserts, discover long lost Inca pyramids, fight clockwork driven Nazi soldiers, free people from cannibals, find secret islands, sink into fierce volcanoes, form expeditions, steal artefacts from the ape king, travel to forbidden valleys, escape sandstorms and typhoons, stop the rampaging automatons, capture dinosaurs from Zeppelins, lift the curse of the old awaken spirits, defeat the immortal emperor, and do everything that happens in movies like Indiana Jones and the Temple of Doom, The Rocketeer, Sky Captain and the World of Tomorrow, Tintin, King Kong, The Mummy and King Solomon's Mines.

This Is Pulp is about two-fisted daredevils in an alternate 1930's universe.

A game of adventurous storytelling

We're going to play out an action adventure story, just as the ones that you can see on the big screen.

The other players are going to play one character each in an expedition, and we will watch how they trip over things, wound themselves and destroy things along the way to the end. The game is played out in three acts, and in every act, the group will play out several scenes. You—yes, you; the reader of this manual—creates trouble in every scene, and it's up to the players how the trouble is solved. It's going to be creative, fun and involve a lot of action.

Setting the bar

The story that we are about to begin is created by the use of the group's imagination, and it's therefore important that everybody are on the same level. To pitch This Is Pulp, namedrop a few things that are typical for the setting, like in the first heading in this book. Press extra hard on that it's an alternative 1930s so no-one feels that they don't know the world. If it's in their imagination, it's in the world.

It's nice if you don't stray too far from the setting. You could play a session of killer rabbits, mushroom men and little green men from Mars with an English accent, but the story will easily turn surreal if you do. Don't force anyone to adopt, but point out that everybody sets the lowest bar. If you want killer rabbits, then it's OK, but be aware on how that will affects the game.

Setup

Give each player, except for yourself, five dice and a paper clip each. Find a pen and two bowls. Put the bowls so everybody can reach them. Stack the twelve character sheets face down in a pile. Sort the eleven tokens in colors (red, white and blue) in front of you.

P.R.E.P.

Imagine yourself flipping through the channels on the TV, when you discover an action adventure movie. We are going to play out that movie, and we do that by starting with creating the tropes—the typical story elements—that will appear in our movie. Decide as a group which map that you're going to use, of either Africa, China or South America. You will then take the lead and show how to add a trope to the map.

Make up either a person, event or a place, grab the pen and draw what you made up on the map. Write 1-3 words beside the drawing to summarize it and then tell the others a rumor about the drawing.

When you're finished, hand the pen over to the person to your left. It's now that person's turn to draw, write something short about it and ending by telling a rumor. The P.R.E.P.—Persons, Rumors, Events and Places—will together create what you need to play this game. While creating the P.R.E.P. map, everybody are allowed to do the following.

- Add something to another one's drawing instead of make something new up. "I want to add something to the golden Zeppelin. It's owned by the rich, but cruel, big game hunter John Stephenson." Note that what you add must be a person, place or an event.
- Create an issue about another player's drawing instead of add something of your own. "That Inca pyramid ... has disappeared. A prophecy tells that it will reappear." Remember that you still need to draw what you added on the map.
- Ask questions, either if you're curious about someone else's rumor, to clarify someone's drawing or if anyone has a hard time adding something to the map. If the last thing happens, never give examples. Instead, ask questions that will help your friend. But what kind of questions can give inspiration? How did you come up with a drawing yourself? Is it something that the players haven't understood, like why we are adding things to the map? Is it clear what kind of things to add? Can you ask a leading question about a person, a place or the map itself? Think about these questions when you're about to make up questions of your own.
- Ask for help from the others. They will help you by asking questions.
- Praise each other. If you think an idea is cool, say it.

After drawing two tropes each on the map, you're done with the P.R.E.P.

Choose characters

Tell the others to randomly draw three characters each and pick one of them. They just need to read the name, the short description under the name and look at the picture. When they all have chosen one character each, tell them to read the notes beside the picture and the two moves that are described under the notes.

You don't get to draw a character, because your role in this game is be slightly different. What your role is and how the characters' moves works will be explained later.

Finally, let the players introduce their characters to each other. The name and the description under the name will do just fine. When they are done, ask them how the characters know each other. Their answer has to include something on the map. This creates an important part of the game: the goal; something the characters strives for. It may be freeing hostages from the big game hunter John Stephenson or to find the long lost Inca pyramid. By following the the characters' goal, the players will always move forward in the story.

Play

The game consist of three acts in which the group plays out several scenes. The game is all about being creative and collaborative, by taking each others' ideas and give it a spin.

Create the first scene

It's time to learn about your role in the game. One of your duties is to create scenes, which basically is to tell where the characters are in the world.

1. Roll on the Where Are We table on your Assistance Sheet and read the result out loud.
Example: "You are in a tomb."
2. Ask one of the players to describe something in the environment.
3. Add something to the player's answer. You must start the sentence with "and". "...and that sarcophagi has some inscriptions on the lid."
4. Ask another player to describe something else in the location.
5. Create an issue that has something to do with the player's answer. You must start your sentence with "but". "...but in the mirror you can see something move!"

Tell everybody what this exercise was about: that you can ask questions, add something to another person's description with "and" or create issues with "but". Point out that you're not the only one allowed to do this. One player may for example add something to another player's description as well, or to your descriptions. Keep the descriptions short! "You're in a tomb" or "You find a sarcophagi" is enough. Keeping the descriptions short allows other players to either build on it or create issues. This is how you collaborate.

Create danger

This Is Pulp is played out with three acts that each contains a number of scenes. Each scene starts with you telling the others a place where the characters are. After telling the place, you should also create a danger by including who or what else that occur in the scene and how it threatens the characters. The danger is created in one of the following five ways:

- By using a trope from the P.R.E.P. map. A place can have either an activity or an occupant that puts the characters in danger. How would a place like a volcano cause trouble for the characters?.
- By reintroducing a trope that occurred in previous scenes.
- Take something a player just said, and add "Yes, but" to it to create an issue.
- Throw the characters out of something.
- Ask the players what the danger is. Never feel that you're not doing your job if you have to ask the players.. Remember, you all collaborate in creating a story.

You have four scene tokens (the red ones) and one act token (white) with each act. Whenever you present the danger, throw any number of the five tokens on the P.R.E.P. map to show how long the scene is, starting with the red ones. If it's the first scene, add as many scene tokens as the number of characters. The danger can't be solved until the scene ends, but the scene can end before the danger is solved. For example, the characters can flee from the danger instead of fighting it.

Ending a scene

A scene ends when all the tokens on the map are removed. The players can remove them by using one of the two moves on the character's sheet. If the players haven't read the moves yet, give them time to read them through.

Each time a move is used, the characters takes one step towards ending the scene. Help the players in understanding how to use the moves by asking four questions.

Example of a move: Betty Porter

"WHO WANTS TO ACT?"

It's usually the player whose character is in danger that wants to act, but anyone can take the first step to save that character. If it's the first time you play, assure them that you will help them in every step.

"WHAT DO YOU WANT TO ACHIEVE?"

Everything they will do is to move towards ending the scene. It can be saving other people from danger or having an idea that will help everyone to overcome the danger. If the intention isn't difficult enough, you can add a "Yes, but" to create a difficulty that needs to be overcome.

"HOW DO YOU WANT TO ACHIEVE IT?"

To take one step towards ending the scene, each archetype has two moves in which one must be used in the action. By taking the archetype and the move into account, the player who's using the move can start describe how the character is achieving the intention. The player can create anything in the character's equipment or in the environment as long as it's believable. A kid can have a slingshot, but not a tommy gun. You can probably find a ladder in the town but not in a volcano. Use "Yes, but" if you think they're assuming to much.

"DO YOU WANT TO ROLL ANY DICE?"

The moves also includes three side effects that needs to be included in the description. They break down into three areas: a character gets hurt, something breaks in the scene, and an obstacle that slows down the character on it's way to fulfill the intention. Each player got five dice each which may be rolled before the move is described. All dice are rolled at the same time, and the player may leave out one side effect for each die that shows 3-6. The successful dice are put into your bowl, and the rest are put in the players' bowl. They will get the dice back later.

Example: A player choose to roll three dice and they show 2, 3 and 5. The player can ignore two of the three side effects when describing the character's action. The die that showed 2 is put

into the players' bowl and the two successful dice are put into your bowl.

"TAKE A TOKEN"

After the description, the player is allowed to take a token from the map. The next player who goes are the one with the least scene tokens. When the scene tokens are gone for this scene, create a new scene.

The white act token can't be used until the very last scene in the act, and it can't be taken while there are any scene tokens left on the map. Whenever a player takes the act token, all can chip in to narrate how it ends, but the player taking the token goes first. The act then ends, and a new act starts with five new tokens. Four red and a white one.

Wounds

When the characters get wounds, the player assigning the wound must describe where the character is and how the character gets wounded. The number of wounds the character can take depends on the number of characters: if there are only two, they can take four wounds each. Three characters can take three wounds, and four players two wounds each.

The wounds are best marked by paper clips on the character sheet, and every time a character get a wound, the player moves the paper clip one step to the right. If any character gets to the circle that says "lost", you have say "Yes, and" after the player's description, and tell everybody how the character gets lost from the rest of the group. Either by being kidnapped, by falling down into something, getting trapped, getting stuck and pulled away, being taken by the river or anything you can think of. A character who's lost may not return until the next act, and can't receive any more wounds.

Creating a new scene

- In the first scene, you roll the place using the table on the Assistance Sheet, but for the rest of the game you will create new scenes in one of four ways.
- Continue where the last scene ended, by changing the conditions.
- Start the scene with how they travel to the next location.
- Pick a new place from the P.R.E.P. map. It doesn't matter if they jump around a lot. They may be under water in one scene and in the next in a volcano. You are also allowed to move places as you see fit. If you want to continue the next scene with an underwater volcano, go for it!
- Ask the players where the new scene takes place.

Ending an act

When the player has taken the act token, the act is over. The person who took the act token gets to narrate how it ends with help of everybody around. If you're playing while reading the manual, hand over the Structure of Play sheet to the players and let them go through the following steps below. You can meanwhile read about how you're using your own moves in the next headline.

1. The characters' wound levels are restored back to the original values.

2. The players get to share the dice in the players' bowl. The dice in your bowl are yours to keep.
3. In the following acts, the players may wound themselves before they roll the dice. If they do, they must take as many dice from the players' bowl so that they get five. They must also describe after the roll how they get wounded, and if they get "lost" you will add how. Note that the side effect can give another wound.
4. The players have probably gotten a hang of the second question. In the following acts, they can jump directly to the third question: how they want to achieve. What they want to achieve is going to be revealed in the description.
5. All players give back the scene tokens to you. Act tokens are kept by the player who took it until the end of the game.

Act tokens work in the same way as scene tokens. They can only be taken by the players with the lowest amount of act tokens. When you're in the third and final act when the act token is taken, start the epilogue.

Your moves

Every time the others rolls dice, the successful ones are put into your bowl. They will only return to the players' bowl when you activate your moves on your Assistance Sheet One move affects the characters, and may remove red tokens to use in later scenes, and the other move affects the scene by adding up to a maximum of four blue scene tokens each act.

Declare out loud which move you use, take any number of dice from your bowl and roll them. Any die that shows 1 or 2 let you pick one effect out of the four. You may put all successful dice on one effect or spread them out in any way you want. Be sure to describe what each successful die does, and remember, if you ever get stuck: ask the others for help. They are there to help you just as much as you are there to help them. Put all used dice, successful as unsuccessful, into the players' bowl.

You are only allowed to use your moves after a player has acted in a scene or if there is at least one token left. You're also not allowed to take two moves in a row. If you add blue scene tokens to the scene, they must be taken before the players can take any red ones. Both blue and red tokens are returned to you when an act ends.

Begin a new act

If there are no more white act tokens left, start the epilogue. Otherwise, kick off a new act by these three simple steps.

1. If any characters are lost, they are either back in the group before the next scene starts or are trapped by something in the scene. You can also ask the player to choose when to show up. Betty Porter's move Save The Day is excellent for this use.
2. Take four red tokens and one white act token.
3. Begin the next act, by creating a scene.

Epilogue

When a player takes the third and last white act token, the game is near its end. Ask if anyone has an idea of how it should end, and let everybody give short suggestions. It's then up to the player who took the last token to describe how it ends with help of both the moves and the suggestions given by the others. Like always when an act ends, everybody may chip in to give details to the events.

After the adventure is complete, it's time to give the adventure a movie title. It's common to start the title with a name of a character, as in the examples that you've read in the first pages, but it's not necessary. Discuss what the most outstanding event was or what the story was built around, and let everybody give suggestions of a title. Come to an agreement of which was the best title and write it on P.R.E.P. map.

Congratulations! You've just finished a game of This Is Pulp.

Sheets

Assistant Sheet

Always put the characters with the least scene tokens into trouble.
Always try to praise each player at least once during a session.

Where we are

Roll two dice. You are ...

- ... in a jungle.
- ... attending an exhibition.
- ... attending an excavation.
- ... at an airport.
- ... in the city centre.
- ... in a club.
- ... in a bazaar.
- ... in a laboratory.
- ... in a gunfight.
- ... in a tomb.
- ... on a ship.

Create a scene

- Continue the last scene, by changing the conditions.
- While traveling to a new place.
- Pick a new place from the map.
- Ask the players.

Create a danger in each scene.

- Introduce a trope from the map or reintroduce an old trope.
- Use “Yes, but” to create an issue.
- Throw the characters out of something.
- Ask the players.

Affect the scene

Use this move if you’re not ready to say goodbye to the scene just yet. Each successful die (1-2) adds one blue scene token to the scene by ...

... changing the environment.

... creating a dangerous situation. A trap, a dangerous hazard in the environment, or the enemy introduces a super-weapon.

... introducing a new enemy or environmental obstacle.

Affect the characters

Use this move if you feel the scene needs to end or if the players are repeating themselves.

Each successful die (1-2) may ...

... hurt an unharmed character. Use this if they never wound themselves.

... make an item temporarily disappear. Use this if an item is continuously used.

... change place. You may add or remove one red scene token.

Structure of Play

Explain the genre and choose a map.

- Draw a trope on the map.
or
- Draw an issue for a created trope.

Ask for assistance!

Ask questions!

Praise each other!

Draw two tropes each on the map. All players then picks three characters at random and chooses one.

The players presents their characters, and then describes how they know each other and what their goal is. Must include a trope on the map!

The first scene

1. Roll “Where we are”. (Assistant Sheet)
2. “Can you describe one item here?”
3. Use “and” to add details.
4. “Can you think of another item?”

5. Use “but” to create an issue.
6. Explain this exercise. “Questions; and; but; short descriptions!”

Create a danger in the scene.

1. Who wants to act?
2. What do you want to achieve?
3. How do you want to achieve it?
4. Do you want to roll any dice?
5. When all tokens are gone, create a new scene (see Assistance Sheet).

Ending an act

1. Describe how the act ends.
2. All wounds are gone.
3. The players share dice from the players’ bowl.
4. In the following acts, the players may wound the characters before they roll the dice to get dice back.
5. All players give back the scene tokens to you. Act tokens are kept.

Begin a new act

If there are no more white act tokens left, start the epilogue.

1. Lost characters return in the act.
2. Take 4 red tokens and 1 white.
3. Begin the next act with a scene.

Getting lost

Becomes separated, falling down into a pit, getting trapped, being kidnapped, getting stuck, being pulled away. Or ask the players.

Epilogue

1. Everybody gives suggestions of how it may ends.
2. The one who took the white token picks one and describes the end, while everybody may add details.
3. Create a title for the adventure.