

MERRYWEATHER

[It never was]

A game by Kevin Allen

In the town of Merryweather there is a lake, and on this lake there is an island, and on this island are the ruins of a great mansion, long since abandoned. They call it "The Ancient." It is a right of passage among the local youth to row out to The Ancient and spend a night inside the decaying, clapboard palace.

Some say that no one has ever explored the whole of the house. Some say that the owner was a scientist, and his deceased "experiments" still stalk The Ancient's halls. Some say that the bodies of missing children are hidden in the walls. And some say that at night there are lights shining through the attic windows-- strange, brightly colored lights. But most reasonable people discount these rumors as myth and don't concern themselves with the goings on of dilapidated houses on remote little islands.

Some claim to have spent the night bravely, but more describe stories of ghosts and murderers that scared them away from the task. They call the place haunted, creepy. Evil. But anyone brave enough to row to the island always reports the feeling of returning to a world very different then the one they left. "The Ancient changes you..." they say with a far-off look in their eyes, "or maybe it's everything else that changes."

It was a clear star-blazed night when your friends helped you into the rowboat. A soft wind joined you on the journey across the lake and for a moment in its gentle embrace you forgot about the town getting smaller behind you-- about high school, about your family, about money troubles, about the friendships too soft and thin to be pulled across black water to a simple, lonely island. As you all climbed the decaying wooden steps, as you each passed the threshold through the door fallen off its hinges, as you explored the ancient ancestor: friends whispering and laughing by flashlight; the scent of the girls' soft hair mingles with stale parlor atmosphere; old floorboards creak under new shoes; and as a cool aluminum can kisses you full on the mouth and fills you with cheap amber beer, understanding sinks in. You become keenly aware that these are the memories of youth that you will carry in your coat pockets for the rest of your days.

And then you all climbed the stairs to the attic, and then you saw the rusty heart of The Ancient. The room contained only terrible things. Things you were not meant to see: Things that looked back at you with hateful, uncaring eyes. It came at you, but you fled. The Ancient was awake. The Ancient had started its work.

You all ran from the house, and rowed for the shore and the town and the warm houses you expected on the other side. You didn't know what you all had done, but you were sure you weren't supposed to have done it. Your friends' hurried talk, full of fear and worry; the light din of oars cutting the lake water, and when you reached the shore you could see a thin line of smoke drifting from The Ancient's chimney. Dread descends. What have you done?

About the Game

Merryweather is a game about spending a year in a world not your own. It is a game about consequences. It is a game about being roused from the waking life to find yourself in the dream.

The characters in Merryweather are a group of average high school students who find themselves trapped in a surreal, phantasmagorical version of their hometown after exploring an abandoned mansion called "The Ancient." While exploring the attic of The Ancient they are faced with a horrible event that drives them to flee in mortal fear. The exact nature of this event is unknown at the start of the game, but will be developed during play. Eventually the game will build to a dramatic crescendo where the characters either overcome their anxieties and insecurities to face the source of what they saw in the heart of The Ancient, or they are defeated by their own fragile emotional states, laid low by fear of an adversary too great to conquer.

Storytelling and role playing is facilitated by a unique story framing device called "The Glass Skeleton" and a totally original conflict resolution/narration system that has players interact with a deck of standard playing cards and a special game calendar.

The players are able to alter this world by manipulating a deck of standard playing cards and a special calendar (included at end). The whole "campaign" lasts over the course of an in-game year played over the course of 4 sessions, each one representing both a season of the year and suit of cards (summer = hearts, fall = diamonds, winter = spades, spring = clubs).

This game was conceived, designed and produced between March 10, 2006 and March 19, 2006 for the Game Chef 2006 Competition. It is played in the course of 4 sessions, each 2 hours long. It uses the following ingredients: Ancient, Glass, and Emotion. The game is played by exactly 4 players.

Setup

To play Merryweather you will need a printed version of these rules (including the calendar) and a full deck of standard playing cards (jokers removed). Also, you may also want some yellow #2 school pencils and scrap paper for note taking.

Clear the play area of everything else that might be distracting. Ask the players to turn off their cell phones. Have a clock handy to keep track of time during the game, as keeping track of time is an important aspect of play. Players should sit across from each other like the points on a compass.

Lexicon

Narration Card- a card numbered from 6 to 10. The number value directly correlates to minutes in the game that a player may narrate.

Narrator- The particular player who is telling the story at any given moment.

Player- everyone playing Merryweather is a player, but in this document the word's use refers to the players not currently acting as the Narrator.

Character- The specific personae that are role-played in Merryweather. Represented by face cards.

Dominant Emotion- the main role-playing instinct of the character. This shifts throughout the game between two related emotions.

The Glass Skeleton- the story framework used to build games of Merryweather.

Story Card- a card numbered from 1 to 5. Used to purchase Story Principle. Anyone may spend Story Cards at any time, regardless of who the narrator is.

Story Principle- Specific details about the setting that are introduced into the story by purchase with Story Cards. Story Principle is purchased from the Game Calendar. It should be noted that this term is both the singular and plural form.

Game Calendar- A 12 month calendar included with these rules, used for purchasing Story Principle.

The Ancient- An abandoned mansion on an island, rumored to be haunted. The game starts after the characters flee from the Ancient into the surreal town of Merryweather. Inevitably the players must return to the Ancient.

The Adversary- A nearly mythic foe in Merryweather. Torments the Characters throughout the game. Must be defeated in the Ancient in the 4th season if the Characters are to survive.

Archetype- Like a dominant emotion for Key NPCs. Determines the attitude and motivations of Key NPCs. Dictated by face cards.

Key NPC- Special, plot relevant NPCs dictated by The Glass Skeleton. Denoted by face cards.

The Cards

Each player should pick the card suit they each wish to have for play. There is no advantage or disadvantage to playing any one suit instead of another, although your character's emotional state is determined by the face cards you hold, so you may wish to read through the character section before making a decision. Within that suit' pick one of the three face cards to be your character (the other two will possibly become key NPCs later on). Hold onto the card that represents your character; give one of the two remaining face cards to each of the players seated next to you. (The two cards you are given in turn will not be a part of your hand. What exactly you do with these cards is explained in the Narration section below)

Each face card is associated with two emotional aspects. See Fig 1.

King of Spades- Pride/Shame
Queen of Spades- Ambition/Bitterness
Jack of Spades- Bravery/Worry
King of Clubs- Wonderment/Disappointment
Queen of Clubs- Love/Envy
Jack of Clubs- Hope/ Regret
King of Hearts- Contentment/Disust
Queen of Hearts- Compassion/Pity
Jack of Hearts- Camaraderie/Lust
King of Diamonds- Nostalgia/Grief
Queen of Diamonds-Patience/Frustration
Jack of Diamonds- Confidence /Lonesomeness

Fig 1.

Cards & Emotions

When a face card is held in the hand, there is a face that orients itself appropriately to you, and a second that is upside down. This serves as a perfect metaphor in Merryweather, which presents emotions in pairs with a positive and a negative aspect.

These emotion pairs are intended to guide role-playing in Merryweather; they illustrate how the character is dealing with the psychic fallout of living a year in an overtly threatening dream world.

One of the character's two emotions is always at the forefront of their demeanor: This is called the character's Dominant Emotion. Players should curvy their role-playing to this emotion. Characters begin play with their positive emotion Dominant. When they lose a Challenge Pull (used to resolve conflict, described below) the negative emotion becomes the Dominant Emotion. The player may at that point decide to shrug off the emotion shift and continue role-playing the positive emotion by paying the Narrator one face card. If the player does not have a face card to pay, she must continue role-playing the negative emotion until she succeeds in a Challenge Pull.

Lauren's character is the King of Diamonds. She lost a conflict against a pack of wild dogs and her coat was badly torn. She elects to give Monica, the Narrator, one of her face cards so she doesn't shift emotions. If she didn't have a face card in her hand she would likely have made a big speech about how long she had the coat.

Merryweather makes use of an object common to just about everybody, but generally foreign to role-playing games, a calendar. The Game Calendar, as it will be referred to from here on, is a 12-month calendar specifically designed to direct game play and set the scene for Merryweather. Because of the unique nature of this device there is no need for lengthy setting descriptions. All you need to know about the town of Merryweather is right there in the Game Calendar. You've been given the boards and nails; it is up to you the players, through use of the narration system (described below), to build the house.

Because the Game Calendar is a little more complex than a regular calendar and is so critical to the play of Merryweather, you should familiarize yourself with what information is presented on it, and how it is used.

The Calendar

calendar graphic here

Narration

Unlike more traditional RPGs, Merryweather has no specific Game Master. All 4 players share the responsibility of narrating scenes, presenting conflict, and moving the story along. The player currently telling the story is called the Narrator. It is the Narrator's job to fill out the story framework (called the Glass Skeleton, see below) describing the town of Merryweather and the action that takes place there. Also, the Narrator must keep track of how long they have been narrating. Lastly, and most importantly, it is the task of the Narrator to entertain the players.

When to Narrate

Who gets to be the Narrator at any given time, for how long and what Story Principle is added to the game is determined by playing two different types of cards: Story Cards and Narration Cards. Narration Cards buy you time to narrate and Story Cards purchase Story Principle from the Game Calendar.

Monica decides to Grab Narration. She places the 8 of Clubs face up on the table in front of her. For the next 8 minutes she is the Narrator of the story.

Players use Narration Cards to purchase time during the game that they may be in control of the story. During this time they introduce new Story Principle, describe events, put the other characters in conflict, and play the roles of NPCs. Narration cards are the cards in your hand numbered from 10 to 6.

When a player wishes to "Grab Narration" they play a Narration card face up on the table. The numeric value of the Narration card is equal to the number of minutes the player has to act as the story's narrator. Sometimes no one will seek to Grab Narration when the Narrator's time runs out. This is called "going into over time." The narrator must continue narrating until another player Grabs Narration. The Narrator does not need to pay for overtime with Narration Cards.

Story Cards

After narration time has been purchased with Narration cards, a Story Card may be played. Story cards are the cards in your hand numbered from 5 to 1. Story Cards are used to purchase Story Principles. The Narrator may play a Story Card face up on the table and consult the Game Calendar. Every date on the Game Calendar has a suit associated with it, and with that suit one, two, or three numbers printed on the suit. Players may only access calendar dates that match their suit. If the Story card played matches any number printed in white on the suit symbol the Story Principle from that date may be brought into the story.

The players want to know what is next door to the building they are in; they ask Monica (the current Narrator) what is around nearby. She looks at her hand and checks the Game Calendar. This session is in the Spring season. After quickly looking through the months of March, April, and May she sees that "Firehouse" is the Story Principle on May 31. She then plays a 3 of Clubs face up in front of her and narrates that there is a run down firehouse next door.

Narration Cards

Grabbing Narration

Any player may try to Grab Narration as long as they have Narration Cards left in their hand. A player may “grab narration” when another Narrator’s time runs out, or may seek to steal narration from the player currently telling the story.

When the current Narrator’s time runs out he must say that his time is up. Any of the players may then declare they are Grabbing Narration and play a Narration Card. When the Narrator’s time is up they may not immediately purchase more; one of the other players must Grab Narration. This keeps the story fresh and everyone engaged in its creation.

If more than one player attempts to Grab Narration at the same time, whoever plays the higher value Narration Card gets to Narrate. In the case of ties, the previous Narrator should choose who gets to take over. The player who played a lower value card, or lost the tie, does not lose the card they played, it is returned to their hand.

If none of the players wish to Grab Narration when current Narrator’s time runs out the Narrator goes into overtime and continues on with the job until one of the other players asks to Grab Narration. When a player seeks to Grab Narration from a Narrator in overtime, they simply play a Narration Card and take over.

While one player is narrating the other players may wish to interrupt and take over the telling of the story. This is legal but costly. First the player must declare that they wish to Grab Narration. The other three players then get to vote on whether or not to allow the new player to take over, majority wins. No player may abstain from this vote. Then the New Narrator must “buy out” the current narrator’s remaining time by giving them Narration cards of equal value to the time they had left. Then the new Narrator must spend another Narration card to purchase narration time of his own. If the new Narrator does not have enough cards to do this, the chance to Grab Narration fails and the old Narrator continues on. If the player attempting to Grab Narration only has cards larger than the amount of time they need to buy out they must use them anyway. The old Narrator need not “make change,” consider it their payment for giving up the story.

Monica has been narrating for a 6 minutes when James gets a good idea for where the rest of the scene should go. He elects to Grab Narration from Monica and asks the group if this is ok. The players unanimously decide to let James buy out the narration. He gives Monica the 6 of Diamonds, plays the 7 of Diamonds and then takes over as Narrator. Monica only had 4 minutes left in her narration, but there is no 4 minute card so she gets a little bonus narration time she can use later in the game.

Other Narration Rules

- The narrating player may spend Story cards at any time during the narration. It is not required that a player spend Story cards when they first buy narration, but if they wish to add any new Story Principle they must do so.

- It should be noted that if you are narrating the first scene of the season, you **MUST** purchase a Story Principle. Otherwise, you are never required to purchase Story Principle. If you do this you must work with what players and other Narrators have included

- The first Narrator of a game of Merryweather is the player whose birthday is closest.

- The Birthday Rule: When acting as Narrator, players may purchase the Story Principle from the date of their birthday for free. This action may only be performed once per GAME.

- The card of the Week Rule: Every week has a specific card associated with it (listed on the Game Calendar). Narrators may reveal that they have this card to the group and narrate any Story Principle associated with that week for free. It should be noted that the Card of the Week is not played on the table like normal cards; it is simply shown to the group and returned to the Narrator's hand. Each card may be used only once per game in this manner. Narrators may only use Cards of the Week for the season currently being played.

Players and Story Principle

Narrators aren't the only people who can spend Story Cards to buy Story Principle during the game. Players are also permitted to play Story Cards to add these exciting elements to play. This is done in much the same way a narrator would, by laying down the card and consulting the Game Calendar. Instead of narrating in the Story Principle themselves, however, it is the current Narrator's job to include what has been added. The Narrator should do this as soon as possible in the telling of the story. Players spend Story Cards specifically so their characters can interact with Story Principle in an immediate way, it is unfair to deny them this right by taking your time to Narrate them in.

Scenes & The Glass Skeleton

Scene	Purpose	Play Style	NPC (disposition)	Setup
1	Induction into a strange new world	Exploration, discovery, and escape	None	After fleeing the Ancient
2	Stranger gives the characters a task to resolve.	Goal to accomplish, success rewarded, failure punished.	Yes, (indefinite) friendly, offering help	Can follow S1s1 directly or indirectly
3	The effect the Adversary has on Merryweather is revealed.	Crime scene investigation, clue gathering, hide & seek	Narrator discretion (do not play a card for the Adversary at this time).	Can follow S1s2 directly or indirectly

Scene	Purpose	Play Style	NPC (disposition)	Setup
1	Inform players about the town, its peculiarities	Discovery, secrets revealed	Yes, (positive)	Can follow S1s3 directly or indirectly
2	An attempt to communicate with the outside world	Defeating circumstances, dread, claustrophobia.	Narrator discretion	Can follow S2s1 directly or indirectly
3	The Adversary is revealed.	Surprise, conflict, ambush, discovery	Yes (negative) the Adversary	Follows directly after S2s3

Like the human body, a game of Merryweather is also held up by a skeletal system. In this case the skeletal system is a tightly formatted story structure called The Glass Skeleton. Without a strong, controlled story structure the game would be a formless blob, quickly decaying into incomprehensible, boring play.

There are no secrets to this storytelling structure, this skeletal system. There is no GM screen, no information to be hidden from the players. The way the game progresses is completely accessible, completely transparent, like glass.

Hence: The Glass Skeleton.

Just because everyone knows where the story is going doesn't mean there are no surprises, quite the opposite. Because the details of the story are decided upon by the players no two games of Merryweather are ever the same, and no one knows exactly what will happen next.

The complete Merryweather game experience lasts exactly 8 hours. The game is divided up into 4 two hour sessions that are further broken into 3 forty minute long scenes. The players will define the content of these scenes by incorporating Story Principle from the Game Calendar. The Glass Skeleton dictates what exactly needs to be accomplished within the story during those scenes.

The Glass Skeleton is important to the play of Merryweather for a number of reasons. It tightly controls pacing, to insure a dramatic game. It obviates the need for any pre-game prepping. Once everyone understands the rules and the basic premise of the game The Glass Skeleton kicks you right into play. There's no GM in Merryweather, and everyone gets a crack at telling the story. The Glass Skeleton makes that possible.

Scene	Purpose	Play Style	NPC (disposition)	Setup
1	Journey to learn about the Adversary	Quest, monster slaying, recon	Narrator discretion	Can follow S2s3 directly or indirectly
2	Escape the Adversary	Chase sequence, hide and seek, ambush	Narrator discretion	Directly follows S3s1
3	Learn how to destroy the Adversary	NPC exposition, history lesson, prophecy	Yes (narrator choice). NPC knowledgeable about Adversary	Recently after S3s2

Scene	Purpose	Play Style	NPC (disposition)	Setup
1	Planning the next move	Preparation, resource gathering, object quest	Yes (negative). Tries to stymie characters.	Can follow S3s3 directly or indirectly
2	Return to the Ancient	Trap setting, exploration	Narrator discretion	Can follow S4s1 directly or indirectly
3	Final Show-down	Conflict, end-game	Narrator discretion	Immediately follows S4s2

Scenes & Names

The Darkness on the Edge of Town - Scene 1

To Know Fear - Scene 2

The Danger Inherent - Scene 3

Return to the End - Scene 4

Seasons and Scenes

In the town of Merryweather the game's breadth spans a full year. Each session takes place during a different season. Each session, however, may last different amounts of "in-game" time. The winter session might span a few weeks in Merryweather, but the spring session could be encompassed within a single day. These choices are left up to the players telling the story so they may control the tale's dramatic pacing. As long as the Glass Skeleton is followed, and a session lasts only a single season, Merryweather will be an exciting and enjoyable experience.

After 40 minutes has passed the scene ends. Narrators should keep this in mind and try to find some resolution to the scene instead of just having it "dead end." Cards that were played (placed face up on the table) during the scene are returned to the hand of the players who played them. Note: NPC cards stay in play once laid out, cards traded to each other do not trade back till the end of the Season. Face cards never trade back at the end of a season.

At the end of the Season, take note of who has what cards in their hand, what Key NPCs have been played, and who if anyone has used the Rule of Birthdays.

It was a bleak winter; the snow fell and stayed frozen on the ground. We would all but forget there was ever frayed yellow grass under there although we trudged across it everyday for weeks taking photos for the conspiracy theory 'zine we were working for.]

Vs.

We arrived at the dilapidated greenhouse, the warm spring rain spilling through the cracked panes of dirty glass. It was almost pleasant... till we heard the grinding of steel on concrete. It would be a night we would not soon forget and some of us would not recover from.

NPCs

Merryweather is a town populated with eccentric, bizarre people who at the wave of a hand can be helpful friends or monstrous enemies. Every scene has the potential to place interesting new characters into the game. It is up to the Narrator to decide when to introduce NPCs, but sometimes it is truly important that an NPC be placed in the storyline. These NPCs are called Key NPCs. Key NPCs appear in specific scenes outlined in The Glass Skeleton.

A scene that requires a Key NPC is narrated just like any other scene, but when the Narrator gets to introduce the Key NPC he must play one of the face cards he has in his hand. The Narrator can play any face card he has in his hand at the time. What card in particular is played determines the nature of the NPC.

The Narrator can add whatever details he wants to the Key NPC, describing him, role-playing his personality, voice, and gestures. The Narrator may also add Story Principle to the Key NPC to make it more a part of the town. The driving force of a Key NPC's role-playing should be its Archetype.

The Archetype of a Key NPC is determined entirely by what card was played to introduce the Key NPC. Archetypes are much like the characters emotions, they are meant to guide the role-playing of the Key NPC. Archetypes, like Emotions, are dual natured. They have a positive and negative disposition. The Glass Skeleton determines the disposition a Key NPC has when it comes into play. Disposition only changes when The Glass Skeleton describes that it should.

NPC Dispositions

King of Spades- Collector/Thief
Queen of Spades- Architect/Destroyer
Jack of Spades- Innocent/Martyr
King of Clubs- Professor/Deceiver
Queen of Clubs- Leader/Dominator
Jack of Clubs- Believer/Righteous
King of Hearts- Victim/Vengeful
Queen of Hearts- Explorer/Conqueror
Jack of Hearts- Doctor/Sadist
King of Diamonds- Bon Vivant/Devourer
Queen of Diamonds- Superstitious/Ritualist
Jack of Diamonds- Prudent/Judge

Example 1. James is narrating Scene 2 of season 1, and it is required that he introduce a Key NPC that give the players a task. James is playing the Jack of Diamonds, so he has the King and Queen of Diamonds in his hand to narrate with. He decides to introduce the Queen of diamonds and to purchase some Story Principle for the Key NPC. He then begins to narrate about how the characters see an older man walking towards them, carrying a dowser's rod.

If the Narrator does not have any face cards in his hand when it comes time to introduce a Key NPC he must purchase a face card from one of the other players or forfeit the rest of his narration time to one of the players that does have a face card.

If the Narrator wishes to purchase a face card from one of the players he must give them a Narration Card and a Story Card from his hand (not ones that have already been played). No player may refuse this deal if offered it. It should be noted that Narration and Story Cards traded to other players do not replenish at the end of a scene, unless they are played later in the scene, they replenish at the end of the season.

Example 2. Lauren is narrating. She has to introduce a new Key NPC but she doesn't have any face cards left in her hand. She knows that Peter hasn't yet used any of his, so she offers him the 3 and 7 of spades (a Narration Card and a Story Card) for one of his face cards. He takes her cards and hands her the King of Hearts. Lauren narrates the rest of the scene.

If the Narrator forfeits his narration because he does not have any face cards to play any player may Grab Narration as though the Narrator's time had simply run out. (See Grabbing Narration). This player must have a face card to introduce the Key NPC with.

The Adversary

The Adversary is the antagonist in a game of Merryweather. It is the stalking evil that lurks at the edges of the characters minds, daring them to come after it. Defeating the Adversary is one of the prime goals the players of Merryweather have. The Adversary is introduced like any other Key NPC (see above).

Some element of the Adversary is discussed in every season of play. In the first season the characters learn that such a being exists and what terror it can wrought. In the second scene the Adversary is glimpsed for the first time, and a face card is actually assigned to it. In the third, the characters begin to plan a way to defeat the Adversary, and have their first threatening encounter with it. In the 4 scenes the players either destroy or are destroyed by the Adversary, resolving exactly what happens to them at the end of their year Merryweather.

The Adversary is terribly dangerous. There is only one way to defeat the adversary (discovered in season 3 scene 3), all other attempts to harm or kill the Adversary simply fail. The Adversary is the stuff of nightmares; it seeks only to destroy the characters. Its ability to harm is so serious that if it catches a character they have very few chances of survival. Any time the Adversary is given the chance to kill a character (the player loses a Challenge Pull and the stakes put them in the Adversary's grasp) that player may sacrifice a face card to the Narrator for a chance to barely slip away (often with some terrible wound). This represents the hero in a horror movies ability to never exactly get caught; only more frightened. If a player is out of face cards they may instead sacrifice their ENTIRE hand. Their hand is placed face up on the table. The character either finds someplace to hide or runs very far away. They are effectively "out" until the next scene begins, when they may pick up their hand and continue playing.

Conflict Resolution

When a conflict arises, namely one of the characters wants to take an action the Narrator deems has a chance of failure, a Challenge Pull is called for. The Player (not the narrator) sets the stakes. That is, he describes quickly what will happen if his character is successful. The Narrator then briefly explains what will happen if the character fails. The player and the Narrator fan all the cards in their hand so the other person can't see what they are holding. They then blindly pull a card from each other's hands. Whoever holds the higher card gets to narrate the resolution of the conflict. If the player succeeds the stakes he described occur, if not what the Narrator described occur. The Narrator then continues as normal, narrating the result into the story.

Whenever there is a tie the Narrator should describe the outcome as being mixed good and bad results. The character should succeed in his task but there should be some adverse consequences because of it.

Pete's character is running away from the Adversary through the halls of the high school. James decides that a Challenge Pull is called for to see if Pete gets away. Pete declares that if he wins the pull he manages to find some hiding place and the Adversary can't find him. James states that if he wins the pull the Adversary finds him in his hiding spot. Pete and James fan out their hands and each pull a card. Pete pulls the 5 of Diamonds; James pulls the 7 of Hearts. Pete's character hides in a supply closet somewhere in the science labs; but just when he thinks he's safe a strong, gloved hand slowly pulls the door open...

Advised/helped by another player: +1

Adverse environmental conditions (rain makes it hard to see long distances): -1

Beneficial environmental conditions (rain makes it easy to sneak around without being heard): +1

Right tools for the job: +1

Working without the necessary equipment: -1

Task is really hard to do: -1

The character has accomplished this task before: +1

Several external factors can affect the Challenge Pull. These need to be addressed before the Challenge Pull is made, but after the stakes have been set. The two players not involved in the Challenge Pull may award 1 Challenge Point each the challenged character based on how well the character's emotions have been role-played in the events leading up to the conflict. The other players are in no way obligated to do this if they don't think it was deserved. These Challenge points are added to the numeric value of the card pulled by the side they were awarded to. The factors that affect Challenge Points are shown at left.

Negative Challenge Points can actually subtract from the value of the card pulled. No card's value can ever be reduced to below 1. Other players can never assign negative Challenge Points, although they can elect to not award Challenge Points to anyone. Challenge Points only ever affect what the PLAYER pulls, the narrator's card has the exact value printed.

Lets retry the above example with what we just learned about challenge points. Pete is trying to hide from the Adversary, Monica and Lauren think that Pete has really been exemplifying his dominant emotion, so they both award him a Challenge Point. In a past scene Pete hid from an NPC he was spying on, so he gets the "accomplished this before" Challenge point. James says that because the school is empty at night, sound carries further so he loses one Challenge Point for "adverse environmental conditions." This time when Pete pulls a 5 it actually counts as an 8 (5+1+1+1-1=8). Pete is a lot better off now.

Thanks




























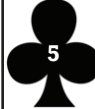



This game is for BJ and Frank.

This game would not exist without Kristin.

This game loves Pete & Pete and The Boss.





























JANUARY

WINTER

 moldy 1	 lawyer 2	 laundromat 3	 sewers 4	 electric 5	 requires climbing 6	 nursery school 7
 farmer 8	 ladder 9	 bus depot 10	 water tower 11	 statue 12	 newspaper reporter 13	 camera 14
 wooden 15	 knife 16	 video store 17	 security guard 18	 road flare 19	 dank 20	 winter coat 21
 the big game 22	 forgotten 23	 disembodied 24	 unexpected sound 25	 movie theatre 26	 dentist 27	 notebook/ diary 28
 road salt 29	 railroad tracks 30	 ceramic 31				
































FEBRUARY

WINTER














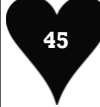
















			 234 drive in 1	 345 criminal 2	 45 rock quarry 3	 5 soda machine 4
 1 found remains 5	 12 dark 6	 123 sticky 7	 234 garbage can 8	 345 power station 9	 45 computer 10	 5 liquor 11
 1 writing 12	 12 dumpsters 13	 123 snow drift 14	 234 hardware store 15	 345 high school dropout 16	 45 police station 17	 5 pickup truck 18
 1 plumber 19	 12 in the stove 20	 123 silent 21	 234 cigars 22	 345 sword 23	 45 cafeteria 24	 5 cul de sac 25
 1 burnt 26	 12 flash light 27	 123 reservoir 28				

MARCH
































SPRING

			 wild dogs 1	 ritual performed 2	 limo driver 3	 casket 4
 wine cellar 5	 funeral service 6	 delivery 7	 shopping cart 8	 hatchet 9	 scrap yard 10	 hunter 11
 doll 12	 pizza joint 13	 crystal radio 14	 mortician 15	 tattoo parlor 16	 sandy 17	 expensive 18
 stationary store 19	 under the sink 20	 bowling alley 21	 oily 22	 toilette 23	 paper 24	 broken 25
 poison 26	 ranch house 27	 coins 28	 thunder & lightning 29	 sharp 30	 janitor 31	









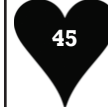






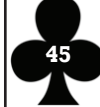




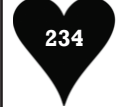







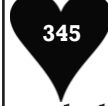

APRIL SPRING

						 delivery truck 1
 radio station 2	 underage drinking 3	 math teacher 4	 supermarket 5	 unlocked door 6	 suitcase 7	 pharmacist 8
 can of gasoline 9	 bodies 10	 retiree 11	 candle 12	 bakery 13	 message received 14	 rusty 15
 tool shed 16	 radio antenna 17	 over pass 18	 bone 19	 covered bridge 20	 black out 21	 bow and arrow 22
 water-logged 23	 town houses 24	 prosthesis 25	 heavy rain 26	 pet cemetery 27	 burial 28	 threat 29
						 Artist 30

MAY SPRING
































	 manhole cover 1	 playground 2	 concert 3	 moist 4	 wine 5	 weeds 6
 silver 7	 music instrument 8	 old 9	 the lake 10	 sleep 11	 haunted 12	 barbershop 13
 mattress 14	 strong scent 15	 order lodge 16	 keys 17	 school bully 18	 music 19	 creek 20
 photographer 21	 campsite 22	 electrician 23	 fishing dock 24	 spider webs 25	 crossing guard 26	 school bus 27
 drowning 28	 fishing gear 29	 used car lot 30	 fire house 31			

JUNE SUMMER

				 station wagon 1	 garage sale 2	 medicine 3
 disappearance 4	 librarian 5	 graduation 6	 wedding 7	 lost dog 8	 traffic light 9	 gas station 10
 foot bridge 11	 fire hydrant 12	 4th grader 13	 moving shadows 14	 drug dealer 15	 glowing 16	 tree stump 17
 hills 18	 condo complex 19	 waxy 20	 library 21	 pup tent 22	 cheap 23	 record player 24
 shredded 25	 light house 26	 candy 27	 leather 28	 cat lady 29	 addiction 30	
































JULY

SUMMIEER

						 sinking 1
 knick-knack 2	 fisherman 3	 fireworks 4	 bar tender 5	 oil slick 6	 mask 7	 dog house 8
 tunnel 9	 warm wind 10	 hunting rifle 11	 Italian restaurant 12	 school coach 13	 mayor 14	 hole 15
 convenience store 16	 police officer 17	 paper boy 18	 missing child 19	 hidden location 20	 milk man 21	 boots 22
 groundskeeper 23	 pet store 24	 lights in the sky 25	 garbage dump 26	 bonfire 27	 RV 28	 orchard 29
					 rope 30	 frogs 31































AUGUST

SUMMER

		 cab driver ₁	 public pool ₂	 trapped ₃	 festival ₄	 stage play ₅
 garage band ₆	 hailstorm ₇	 doctor ₈	 murder ₉	 street light ₁₀	 bicycle ₁₁	 drunk ₁₂
 creek ₁₃	 birthday party ₁₄	 beer ₁₅	 veterans memorial ₁₆	 greasy ₁₇	 soccer field ₁₈	 drifter ₁₉
 park ranger ₂₀	 corn field ₂₁	 malfunctioning ₂₂	 wasp nest ₂₃	 greenhouse ₂₄	 shovel ₂₅	 tire ₂₆
 Town historian ₂₇	 snakes ₂₈	 Ice cream truck ₂₉	 lawn mower ₃₀	 historical society ₃₁		

















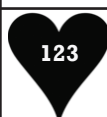














SEPTEMBER

AUTUMN

					 signal flares <small>1</small>	 glass <small>2</small>
 raspberry briar <small>3</small>	 fire <small>4</small>	 high school <small>5</small>	 road work <small>6</small>	 nurse <small>7</small>	 pool hall <small>8</small>	 hospital <small>9</small>
 school principal <small>10</small>	 old mines <small>11</small>	 herbs <small>12</small>	 security cameras <small>13</small>	 kidnapping <small>14</small>	 park bench <small>15</small>	 sprinkler system <small>16</small>
 tree house <small>17</small>	 smoke <small>18</small>	 hammer & nails <small>19</small>	 soda shop <small>20</small>	 pharmacy <small>21</small>	 tall grass <small>22</small>	 mother <small>23</small>
 babysitter <small>24</small>	 tavern <small>25</small>	 waitress <small>26</small>	 Baseball diamond <small>27</small>	 class ring <small>28</small>	 barber <small>29</small>	 rooftop <small>30</small>































OCTOBER

AUTUMN

 leaf blower ₁	 public bathroom ₂	 pine grove ₃	 senior hall ₄	 quarterback ₅	 mechanic ₆	 horse ₇
 loud ₈	 crickets ₉	 pathway ₁₀	 fountain ₁₁	 livestock ₁₂	 model rocket ₁₃	 cemetery ₁₄
 clean ₁₅	 cold ₁₆	 painted ₁₇	 swamp ₁₈	 steel ₁₉	 shopping center ₂₀	 mossy ₂₁
 dump truck ₂₂	 sports equipment ₂₃	 exterminator ₂₄	 golden ₂₅	 secret compartment ₂₆	 stable girl ₂₇	 satchel ₂₈
 stable ₂₉	 elementary school ₃₀	 pumpkins ₃₁				















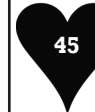











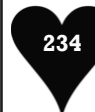



NOVEMBER

AUTUMN

			 gymnasium 1	 luncheonette 2	 flood 3	 fog 4
 costumes 5	 misty 6	 phone booth 7	 leaves 8	 hot 9	 veterinarian 10	 fire truck 11
 woods 12	 rotten 13	 revolver 14	 overgrown 15	 animal behavior 16	 swing set 17	 tractor 18
 yellow pencils 19	 fire fighter 20	 unknown smell 21	 nest 22	 toys 23	 homecoming queen 24	 boxcar jungle 25
 dead end street 26	 sirens 27	 edge of town 28	 barn 29	 girl scouts 30		

DECEMBER

WINTER

					 tree farm 1	 dusty 2
 traffic accident 3	 food 4	 side of the road 5	 explosives 6	 fell down tree 7	 dowsers rod 8	 cookies 9
 rowboat 10	 mechanic 11	 short order cook 12	 bloody 13	 burnt down 14	 wood pile 15	 murky 16
 tools 17	 ice 18	 sympathetic wounds 19	 ice rink 20	 strong wind 21	 father 22	 jail 23
 church 24	 snow fall 25	 cloathing 26	 alter 27	 typewriter 28	 lumber 29	 grave digger 30