

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 an untimed 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
- Free Role-playing—opportunity to have the characters interact outside the context of a hazard; you may end it at any point by using the phrase: “Little did I know what challenge awaited me”
- Opposition frames hazard in role of their character and assigns difficulty from those available for current story segment (no repeating difficulty levels until all others available in that story segment have been used on your character)

1st Story Segment	Other Locations on the Route	The Exploration Site
1d10, 2d10, 3d10	2d10, 3d10, 4d10, 5d10, 6d10	3d10, 4d10, 5d10, 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 before you narrate and put forward your next die
 - You can put forward one descriptor die per piece of narration
- You may narrate in the use of Gear, Associations, or an attribute or unattached descriptor at any point
 - Immediately roll those dice plus 1d6 for the Gear or Associations descriptor if applicable and you narrate it in
 - Can roll dice for Gear, Associations, and multiple descriptors once each during a hazard, but not as part of the same piece of narration
- If you succeed in matching or exceeding the hazard roll, narrate how your character finally overcame the hazard before time runs out

- If you successfully 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 successfully overcame the hazard, you receive Acclaim based on the number of dice used in overcoming the hazard (not counting descriptor dice)

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

- Roll 1d6 to determine which player narrates final resolution of the stymie—the one with the fullest, closest to half-full, or the emptiest glass
- 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

- Turn over the hourglass three times if three or four characters are in the scene (9 minutes) and four times for five or more (12 minutes)
- The final group hazard of the expedition is not timed
- Roll 1d6 to determine which player frames the group hazard—the one with the fullest, closest to half-full, or the emptiest glass
- Hazard difficulty is 10 times the number of players plus 2d10 times the number of the story segment you are currently playing in

- 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
- Turn over the hourglass for the first time
- 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 characters who put forward the last die and whose put forward dice have the highest total each receive one 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 to bring up to new attribute's dice (if any), plus 1d6 for surprise (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 story segment you're playing in
- When you reuse a story element, draw a new circle for it if the current segment does not have one
- During a group hazard, a player can earn this reward when they narrate complications and for reflective narration, but no more than one Acclaim total

- 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
 - Other players may use points of their Acclaim to bribe you not to make a connection or sever one
- You may only destroy a story element by successfully bribing its creator with points of your Acclaim; the expedition's secret and any nemesis cannot be destroyed unless at the expedition site

Summary of Key Phrases

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

— During character introductions

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

— To add unattached descriptors to the characters during introductions

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

— To begin and end the tale of the expedition

“Little did I know what challenge awaited me.”

— To end free role-playing and call for your hazard

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

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

“So what transpired next?” followed by “Tell us [Name of Character]” or “I’ll tell you.”

— Said by two different players if your Opposition is hesitating in narrating a complication

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

— To call for help from the other players when you cannot meet or exceed the hazard roll

“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