

ASSET



**A fabulous
motor car.**

Get out of debt.

GOAL



ASSET



A famous chef.

**Promote your
political interests.**

GOAL



ASSET



**A publishing
business.**

**Hide the
inadvisable actions
of your youth.**

GOAL



ASSET



**A strange and
foreign curio.**

**Marry your beloved,
someone from a
different class.**

GOAL



ASSET



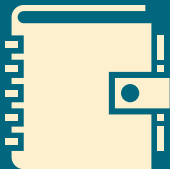
**A valuable (if
ugly) work of art.**

**Win a golf
tournament.**

GOAL



ASSET



**A journal full of
lucrative secrets.**

**Put on a
local fete.**

GOAL



ASSET



A trombone.

**Obtain a particular
valuable antique.**

GOAL



ASSET



A beautiful pearl necklace.

Reclaim an embarrassing document.

GOAL



ASSET



**A home in the
country.**

**Score and arrange
a musical.**

GOAL



ASSET



**A policeman's
helmet.**

**Shirk your
responsibilities to
your dependants.**

GOAL



ASSET



**Your uncle's last
will and testament.**

**Cement your
false identity.**

GOAL



ASSET



**A camera, with
half of the film
already used.**

**Get over this
hangover.**

GOAL



ASSET



**An engagement
ring.**

**Renovate your
ancestral home.**

GOAL



ASSET



**A set of
skeleton keys.**

**Break up an
unfortunate
engagement.**

GOAL



ASSET



**A precocious
but badly
behaved ward.**

**Improve your
ward's moral
character.**

GOAL



ASSET



**A sealed letter
from a government
minister.**

**Avoid a criminal
conviction for an
honest mistake.**

GOAL



ASSET



A crate of fine wine.

**Improve a
particular
character's sense
of fashion.**

GOAL



ASSET



**A favour due
from a figure of
questionable morals.**

**Find a home for
an annoying dog.**

GOAL



ASSET



**A marvellous
if impractical
invention.**

Recruit more staff.

GOAL



ASSET



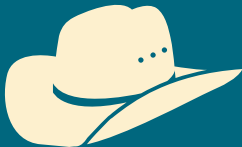
A houseboat.

**Restore an
expensive item
(vehicle, art,
furniture).**

GOAL



ASSET



An exotic hat.

**Finance an
exploration party
to uncover a long
lost pyramid.**

GOAL



ASSET



**An experimental,
mostly repaired
aeroplane.**

**Recover from a
broken heart.**

GOAL



ASSET



An inherited signet ring that allows you access to a secret lodge.

Help your old college win a boat race.

GOAL



ASSET



**A diverse and
promising
investment portfolio.**

**Provide for
an elderly and
sickly relative.**

GOAL



ASSET



**Deeds to a
significant parcel
of real estate.**

**Get the partygoers
ruining your house
to leave - politely.**

GOAL



ASSET



**A large collection
of comic books.**

**Become a
world renowned
famous singer.**

GOAL



ASSET



A mine that produces a new, longer-burning kind of coal.

Turn an ancient collection of worthless junk into fortune or fame.

GOAL



ASSET



**A clerical dog collar
containing a message
in invisible ink.**

**Organise your
cousin's Grand
Tour of Europe.**

GOAL



ASSET



A fat pastoral pony.

**Make sure your
prize pig, Empress,
wins this year's
Fat Pig contest.**

GOAL



ASSET



**An enormous
portrait of Queen
Victoria.**

**Prevent an
international
incident from
spiralling out
of control.**

GOAL





A LONDON TOWNHOUSE

A London Townhouse

A modest flat where a gentleman or lady of leisure can live a life of luxury.

REASONS TO GO HERE

Relax (and scheme) in luxury.

Practice music, a speech, a magic trick.

Throw a party.

PEOPLE TO PLAY

A lodger.

The concierge.

Housekeeping.

Plumbers, electricians or builders.

EVENTS THAT MIGHT HAPPEN

Someone's invited to a prestigious function.

A neighbour complains about the noise.



A COUNTRY MANOR

A Country Manor

A palatial estate in the country with sprawling rooms and gardens.

REASONS TO GO HERE

Host a ball or dinner party.

Go for a romantic walk in the gardens.

Steal an heirloom.

Go to a House vs. Village cricket match.

PEOPLE TO PLAY

A gardener, butler, chef or other servant.

A descendant of the current owner.

A visiting noble.

EVENTS THAT MIGHT HAPPEN

A letter announces the visit of a dignitary.

An owner is discovered in a compromising position with a servant.



THE HEART OF THE CITY

The Heart of the City

The centre of London, showcasing the country's style, fortune and grime.

REASONS TO GO HERE

Get a loan or investors.

Research trendy fashions.

Visit a museum.

Watch a royal parade.

PEOPLE TO PLAY

A street corner salesman.

A busker.

A pickpocket.

A financial trader.

EVENTS THAT MIGHT HAPPEN

A newsstand has a startling headline.

A foreign delegation arrives.

*Protestors gather outside parliament or
an embassy.*



AT THE RACETRACK

At the Racetrack

Whether it's horses, dogs, athletes or cars, a race is always popular.

REASONS TO GO HERE

Attempt to win a fortune.

Buy a horse.

Cycle to victory.

Con someone into betting on a dud.

PEOPLE TO PLAY

A bookmaker.

A jockey.

An athlete.

A refreshment seller.

EVENTS THAT MIGHT HAPPEN

The favourite loses the race.

Two bookmakers get in a fight.

An athlete sprains a leg, needing a last-minute replacement.

THE THEATRE



The Theatre

Entertainment for the masses - music halls, films, the opera or a play.

REASONS TO GO HERE

Put on a performance.

Meet your idol.

Get someone to stage your brainchild.

Ruin a rival.

PEOPLE TO PLAY

The director.

A prima donna.

A wealthy patron.

A heckler.

EVENTS THAT MIGHT HAPPEN

A performer is temporarily incapacitated by a thrown object.

A patron offers a gift in return for artistic control.



A SOCIAL CLUB

A Social Club

*Where people seek the company of
their fellows and refuge from society.*

REASONS TO GO HERE

Trade secrets and gossip.

Seek out business partners.

Engage in impromptu wagers.

Plot a prank.

PEOPLE TO PLAY

Someone's rich idiot cousin.

A dignified elder.

Long-suffering staff.

EVENTS THAT MIGHT HAPPEN

*Someone comes to you with an idea for
a get-rich-quick scheme.*

*Someone comes to you for help with an
embarrassing matter.*

A black and white photograph of a rugged, rocky coastline. The foreground shows dark, craggy rock formations. In the middle ground, a small boat is visible on the water. The background features a hazy, overcast sky and distant landmasses. A blue rounded rectangle is overlaid on the right side of the image, containing the text "THE COUNTRYSIDE" in white.

THE COUNTRYSIDE

The Countryside

Pastoral, managed, wild or majestic; the countryside has it all. So long as you like rain.

REASONS TO GO HERE

Propose marriage in the romantic wilds.

Forage for rare mushrooms.

Hunt deer or pheasant.

Get inspired by the scenery.

PEOPLE TO PLAY

A landowner.

A poacher.

An obnoxiously healthy hiker.

A livestock herder.

EVENTS THAT MIGHT HAPPEN

An animal runs by, chased by its owner.

A thunderstorm blows in.

A herd of slow-moving animals blocks the path.



A VILLAGE HALL

The Village Hall

*The centre of a rural community,
hosting local events by local people.*

REASONS TO GO HERE

Practice a performance.

Attend a village fete.

Judge a baking competition.

Chair a meeting of concerned citizens.

PEOPLE TO PLAY

The village priest.

A local busybody.

A gang of trouble-making kids.

EVENTS THAT MIGHT HAPPEN

*An implausible collection of people
arrive early for the hall's next booking.*

A noisy local custom starts up outside.

A black and white photograph of an antique shop. The shop is filled with various items, including clocks, plates, and decorative objects. The items are arranged on shelves and in display cases. The lighting is warm, highlighting the textures and details of the antiques. The overall atmosphere is one of a well-stocked, traditional antique store.

AN ANTIQUE SHOP

The Antique Shop

*A place where you can buy everything
under the sun, if you can find it.*

REASONS TO GO HERE

*Recover something pawned in haste.
Find the perfect present for a collector.
Get inspiration from something rare or
exotic.*

PEOPLE TO PLAY

*A rogue selling ill-gotten goods.
An elderly collector of spoons.
The eccentric proprietor.*

EVENTS THAT MIGHT HAPPEN

*A curious item is delivered.
Something valuable is accidentally
smashed.*



A NIGHTCLUB

The Nightclub

Hip, happening and only semi-legal, the nightclub is where it's at.

REASONS TO GO HERE

Find love or new friends.

Dance the night away.

Perform a shady deal.

Display secret musical talent.

PEOPLE TO PLAY

A gangster.

A flapper.

A naive newcomer to modern nightlife.

A musician or singer.

EVENTS THAT MIGHT HAPPEN

A celebrity and their entourage arrives.

The club is raided by police!

Scene Framing

Refresh all discarded tokens. Then either trigger your **Trouble Move** and pass, or:

- 1. Decide an aim for your character.*
- 2. Pick a Location.*
- 3. Flesh out the scene and discuss characters.*
- 4. Begin play!*

When the aim is met or thwarted, the scene ends. Bank a ✨ token on any Goal you advanced with the help of an Asset.

How to achieve a Goal:

- 1. Declare it as your Aim for a scene.*
- 2. Get its banked ✨ tokens for the scene.*
- 3. Everyone else declares an obstacle in the way of you achieving the Goal.*
- 4. Use moves to overcome all the obstacles!*

Victory: gain the Goal as a new ✨ token and turn a token card to its move side.

Failure: discard the Goal, draw another Asset/Goal card, and narrate its arrival.

WHAT HO, WORLD!

The Basics

Whenever you're in a scene, you may spend:

-  *to delay, redirect or dodge the consequences of something that just happened.*
-  *to introduce a new character with valuable skills or assets to the scene.*
-  *to ensure nobody notices something you're about to do.*
-  *to convince an audience two people are a good match in romance or business.*

Work with other players to fill in any necessary details of what happens.

Scene Framing

Refresh all discarded tokens. Then either trigger your **Trouble Move** and pass, or:

- 1. Decide an aim for your character.*
- 2. Pick a Location.*
- 3. Flesh out the scene and discuss characters.*
- 4. Begin play!*

When the aim is met or thwarted, the scene ends. Bank a ✨ token on any Goal you advanced with the help of an Asset.

How to achieve a Goal:

- 1. Declare it as your Aim for a scene.*
- 2. Get its banked ✨ tokens for the scene.*
- 3. Everyone else declares an obstacle in the way of you achieving the Goal.*
- 4. Use moves to overcome all the obstacles!*

Victory: gain the Goal as a new ✨ token and turn a token card to its move side.

Failure: discard the Goal, draw another Asset/Goal card, and narrate its arrival.

WHAT HO, WORLD!

The Basics

Whenever you're in a scene, you may spend:

-  *to delay, redirect or dodge the consequences of something that just happened.*
-  *to introduce a new character with valuable skills or assets to the scene.*
-  *to ensure nobody notices something you're about to do.*
-  *to convince an audience two people are a good match in romance or business.*

Work with other players to fill in any necessary details of what happens.

Scene Framing

Refresh all discarded tokens. Then either trigger your **Trouble Move** and pass, or:

- 1. Decide an aim for your character.*
- 2. Pick a Location.*
- 3. Flesh out the scene and discuss characters.*
- 4. Begin play!*

When the aim is met or thwarted, the scene ends. Bank a ✨ token on any Goal you advanced with the help of an Asset.

How to achieve a Goal:

- 1. Declare it as your Aim for a scene.*
- 2. Get its banked ✨ tokens for the scene.*
- 3. Everyone else declares an obstacle in the way of you achieving the Goal.*
- 4. Use moves to overcome all the obstacles!*

Victory: gain the Goal as a new ✨ token and turn a token card to its move side.

Failure: discard the Goal, draw another Asset/Goal card, and narrate its arrival.

WHAT HO, WORLD!

The Basics

Whenever you're in a scene, you may spend:

-  *to delay, redirect or dodge the consequences of something that just happened.*
-  *to introduce a new character with valuable skills or assets to the scene.*
-  *to ensure nobody notices something you're about to do.*
-  *to convince an audience two people are a good match in romance or business.*

Work with other players to fill in any necessary details of what happens.

Scene Framing

Refresh all discarded tokens. Then either trigger your **Trouble Move** and pass, or:

- 1. Decide an aim for your character.*
- 2. Pick a Location.*
- 3. Flesh out the scene and discuss characters.*
- 4. Begin play!*

When the aim is met or thwarted, the scene ends. Bank a ✨ token on any Goal you advanced with the help of an Asset.

How to achieve a Goal:

- 1. Declare it as your Aim for a scene.*
- 2. Get its banked ✨ tokens for the scene.*
- 3. Everyone else declares an obstacle in the way of you achieving the Goal.*
- 4. Use moves to overcome all the obstacles!*

Victory: gain the Goal as a new ✨ token and turn a token card to its move side.

Failure: discard the Goal, draw another Asset/Goal card, and narrate its arrival.

WHAT HO, WORLD!

The Basics

Whenever you're in a scene, you may spend:

-  *to delay, redirect or dodge the consequences of something that just happened.*
-  *to introduce a new character with valuable skills or assets to the scene.*
-  *to ensure nobody notices something you're about to do.*
-  *to convince an audience two people are a good match in romance or business.*

Work with other players to fill in any necessary details of what happens.

Scene Framing

Refresh all discarded tokens. Then either trigger your **Trouble Move** and pass, or:

- 1. Decide an aim for your character.*
- 2. Pick a Location.*
- 3. Flesh out the scene and discuss characters.*
- 4. Begin play!*

When the aim is met or thwarted, the scene ends. Bank a ✨ token on any Goal you advanced with the help of an Asset.

How to achieve a Goal:

- 1. Declare it as your Aim for a scene.*
- 2. Get its banked ✨ tokens for the scene.*
- 3. Everyone else declares an obstacle in the way of you achieving the Goal.*
- 4. Use moves to overcome all the obstacles!*

Victory: gain the Goal as a new ✨ token and turn a token card to its move side.

Failure: discard the Goal, draw another Asset/Goal card, and narrate its arrival.

WHAT HO, WORLD!

The Basics

Whenever you're in a scene, you may spend:

-  *to delay, redirect or dodge the consequences of something that just happened.*
-  *to introduce a new character with valuable skills or assets to the scene.*
-  *to ensure nobody notices something you're about to do.*
-  *to convince an audience two people are a good match in romance or business.*

Work with other players to fill in any necessary details of what happens.



The Gadabout

Flighty • Trendy • Easygoing



The Gadabout

Flighty • Trendy • Easygoing

THE GADABOUT

Creating your Gadabout

First Name: Percy, Arthur, Mildred, Tawny, Jim, Juliet, etc.

Nickname: Puffer, Kipper, Biffy, Bozo, Queenie, Rocky, Corker, etc.

Surname: Denning, Smythe-Covington, Fittletop, Whittington, etc.

Style: the latest trend, eccentric and exotic clothes, obviously expensive tailoring, cardigan and slacks, etc.

Personality: nice but dim, party animal, debonair rake, feckless loafer, etc.

THE GADABOUT

Trouble Move: Ties of Matrimony

Someone has the idea you're very much in love with them. When you frame a scene you may say they take you aside and propose marriage to you on the spot!

Ask the other players why this is both undesirable and impossible to refuse, gain a ✨ token, and pass focus on.

For later uses, choose why you're pulled aside and ask why it makes things worse:

They're breaking off the engagement!
A friend, family member or ex-fiancee of theirs is incensed with your behaviour!

THE GADABOUT

Relationship: Old Chum

One character is someone you grew up with. You may always enter a scene where they're the focus, without needing an explanation.

When did you meet?

What trouble have you got them in?

What scrapes have you saved them from?

Decide together on answers to these questions, and pass them this card.



Relationship: Old friend of

The Gadabout

They may enter any scene you're the focus of, without needing an explanation.

THE GADABOUT

Relationship: Purse Strings

One character controls the resources that allow your life of leisure, and while they'd never cut you off entirely the mere threat of it fills you with dread.

They may spend a  token to subtly hint their disapproval, forcing you to hear out and seriously consider the next request they make of you this scene.

Choose who it is and pass them this card.



Relationship: Controls finances of

The Gadabout

*Spend ♥ to hint at your displeasure and
force them to hear out your request.*

THE GADABOUT

Flout Convention

When you do something clearly against social mores (attend an illegal jazz club, wear a hideous plaid suit, court someone outside your class, etc) people may mutter and grouse but will take no direct action to stop you.

♥ *Your actions are regarded as trendsetting instead of taboo.*

♠ *You turn the judgement of society on someone else as the true transgressor.*



THE GADABOUT

Enthusiastic Amateur

When you try to do something clearly outside your skills, you may spend  to succeed against all odds, but choose one:

You were a bit too enthusiastic, and created more problems.

A genuine expert is present and takes umbrage at your amateurishness.

You are taken in by your apparent skill and cannot use this move again until you fail spectacularly at this activity.



THE GADABOUT

Read Interactions

When you observe two characters interacting for more than a few minutes, pick one for each  you spend:

Reveal a way one feels indebted to the other.

Reveal an emotion one is hiding from the other.

Reveal one thing one character hopes happens to the other.

For player characters their controller reveals the secret; for minor characters, you do.



THE GADABOUT

Exceeding Wealth

Your finances far outstretch your ability to exhaust them.

If you're in a place where something can be bought, spend a  token to obtain it immediately as a temporary Asset.

If not, you may telephone an order in, in which case it will be delivered at the end of the next scene.



THE GADABOUT

Volunteer

You're always willing to chip in and lend a hand.

If you volunteer to perform a significant task for someone you may refresh a  token every time the errand causes you trouble or misfortune.

Example Errands:

Obtain an important item from a local village

Bear some important news

Look after a pampered terrier





The Servant

Solid • Dependable • Capable



The Servant

Solid • Dependable • Capable

THE SERVANT

Making your Servant

Title: Mr, Ms, Mrs, or nothing.

Surname: something simple and prosaic - Smith, Cooper, Hughes, Bates, Mason, etc.

Personality: stern, fussy, jovial, parental, etc.

Style: dour and pristine suit or dress, smudged apron and work-calloused hands, pastoral or practical wear, etc.

THE SERVANT

Trouble Move: But of course, Sir.

Someone has a job for you! When you frame a scene, you can ask the group for an errand from someone that will take all your attention.

Gain a new ✨ token, but choose one complication and ask the other players to fill in the details:

You had to pay a significant sum out of your own pocket.

You heard some troubling information from a friend.

Something more needs to be done to complete the task.

Then pass focus onwards.

THE SERVANT

Relationships: Employer

One character is your employer. You may always enter a scene where they're the focus, without needing an explanation.

What jobs do you perform for them?

How long have you served them?

How much effort are you willing to spend improving their behavior?

Answer these questions together, then pass this card to them.



Relationship: Employs

The Servant

They can enter any scene where you're the focus, with no explanation needed.

THE SERVANT

Relationship: Mischief

One character has a habit of accidentally, teasingly or possibly even maliciously interfering with your duties.

They may spend a  token to send your tools, preparations or uniform into disarray, disrupting your ability to concentrate or remain composed until you fix them.

Choose who they are and pass this card to them.



Relationship: Causes upset to

The Servant

Spend ♠ to send their things into chaos and disrupt their concentration.

THE SERVANT

Restorative Draught

With access to a drinks cabinet, some of the powders you keep on you, a few minutes' work and the spend of a  token, you can put together a special cocktail.

Whoever drinks it is immediately cleansed of any lingering tiredness, stress or embarrassment, and will be energetic and cheerful until the end of their next scene.



THE SERVANT

Big Book of Secrets

Your peers maintain a confidential ledger of their masters' and mistresses' embarrassing secrets for their own amusement.

When you consult the book, state who you're looking for information on. Everyone else suggests a secret, and you choose one to be the secret in the book.

The first use of this in a game is free, but each additional use costs a  token.



THE SERVANT

Wise Advice

When someone comes to you with a problem and asks for your advice you may propose a simple plan of action (no more than three steps) that is guaranteed to get them the result they desire.

If anyone at the table questions the feasibility of your plan, you may spend a  token to add an additional step to deal with their objections.

Feel free to invent extra details about characters, locations and objects when making your plan!



THE SERVANT

Surprising Knowledge

In a crisis situation you can unearth skills left fallow since you entered your current employment. Commit a  token to this move and choose one field of knowledge:

Medicine and field surgery.

Self defence and combat.

Smuggling and criminal enterprise.

Circus tricks and acrobatics.

So long as the token remains committed you may demonstrate world-class competence within that field.



THE SERVANT

Grooming

If you give someone suggestions on how to improve their attire or their behaviour and they accept your advice, their next  spend is free.

If they do not take your advice, you may spend  in later scenes to subtly highlight their poor taste and disrupt a move of theirs that would gain them favour, status or respect.





The Aged Relative

Eccentric • Domineering • Scheming



The Aged Relative

Eccentric • Domineering • Scheming

THE AGED RELATIVE

Making your Relative

Title: Great-aunt/uncle, Lady, Sir, Mr, Mrs, etc.

First Name: Wilfred, Maude, Atticus, Tabitha, Arthur, Constance, etc.

Surname: The name of the first street you lived on, hyphenated with your first headmaster/principal's name.

Style: Fancy silks and lace, landowner tweed, subtly expensive fashions, etc.

Personality: social climber, cheerful retiree, pushy family manager, etc.

THE AGED RELATIVE

Trouble Move: Wheels Within Wheels

You and your co-conspirators have a scheme going. Keep its goal secret, but before play begins ask the other players what obstacle it's currently facing.

When you frame a scene you may declare one of your actions has solved the issue and leave to plot the next step. Gain a new ✨ token and ask what new issue the plot's facing. Then pass the focus on.

At the end of the game, reveal the goal all those problems and solutions were leading up to!

THE AGED RELATIVE

Relationships: Family

One character is one of your descendants, though some steps removed. You may always enter a scene where they are the focus without needing an explanation.

Which of your other descendants do you prefer over them?

Why do you enjoy visiting them?

In what way are they falling short of your expectations?

Answer these questions together and pass this card to them.



Relationship: Family of

The Aged Relative

They can enter any scene where you're the focus, with no explanation needed.

THE AGED RELATIVE

Relationship: Debt

You have an embarrassing obligation to another character, as much as you'd prefer to pretend it never happened.

They may spend a  token to discreetly raise the topic of the obligation and force you to lend them the use of one of your possessions or servants.

Choose a character and pass them this card.



Relationship: Owed a favour by

The Aged Relative

*Spend  to remind them of the debt
and borrow their possession or servant.*

THE AGED RELATIVE

Inconvenience

When you want to stop somebody in their tracks, spend a ♠ token and start rambling at them. They may either:

Stay and listen for as long as you filibuster and refresh one of their ♥ tokens.

Brush you off and rudely leave, refreshing one of your ♥ tokens.



THE AGED RELATIVE

Upbraid

If you lecture someone on their moral failings, duty to society, or lack of etiquette, you may spend:

♣ to learn one of their hidden shames, for use as blackmail if they fail you again.

♥ to browbeat them into yielding to your argument. The next time they try to do something that opposes your lecture, they must spend ♠ or backpedal.



THE AGED RELATIVE

Cosh

When someone is unaware of your presence, you may spend  to incapacitate them with a hidden blackjack.

Player characters must spend  (in addition to any other costs) in order to do anything more than lie there unconscious for the rest of the scene.

Minor characters are knocked out for the scene's duration.



THE AGED RELATIVE

Throw an Event

Once per scene you may make preparations for an upcoming event and bank a token on this move.

When it's your scene to frame you can begin your event. For its duration you may spend a committed token to:

Announce the arrival of a famous celebrity.

Dazzle guests with an amazing centerpiece or surprising skill.

Highlight the desirability of one of your possessions.

Shut down a move that would disrupt things.



THE AGED RELATIVE

Have you met Auguste?

When you need the skills of a particular member of your staff you may bank an appropriate token on this card and introduce that servant to the scene.



A scholar, accountant or artist.



A chef, groundskeeper or driver.



A valet, tailor or dance instructor.



A thug, gossipmonger or investigator.

For as long as the token remains committed, you may call on them once per scene to perform a function appropriate to their role.

Servant role lists are not exhaustive!





The Highbrow

Peculiar • Artistic • Brilliant



The Highbrow

Peculiar • Artistic • Brilliant

THE Highbrow

Making your Highbrow

First Name: Artemis, Alfred, Tabitha, Barclay, Belinda, Howard, etc.

Nickname: Nobby, Puffer, Corky, Barmy, Tuppy, Bingo, Soapy, etc.

Surname: Coddlesworth, du Barry, Featherstonehaugh, Haddock, etc.

Style: Overalls stained with paint or muck, pockets stuffed with documents and books, chunky high-power spectacles, scruffy and unkempt, etc.

Personality: Scatterbrained and bookish, teasing and provocative, curious and investigative, etc.

THE Highbrow

Trouble Move: A Dysfunctional Function

The locals see you as a cultural authority and constantly ask you to present works, judge entries, and make speeches at their functions.

When you frame a scene you can say you've gone to one of these functions. Gain a ✨ token but choose one:

You go too out-there and offend someone.

A rival appears and challenges you.

A patron offers you an opportunity that you can't currently accept.

Ask the other players to fill in the details, then pass the focus on.

THE Highbrow

Relationships: Muse

One character has agreed to be a model or case study for your work. You may always enter any scene where they're the focus, without needing an explanation.

What about them inspires you?

What are you working on?

What creative block have you run into?

Answer these questions together, then pass this card to them.



Relationship: Model for

The Highbrow

They can enter any scene where you're the focus, with no explanation needed.

THE Highbrow

Relationship: Inferiority

One character has a favourite artist, scholar or theologian they constantly compare you unfavourably with.

They may spend  to bring up one way you fall short of their idol, causing everyone else present to view your work as second-rate for a scene.

Choose who they are and pass this card to them.



Relationship: Dismissive of

The Highbrow

*Spend 🍀 to raise one way they fall short of
your idol and devalue their works for a scene.*

THE Highbrow

A Classic Enigma

Spend  to utter one of the age-old philosophical questions: “Is truth beauty? Is beauty truth?” for example, or “Can God make a rock he can’t lift?”

Everyone present is forced to ponder this question and won’t pay attention to you until they agree on an answer (or the scene ends).



THE Highbrow

Field of Interest

Choose a particular field of interest within your profession.

Once per scene, you can ignore the 🍀 cost of a move that relates to your field. Introducing a fellow academic to the scene, becoming engrossed in an aspect of your field, or relating an interesting piece of trivia from it would all count.

Example fields:

Newts

Astrophysics

Classical

Heretical

Sculpture

Theology



THE Highbrow

Oblivious Aegis

Focus on one particular subject of interest to you: a sunset, a book, a particular flower, etc.

So long as you maintain this focus you can spend ♣ and relate a fact about your subject to ignore the effects of any move aimed at you.



THE Highbrow

Avant-Garde

You have some license from society to push boundaries. When you present a shocking new production to an audience, it may cause outrage but no negative repercussions from the audience.

In addition, for every  spent choose one effect on the audience:

They temporarily change their behaviour to fit the work's values.

They're inspired to create similar works.

The work remains in their mind, disrupting their productivity.



THE Highbrow

Mass Media

You have the contacts or infrastructure needed to send a message out into the wider population.

The next scene, broadcast of the message (no more complex than a single phrase) will begin through radio, newspapers, or public performances.

♠ *The message cannot be traced back to you.*

📺 *You remain in control of the message, and can adjust it once per scene.*





The Pillar of Society

Powerful • Prestigious • Responsible



The Pillar of Society

Powerful • Prestigious • Responsible

THE PILLAR OF SOCIETY

Making Your Pillar

Title: Judge, Lady, Bishop, Dame, General, etc.

First Name: Margaret, Jackson, George, Liam, Cecilia, Victoria, etc.

Surname: Carstairs, Stoker, Fairfax, Worple, Pershaw, Bittlesham, Weatherbee, etc.

Style: dress uniform, immaculate formal wear, comfortable mufti, etc.

Personality: dour and humourless, debonair with hidden steel, brusque and efficient, suspicious and disdainful, etc.

THE PILLAR OF SOCIETY

Trouble Move: An Inspector Calls

When you frame a scene, you can say a member of your organisation arrives - gain a ✨ token.

They take you away to privately discuss an urgent matter. Say what crime, heresy or scandal the messenger was bringing news of, and ask why it's so important you're the one to resolve it. Then pass focus on.

Further uses of this in a session can introduce new wrinkles to the crisis, or create a new one.

THE PILLAR OF SOCIETY

Relationship: Judgement

One character has been previously brought before you for a stern talking-to. You may narrate arriving in a scene where they're the focus without needing an explanation.

What was the charge?

What punishment did you levy on them?

How do you expect their behaviour to have changed?

Answer these questions with them and pass this card to them.



Relationship: Judged by

The Pillar of Society

They can enter any scene where you're the focus, with no explanation needed.

THE PILLAR OF SOCIETY

Relationship: Blackmail

One character knows a shameful secret of yours. It's not necessarily criminal, but ruinous to your social standing.

They can spend a  token to threaten to reveal the secret, preventing you from threatening or browbeating them this scene.

Choose a character and pass this card to them.



Relationship: Knows a secret of

The Pillar of Society

Spend  to threaten to reveal the secret and shut down their intimidations.

THE PILLAR OF SOCIETY

Steely Glare

When you fix someone with your glare and spend , they must choose one:

Stumble their words and reveal a secret motive or plan.

Flee the scene.

Offer to perform a task for you.



THE PILLAR OF SOCIETY

War Story

When you launch into an extensive and spine-tingling anecdote about some escapade of your past, spend .

Whatever was happening beforehand stops as everyone listens, enraptured or horrified. When you finish, listeners will be dumbfounded and unable to recall what they were doing beforehand.



THE PILLAR OF SOCIETY

Imperative

When you declare a particular action taboo, commit a  token to this card. For as long as that token remains committed, whenever someone performs that action:

You will hear of it unless they spend .

They will face consequences for doing it if found out, unless they spend .



THE PILLAR OF SOCIETY

Make a Toast

When you make a public speech lauding another character, others will unquestioningly believe they possess the virtues described.

The next time they act against you, they must spend  to avoid having people believe their character is the complete opposite of the described virtue: greedy instead of thrifty, vain instead of modest, etc.



THE PILLAR OF SOCIETY

Commandeer

When urgency requires it, you may take possession of an asset belonging to another player.

So long as you keep possession of it, they may spend your tokens as if they were their own.

