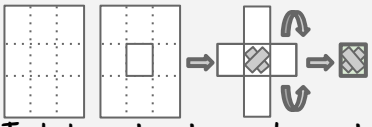
Gather *and take stock*
+1 Resource
Get the Lay of the Land
-1 Resource ➪ +1 Nature
Share Knowledge *or insight*
-1 Resource ➪ +1 Influence
Helping Hand *when needed*
-1 Resource ➪ +1 Influence
Bolster *and prepare for a known challenge*
-1 Resource/Nature ➪ +Succeed
Take Charge *over others when there is discord*
-1 Influence ➪ +Succeed

Moves

Cut apart the other sheets into 9 cards each, and cut off the 4 Moves cards, leaving these cross tabs to fold down into a cover / packet. Cards may be taped or tucked into sleeves for protection on the trail.



Tuck the cards and paperclips inside and stow in a watertight baggie.

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Moves

Play at the campfire, during meals, while you drink a beer and knit.

Play during a road trip: use the songs and the talk on the radio to pace scenes.

Play while hiking, canoeing, or cycling: Pick up the pace during intense scenes. It's harder to make good decisions while physically exerting.

Play without cards or clips:
Use threads or elastics to track Statuses by shifting them up and down a hand.

Play freeform: Set aside the Moves and special effects of the Character Roles, adjust Status based on what feels correct.

24-HOUR RPG 2014

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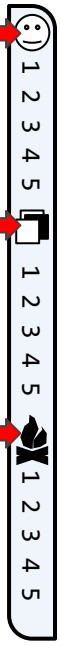
Moves

Influence: the sway you exert over your group based on respect, 'cred', emotion.
Resources: Food, sports equipment, packs, transportation. In short, things.
Nature: Your connection to, and knowledge of, the outdoors.



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Moves

Gather 3+ players, 3 paperclips /ea, clip apart cards and pouch.
Choose character archetypes.
Mark each Status to 1 with paperclips
Assign Forces roles (*Community*, *Wilderness*, *Outside World*) to players w/ a differently-themed archetype. (e.g. ⌂*Community* goes to *Athlete*, not *Utopian*)
Discuss: One sentence summary of our community, location, ideals. e.g. *"We're a commune in the shadow of the mesa, climbing and farming."*
What does a Force **Have** to offer us and what **Need** does it impose?
What are some possible subplots?
Set the first scene and go!

Setup

Haves:

Needs:

Asks:
What does it take to become a member? ...To remain a member?
What unifies our community?
What do you owe... to whom?
Who do we exclude and how do we treat them?
What do you dislike about the group?

Community

We all ended up out here, living on the fringe of civilization and the untamed, for different reasons.
However, we all found some reason to stay, to bond together, to form a community.
Our community may have been be founded on high ideals, shared love of a yearly event, or pure desperation, but it's impossible to deny that we've built something special here.
Together..

Community

Play is broken into scenes: Anyone may call for a scene, saying where it takes place and who is involved. Players (in or out of scene) can ask questions, add to what's happening. A scene lasts as long as we feel it's interesting, until the next bend in the path we're hiking, or the next song.
We speak for our characters in a scene, but **we also speak for other Forces**. If you hold a Force card, you are responsible to ask and suggest based on that role, especially to challenge characters.
We say things to do them. It's okay to aim for Status mechanics but we lead the way with our fiction.

Gameplay 1

Haves:

Needs:

Asks:
What here is dangerous? ...Exhilarating?
What happens when we disrespect nature's power?
How does the real world encroach on nature?
What do you fear out here?

Wilderness

The primal energies of the stone and the sea and the wind, the animals that live existences parallel to ours, the plants that sustain us.
Wilderness simultaneously nourishes our body and soul, while threatens to destroy us like so many civilizations returned to the earth.
We seek connection with nature by learning from it and by imposing our will upon it, dancing on a line between humility and hubris.

Wilderness

Moves trigger exchanges between Statuses: If we say or do something that looks like a Move, we pause now or after the scene & follow its steps. Often, one character's Status (representing supply or potential) is drawn down to increase another for themselves or a different player.
If a Scene is about a big Challenge, we look back at our recent Scenes for any times we created a *+Success*. Each of these can be used to overcome a challenge, if we can see the connection. If we have no recent *+Successes*, we might make it through but it will require tough choices in this or the next Scene.

Gameplay 2

Haves:

Needs:

Asks:
What duties do you have to family, friends, colleagues back home?
How does your life challenge them?
What do you run from or avoid?
What would you go home for?

Outside World

The cities chase us out, they follow us to our secret sanctuaries. We cannot completely untether ourselves from civilization, or can we?
Modern innovations allow us to go further, higher, and deeper, but at the sacrifice of a pristine experience.
And while we found a new home, built a new family away from the midnight glow and pollution, our old friends and family try to reach out to us and bring us back to comfort.

Outside World

Name:
Look:

Notes:

1/session: +1 Supply
Backstory:
The pre-scripted life of school, work, marriage, retirement didn't interest you. As soon as you could find a couch to crash on, you packed up and left the city behind.

The Dropout

Name:
Look:

Notes:

1/session: -1 Resource ➪ +2 Influence
Backstory:
Peaceful living, off the grid and away from toxic distractions. You might be one of the Founders or a newcomer, but you feel deeply that this is the way life should be.

The Utopian

Name:
Look:

Notes:

+1 Influence when you heal, nurture, or advise
Backstory:
Possibly one of the Founders, you've been around and seen it all. You recognize when others are run down and are one of the key cohesive elements in the group.

The Den Mother

Name:
Look:

Notes:

1/session: +1 Nature
Backstory:
More than anything else, you're here for the physical experience. You wear new gear, have the cool toys. Because scaling rock faces, jumping mountain bikes, or hiking the coast trail - that's real living.

The Athlete

Name:
Look:

Notes:

+1 Influence if a character ignores your good advice
Backstory:
The tenderfoot kids look up to you, a grizzled vet. You're a fixture at camp, but your prowess is better demonstrated in the field. You know the overgrown trails that new maps miss.

The Old Hand

Name:
Look:

Notes:

1/story: +Success when failure would mean certain death, make it worth it
Backstory:
You need to see what's over every ridge, at the bottom of every cave. You know your gear and you trust your skills. Hang on!

The Adventurer

Name:
Look:

Notes:

1/session: -1 Nature ➪ +1 Influence, +1 Resource
Backstory:
You're enthusiastic and well equipped. You're also an amateur, your naivete is a risk to everyone. Your close friends scoff at your grubby 'vacations.'

$ **The Weekender**

Name:
Look:

Notes:

Double (e.g. +1 ➪ +2) or cancel the outcome of partner's moves, your call
Backstory:
"I can't believe you talked me into this. Six days? Hiking and tenting? With no showers? Ugh. Next time, I pick the getaway."

$ **The Other Half**

Name:
Look:

Notes:

1/session: -2 Nature ➪ +2 Resources or -2 Resources ➪ +2 Nature
Backstory:
Balancing the allure of money against your love of the outdoors, you're trying to open up unspoiled areas to tourism or industry.

$ **The Developer**