

THE COMMITTEE FOR THE EXPLORATION OF MYSTERIES DEMO SCRIPT

Gather your demo materials—the game book, the dice pile, the Acclaim tokens, the hourglass, and one character sheet for each participant. Hand the character sheets out. You can't play with more than 3 players. Have everybody sit down, shake hands, and introduce themselves. Do likewise. We'll assume 2 players but it is easy to adjust.

(Knock on the table) This meeting of the Committee for the Exploration of Mysteries is hereby called to order. When last we met, we were hearing the report of the recently returned expedition to the lost city of the ape men in darkest Africa.

Please state your name and background for the record.

Allow player to announce their character's name and background.

And yours?

Again, nodding eagerly.

Excellent. We left off last time as the expedition reached the lower reaches of the mountainous jungle. The expedition found the way ahead barred by a vast chasm spanned by a narrow rope bridge of dubious construction. The winds were gusting and the rapids below looked very uninviting.

Roll your 2d10, and add 10 for two players or 20 for three players.

Ok, so I've just described a hazard, and your character(s) must tell the story of how they resolved it. Because we're telling a story of past events, all our narration should be in the past tense. You're going to take turns narrating what happened next and putting forward one dice to build toward meeting or exceeding the hazard's difficulty—which is X. You can't describe how you resolve things completely until the hazard's difficulty is met or exceeded, so you get to describe all the twists and turns along the way to your final victory.

See that **table on your character sheet**? The number of dice you use to resolve the hazard determines the amount of Acclaim you receive. The more exciting the tale, the bigger the reward, but a tale that stretches too long gets penalized. Normally your narration is timed by an **hourglass** like this, so you have limited time to tell your story before the other Committee members get bored. A group hazard with multiple characters usually gets 9 minutes, or three flips of the hourglass. We'll use the hourglass to give you an idea of the flow, but we won't worry about strict timing.

Indicate first player.

Your character has a **desire** that drove them to come on the expedition to gain Acclaim to help them achieve it. Would you like to describe how your character's desire made this hazard easier for them and reroll the highest d10?

If so, let the player narrate a bit and then have them reroll the highest die and set a new hazard roll.

If not, give each other player the opportunity to do so.

Indicate first player again.

Pick one of your **4 attributes**—Daring, Genius, Instinct, or Charisma—to use in telling your part of the story of this hazard. You'll get to roll d6s equal to its rating. Also take a look at the **descriptors** next to your chosen attribute. If you have an idea of how you can use it in your narration, roll an additional d6 of a different color. Descriptor dice are special for two reasons: (1) they do not get counted for determining the Acclaim you receive for your story; and (2) you can put one descriptor die forward with each regular die you use, allowing you to more quickly meet the hazard's difficulty.

Have them make their choice and roll their dice.

Great. You can start us off—put forward a die and your descriptor die and tell us how you started to resolve this hazard.

Turn over the hourglass as they begin. Grin and show enthusiasm for their narration—it's pulp awesomeness!

That's great. Now before we let you (*indicating the second player*) describe what happens next, you need to choose one of your four attributes and decide if the descriptor applies.

Have them make their choice and roll their dice.

I also get to describe a complication that your narration must work around. The game has no GM, so normally another player will be providing these complications.

Provide a short (no more than 2 sentences) complication or twist, riffing off of the narration thus far. This complication cannot negate what the first player narrated—it's strictly a "yes, and" or "yes, but" response.

Try to tailor the complication to the descriptor they decided applies so it is easy for them to narrate.

Examples:

- *One of the ropes begins to pop and fray*
- *A piece of the bridge breaks underneath the character*
- *They hear a bestial grunting noise and rocks come cascading down onto the bridge*
- *They hear the sounds of nearby Nazis approaching*

OK, (*indicating second player*) go to it. Put forward one die along with your descriptor die.

Again, show enthusiasm for their narration.

You also have **Gear and Associations**. As you're telling your story, you can describe how you use these to help you and roll that number of additional d6s. You can also describe how your **Gear or Associations descriptor or an unattached descriptor** applies to roll another descriptor die. So you can use those in telling the next bit of your story. But first another complication!

Narrate another complication, then allow the first player to narrate and put forward another die (plus 1 descriptor die). Keeping using the complication-narration pattern until they meet or exceed the hazard roll. Once a player puts forward a die that makes the total sufficient to do so...

Cool! So the dice you just put forward gets you there, so you can narrate the final step you took to resolve the hazard.

Let that player narrate the last bit of resolving the hazard and nod with appreciation.

That was awesome! So by using X dice, you would receive X Acclaim for that hazard. In the full game you begin by brainstorming using the adventure worksheet (*Pull out the adventure worksheet and let everyone look it over*). You brainstorm where your expedition will be going and some of the hazards you want to see along the way. Then everyone gets individual scenes for their characters at each spot along the expedition's route, as well as the occasional group hazard similar to what we just played. At the end of the game, each character gets an epilogue in order from most to least Acclaim where we find out whether those desires were achieved or not. A game can be played in an evening, or it can be played over multiple sessions. If you're interested, the game is \$20 over there at the IPR booth behind us. Thanks for taking the time to try out my game. It was nice meeting you guys! Is there anything else you're interested in demoing while you're here?