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for: 1KM1KT.24h_RPG2013 & NaGaDeMon2013



• PLAN//scenario.creation GM_OPERATOR provides only the goal of the assignment [places a random card from the deck, with a post it description on the table]. Team is required to do research and legwork to discover more detail about their job: .[layout].[security].[personnel].[threats].[risks] Team members take turns to do legwork [draw a card], and share [describe] the findings [based on the card's suit] with the rest of the Team. Log the findings [write it down on a post-it] and keep it safe [place post-it and card together on the table]. This intel makes the Team aware of heist's major obstacles, use it to your

advantage and plan your approach accordingly.

Don't linger. The more time you spend on research, the more suspicious your plan becomes [GM draws an obstacle card every quarter hour of real-time planning].

-RUN//game-mechanics-a

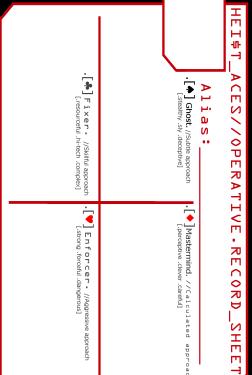
GM_OPERATOR oversees [narrates] the job's progress and informs [hinders] about surprises.

To pull off the heist, Team needs to deal with both, planned and surprise obstacles [narrate action and draw a card to your hand for each of the Aspects used in the narration].

- RESOLVING - OBSTACLES//

- Using the correct approach: [discard a card of the obstacle's suit] guarantees a success of the task [player narrates]
- Using relevant approach: [discard a card of the obstacle's color: black or red] results in a success at a cost [GM narrates "yes,but" and GM draws a card to his hand]
- Not being able to do any of the above fails the task [GM narrates "no"]





• RANDOM\\ &&&&CawFsJbn.info • TOUGH_JOB:[GM can play one or more cards from his hand, at any time, to hinder you]. • RISK_IT:[To slow down the GM getting more cards, you can draw less cards then the amount of aspects that apply]. • THATS_AJOKE:[Jokers have no suits, they always result with a "success at a cost" • THATS_ALOKE:[Jokers have no suits, they

another heist].

After successful heist you will be paid based on your performance during the run [cards kept for scoring]. We would like you to invest it in training and equipment [spend a matching card, per existing aspect in a suit to create a new aspect], but of course you are free to spend it as you wish [discard all the cards and live a lavish you wish [discard all the cards and live a lavish with the you run out, and decide to run life... until the you run out, and decide to run

- SCORE//char.improvement

[AWZ].[mishap].[police].[civilian.hero].[TAWZ]

Resolving a task [discard all remaining carda from you hand] raises suspicion and will soon create new issues [if the deck is empty, shuffle the discard-pile, use it as a new deck. GM gets a card per player to use against the team], if you card per player to use against the team], if you rear duick, you can avoid those consequences:

Succeeding at a task eliminates the obstacle [remove the obstacle card from the table]. This can either aid you in the future [keep the card for Scoring], or aid the team by lowering the suspicion [shuffle the card back into the deck].

You'll encounter unforeseen difficulties during your task [GM discards a card from his hand and narrates]. You have to deal with it on the spot [discard another card from your hand to beat the new obstacle] or fail the whole task.

- KUN//game.mechanics-b