

Rules Summary

Summary of the Structure of Play

- Decide on a game set in the 1930s or the Victorian era
- Decide on one or two scenes per character per location
- Create the exploration site and its secret
- Decide on two or three route locations
- Brainstorm a list of potential hazards
- Create the expedition log
- Create your characters
- Assign Opposition
- Introduce your characters and toast
- Begin play, with each character receiving the decided number of scenes per location
- Have group hazards whenever you notice more than one glass is empty
- Get one extra scene per character at the exploration site
- End tale with a group hazard and toast
- Narrate character epilogues in order from most to least Acclaim
- For multiple-session expeditions
 - Decide on three to six route locations
 - Each session tells the tale of one or two locations or the exploration site
 - Each character receives two to four scenes per location, plus one extra at the exploration site
 - Each session except the last ends in a group hazard cliffhanger that is resolved at the beginning of the next session
 - After resolving the cliffhanger, resume play with next player who would have gone if not for group hazard

Summary of Character Creation

- Think of a character concept and discuss your character concepts with the group
- Choose your character's desire
- Divide 11d6 among the four attributes of Daring, Genius, Instinct, and Charisma, with at least 1d6 in each and one attribute higher than all the others
- Assign a descriptor to each attribute (can be used a number of times per session equal to number of dice in attribute)
- Determine Gear and Associations rating based on the character's highest attribute
- Assign a descriptor to Gear and Associations
- Each character starts with three Acclaim
- Round out the character with a name and brief background

Summary of Single Character Hazard Resolution

- Transitional narration—can move expedition along route or within exploration site and says where your character is and what they are doing
- Call for your hazard by saying, "Little did I know what challenge awaited me"
- Opposition frames hazard in role of their character and assigns difficulty from those available for current location (no repeating difficulty levels until all others available in that story segment have been used on your character)

First Location	Other Locations on the Route	Exploration Site
2d10 or 3d10	2d10 to 6d10	4d10 to 6d10

- Opposition rolls the d10s, establishing the hazard roll you must match or exceed
- Choose whether to call upon your character's desire by narrating an aside to:
 - Aid in overcoming the hazard (reroll the hazard's highest d10)
 - Make the hazard more difficult (reroll the hazard's lowest d10)
 - You cannot get aid again until you made things more difficult
- Narrate briefly to choose an attribute to use to overcome hazard—roll its dice plus 1d6 if using an applicable descriptor (can only be used a number of times per session equal to attribute's dice)
- Opposition turns over the hourglass as you roll the dice
- Narrate the actions your character took to overcome the hazard and put forward one of your dice in a repeating cycle
 - After the first die, so long as hazard roll has not been matched or exceeded, the Opposition gets to narrate a complication (two sentences and no more than 15 seconds) before you narrate and put forward your next die
 - You can put forward one descriptor die per piece of narration
- You may describe the use of Gear, Associations, or a descriptor (unattached or of another attribute), but describe only one of these for each piece of narration
 - Immediately roll those dice (plus 1d6 for the Gear or Associations descriptor if you are describing one of them and it applies)
 - Can roll dice for Gear, Associations, and multiple descriptors once each during a hazard
- If you succeed in matching or exceeding the hazard roll, narrate how your character finally overcame the hazard before time runs out

- If you overcame the hazard in time, you provide reflective narration that ties things up and foreshadows future developments but may not move the expedition
- If you overcame the hazard, you receive Acclaim based on the number of dice used (not counting descriptor dice)
- If your narration causes laughter, a gasp, other audible admiration, or someone to raise their glass, take a point of Acclaim

Summary of Getting Help

- At any time during hazard resolution, spend one Acclaim and use the key phrase, “Finding myself in dire need, I turned to my companions for aid”
- Starting with the player to your left, each (except your Opposition) has the option to offer aid; if all refuse, then continue your scene as best you can
- Only one character can aid you; that player may roll the dice from an attribute of their choice and take over narration of the scene, adding their dice to those you put forward (if any)
- If successful in resolving the hazard, both characters receive Acclaim based on all the dice used by both players
- If successful, the original player may provide reflective narration and raise an attribute of their character if five or more dice were used

Summary of Running Out of Time

- If the total of all the dice you rolled is greater than the hazard roll, then you lose one Acclaim and the player to your left says, “But, of course, in the end it was of no consequence,” immediately ending your turn

- If the total of all the dice you rolled is less than the hazard roll, the expedition is stymied
 - Narrate how the hazard bested you and sidetracked the expedition
 - End your narration with the phrase, “I’m embarrassed to say that for a time we were uncertain how to proceed”
- If you received aid from another player, the dice they have put forward during narration are added to all of your dice for making this determination

Summary of Being Stymied

- The player whose glass is closest to half-full narrates final resolution of the stymie; roll off to break any tie between players with glasses equally half-full
- Beginning to the left of the chosen player, each character loses 1d6 from Gear or Associations and gets to narrate a response to the stymie and the form their die loss takes
- The chosen player ties up the resolution of the stymie and gets the expedition back on track with their narration

Summary of Group Hazards

- Group hazards are not timed
- The player with the fullest glass frames the group hazard
- Hazard difficulty is 10 times the number of players plus 2d10 times the number of the location you are currently playing in (e.g., first, second, etc.)
- After the group hazard is framed, each player chooses an attribute for their character to use, whether to use a descriptor, and rolls the appropriate number of d6s
- Beginning with the player to the left of the one that framed the group hazard, use the same narration procedures as single character resolution, except:

- Putting dice forward proceeds to the left in a round-robin fashion
 - After the first player puts forward a die, the player to your left gets to narrate a complication for you that must be overcome in your narration
- You can pass and drop out of group hazard, losing one Acclaim
- The player putting forward the last die narrates resolution of the hazard and can provide reflective narration
- Acclaim is received based on the number of dice you use, using the table for single character hazard resolution
- The players who put forward the next-to-last die and whose put forward dice have the highest total each receive two additional Acclaim
- After resolution, play returns to character whose turn would have been next if not for the group hazard
- Cliffhangers stop when half the hazard roll is reached—the next player narrates a dramatic shift in the hazard and then play stops for that session with the phrase, “Harrowing indeed, but that is a tale for another day.”

Summary of Gambling Acclaim

- **A Sudden Insight** – Spend one Acclaim to reroll two unused dice (narrate a flashback)
- **Changing Tactics** – Spend one Acclaim after hearing a complication to roll additional d6s equal to the rating of the new attribute you are using (narrate how hazard forced you to change tactics)
- **Requesting Aid** – Spend one Acclaim to ask other players for aid
- **Revealing Hitherto Unknown Abilities** – Spend one Acclaim to gain a new unattached descriptor or another use of an existing one (narrate about ability)

Summary of Using the Expedition Log

- You can create a story element when playing your character or as Opposition—simply write it down on the log at the end of the scene, circle it, and put your initials by it
- If you meaningfully reuse one or more story elements that you did not create while acting as Opposition or during your reflective narration, you receive one Acclaim at the end of the scene
 - “Meaningfully” means creating a connection between story elements, severing a connection, or using the story element as the basis of a hazard
 - In order to receive this Acclaim reward, you must have already created a number of your own story elements equal to the number of the location you’re playing in
- When you reuse a story element, draw a new circle for it if the current location does not have one
- During a group hazard, the last player can earn this reward for reflective narration
- The exploration site’s secret and any nemesis are story elements no one player created
- Indicate connections with a line between story elements and a severed connection with an “X” through the line
- You may only destroy a story element by bribing its creator with one point of your Acclaim; the expedition’s secret and any nemesis cannot be destroyed unless at the exploration site

Summary of Key Phrases

“And so, on the appointed day, I, [Character’s name] arrived in the halls of the Committee.”

— To begin character introductions

“And of course all the Committee knows...”

— To add unattached descriptors during introductions

“A toast! To learning, travel, and adventure!”

— To begin and end the report of the expedition

“Little did I know what challenge awaited me.”

— To call for your hazard

“I daresay not!” followed by “I concur.”

— Said by two players to veto an unattached descriptor during introductions, narration inappropriate to the chosen attribute, use of Gear or Associations, or gaining Acclaim for reuse of a story element

“Finding myself in dire need, I turned to my companions for aid.”

— To call for help from the other players

“But, of course, in the end it was of no consequence.”

— Said by the next player if you run out of time overcoming a hazard, but can match or exceed the hazard roll

“I’m embarrassed to say that for a time we were uncertain how to proceed.”

— If unable to match or exceed the hazard roll, and being stymied

“Harrowing indeed, but that is a tale for another day.”

— Cliffhanger ending of sessions