

The Hiding Phase

Many people are trying to get their hands on the Children. For ideological purposes, because they are considered fugitives, because they could be used as a bargaining chip, or to study them. The Children often have to hide and keep themselves out of sight of their pursuers. It can also happen that they may want to move around unseen and unknown. To reach a guarded building (or get out of it). To get close enough to a person, or simply to reach a place without awakening attention.

The Hiding Phase serves this purpose. Use it when Children want to stay hidden, and the audience is looking for the thrill of the search.

Presentation

The Authority describes a threat searching for the Children, who are trying to be discreet and undetected.

A Child is given the dice and may choose to hide by throwing on the Hiding Board, with the risk of getting caught without being able to react, or revealing and acting, ending the Phase. If he succeeds in staying hidden, he passes the dice to another Child, who becomes the target of the Authority.

Starting the Phase

The Authority deploys the Hiding Board in the center of the table, then places a token on the box corresponding to the result of the highest die obtained when determining the Overtone. After presenting the Thunder and picking up the dice, the Authority passes them to a Child while revealing the Cloud.

During a Hiding Phase, Capture is present at the table.

The Hiding Board

The Hiding Board represents the place where the characters are located, the places to hide, whose number diminishes as they go.

The Hiding Board is an A4 sheet on which are drawn 6 equal areas, numbered from 1 to 6. When the Board is installed at the beginning of a Hiding Phase, a marker is placed on the box corresponding to the result of the die displaying the Overtone. In case of a tie on the dice, place the marker on the square corresponding to the result displayed on the dice. Boxes with a marker are spaces where it is no longer possible to hide. They're called the Marked Boxes. Other Markers will be placed later on the Board.

The Cloud

The Cloud is the threat that seeks to flush out the Children, which is present in the foreground of the Phase, unlike the Thunder rolling in the background. This can be something perfectly defined, like a group of armed imperial soldiers searching the warehouse where the Children took refuge. It can also be something undefined, but that extends its presence on the stage. A foggy silhouette that the Children are trying to escape, or blinding lights running through an open space in front of a building that the Children want to explore. The real identity behind the Cloud may be revealed in the Phase, or perhaps it will remain a mystery.

During the Hiding Phase, the Authority holds the reins until a Child rolls the dice. Use these moments to describe the actions of the Cloud, its threatening presence, the shadow it casts, and how the Children perceive it. It is this tension and fear of being caught that must be at the centre of the Phase. Play with their fears, with the possibility of being caught, with the different senses.

The player with the dice must be the primary target of the Cloud. It must turn around him, bait him, ask him to surrender. He must be threatening, close. But the tension has to go up little by little. The player must not roll the dice immediately, waiting for the right moment to come out of the cloud shadow. The player can describe where he is hiding, how he hides his presence, but he cannot act against the Cloud. From the moment he rolls the dice (or only one), he interrupts the Authority and asks to see what the dice and fate have in store for him, and if the Cloud passes by without noticing him or turns into a greater threat.

The objective of the players in this Phase is to fear for their freedom while making sure that they get out of it without being spotted. Capture is a possible outcome, and the Authority can make it go down on a character if the player is not quick to roll the dice. Likewise, it is possible for a player to deliberately roll the dice off the Hiding Board, moving forward against the Cloud to end the Hiding Phase, and possibly begin a Perilous Phase.

Hide from the cloud

When the threat of the Cloud becomes too strong for the scrutinized character, he or she may choose to hide. He then has two options: Stay in the Shadows or Disperse the Cloud.

Staying in the Shadows

If he chooses to Stay in the Shadows, the player chooses to limit the risks as much as possible. He takes the Overtone die in his hand and places the other near the Plateau. Then he rolls the Overtone Dice over the Hiding Board.

If the die stops on a Marked Box or outside the Board, then the character is revealed and is no longer hidden. The Authority picks up the dice and describes the end of the Phase. The character is likely to be Captured.

In other cases, the character hides properly and the Cloud passes without finding it. The player briefly describes how he is hiding, without being able to influence what surrounds him. He places a marker on the Board square corresponding to the result of the die roll. If there is already a marker on the square, he can choose to remove it or leave it in place. This represents the places to hide that are becoming less numerous, but also the already searched hiding places that the Cloud will ignore afterwards.

The player then picks up the dice and passes them to another player who is then under the Shadow of the Cloud.

Disperse the Cloud

If he chooses to Disperse the Cloud, the player chooses to act with a higher risk of getting caught. He takes both dice in hand, and throws them over the Hiding Board.

He then finds the highest dice, which indicates the Tone obtained by the player.

If this die is on a Marked Box or outside the Board, or if a Stymie has been hit, then the character has been spotted. The player is free to describe how it happens, following the Tone obtained. Capture is possible if desired. He then hands the dice to the Authority, which launches a new Phase. In the case of a Stymie, if the Authority deems it necessary, it can stage an Overbid, which may involve a Capture.

In other cases, the character succeeds in his action, which can consist in changing places, in better concealing himself, in helping someone, in making a diversion... Any action that does not make him be spotted. The player describes his action by following the tone obtained. Then he places a marker on the Board box corresponding to the result of the highest die. If there is already a marker on the box, he can choose to remove it or leave it in place. He may do the same with the second die, but is not required to do so. This represents the places to hide that are becoming less numerous, but also the hiding places already searched that the Cloud will ignore afterwards as well as a possible diversion carried out. Players are encouraged to move Markers during their narration.

The player picks up the dice when he has finished, and passes them to another player who is then in the shadow of the Cloud, or to the Authority to finish the Phase.

Heroic Feats

It is not possible to use a Heroic Feat while Staying in the Shadows.

When choosing to Disperse the Cloud, you can choose to use a Heroic Feat after rolling the dice. This cancels rolling the Tone die off the Hiding Board or into a Marked Box. The value of the Heroic Feat Tone die is taken to add (or remove) a Marker on the Board, even if this die value is no longer used.

The Feat must fit into the narrative and not reveal the presence of the Child. This aspect must be kept in mind when creating the Feats.

Morales

The Morales can only intervene when you roll both dice, i. e. when you try to Disperse the Cloud.

When a player obtains a Morale, it means that something unexpected, unfortunate, undesirable has happened. Not enough to get you spotted, though. But it must be embarrassing for the characters. The Authority must ensure that the character's actions have unintended consequences that add spice to the scene. He can add elements if he deems that the player's description was lacking in flavour, while obviously keeping the character hidden.

It may happen that the character rolls a Morale and that the die giving the Tone moves out of the Hiding Board or stops on a Marked Box. In this case, the character is spotted, and the embarrassing and unfortunate events may trigger the situation. Again, the Authority can intervene afterwards to insert these elements into the narrative.

In both cases, the player must write a Morale from it on an Index Card.

Mysteries

Mysteries can only intervene when you roll both dice, i. e. when you try to Disperse the Cloud. In addition, a Mystery automatically announces the end of the Phase by revealing the presence of the character who suffers it.

The Mystery is linked to the Stymie that causes the character to be revealed. Bring strange reasons that led to this state, but keep a part of it strange and unresolved. In any case, this ends the Phase and leads to the Authority starting a new one.

End of Phase

The Phase ends when a character is spotted and the dice are returned to the Authority. A player, after dispersing the Cloud, may also choose to return the dice to the Authority to end the Phase.