
Basic Rules

This is a game. You're not really trapped in the Place Without Recourse.¹ The point is to have fun, so play fair and be safe.

We're the GMs. We run the game. Come to us if you have questions. We're not actually there, in the game. We'll wear special badges to remind you.

Your Character

You're playing a character. You have a packet with a character sheet inside. It tells you who you are and what your goals are. You also have rules and greensheets that tell you how to play the game, and a bluesheet or two that tells you about groups that you're in.

Everyone wears a badge so you can tell who people's characters are and what they look like. Otherwise, I might not notice you're a prancing pony if you, the player, look like an ordinary whippersnapper.

For most things your character does, just act them out. Walk around. Talk to people. Rail against the cruel fates. For some things your character might want to do, you shouldn't do them in real life.² Don't punch anyone in the face, for example. The rules and greensheets tell you mechanics for how to do some things like these.

You'll have some other pieces of cardstock in your packet. Item cards are things you have, like Answers, Elements, and ordinary objects, which you can give to other people if you want. Ability cards explain things you can do or things you are, which you can't give to other people. They have a side you show when you use them, and a side that's just for you.

Gamespace

Signs on the wall represent things you see around you. They might just be a description of what you see, or they might tell you a way you can interact with the world around you. We will also have a separate room just for going on quests.

¹Which is good!

²These things generally fall into at least one of these categories: infeasible and dangerous