

THE CHANCE CARDS

Each session every player, including the GM, may pull one chance card from the deck. They are meant to increase potential player input to the story and support the game's surreal motif. When a card is pulled from the deck, it's read aloud. A card pulled must be used. The player who pulls the card interprets it, unless something else is specified.

The cards are:

* Reverse. Turn the clock back a few seconds. What happened to you before you pulled the card did not occur. Instead, the exact opposite thing happens. It's up to you to describe exactly that is reversed.

* Chess with destiny. Swap roles with the game master. You describe the setting, he controls your character. The swap lasts for the duration of this scene.

* Amor Victor: The power of love somehow affects the situation. Exactly how is for you to describe.

* Cut scene. It's been three hours since where you were when you pulled this card. Describe what condition you and the others find yourself in. You're not allowed to describe what has happened in the meantime.

* Flashback. Play a scene that has occurred in the past where your character is right now. The player who pulls the card sets the scene and distributes NPCs for the other players to control.

* Haunted by your past! Something the character has done previously has consequences in the now. Tell the game master what you think this card means.

* Nemesis! This card awakens your Nemesis. In some way, your arch enemy affects the action. Exactly how is up to you. You say you have no arch enemy? Well, now you do.

* The character flaw. The last NPC you met, no matter who, has a dark secret, a weak spot or a negative trait. Your character doesn't necessarily know what this is, but it's up to you as the player to invent it.

* Stare not into darkness Your character feels an irresistible urge to do something he will regret. Do it!

* Double! The situation you're currently in is doubled! If you are hurt, now you're twice as hurt! If you're searching for treasure, it's become twice as valuable, and so on.

* What's in it's pockets? Your character has something in his pocket that can prove to be of great assistance. What is it?

* Masquerade! For the rest of this session, all players swap characters. This does not include the game master. Give your character sheet to the player at your right.

* Slow motion. This scene is played in slow motion. All players must speak calmly, using slow, tempered movements. Since it's slow-mo, you'll notice a lot of details which would

otherwise pass unseen. Any player may at any time interrupt the scene to describe a seemingly inconsequential detail. Afterwards, every player around the table must add another detail before the scene may continue.

* Falling dream. Your character falls. Why and how?

* Mood change. The characters suddenly change mood. Explain what mood they are now in, and use this for the rest of the scene.

* Bird's eye view. Play the scene as if seen from above.

* Inner monologue. The next five minutes all characters are to think out loud. To show that one has an inner monologue, the players get up from their chair.

* The thought bubble. A thought bubble appears over the head of an NPC. It may be real or metaphorical. Everyone may see what the person is thinking. You decide what that is.

* Babel. The rest of the dialogue in the scene is played out in a nonsensical language which all the characters can understand, but none of the players.

* Shift of status. High becomes low and low becomes high. All status-relations in the scene are turned upside down. It may happen suddenly or slowly, but the characters must have changed status before the scene is over.

* Fast forward. This scene happens extra fast. Talk quickly, maybe with Mickey Mouse voices, and don't hesitate to use slapstick humour.

* Black and white. This scene is in black and white. All colours disappear, and there is no longer room for nuance. Everything is either good or bad, virtuous or evil.

* Silent movie. The rest of the action this scene is only to be described. No dialogue is permitted. If there is pen and paper available, the players can use text posters for dialogue, but the spoken word is forbidden.

* Pantomime. The players get up from the table and mime the rest of the scene without saying a word. The scene is over when at least to players have sat down again.

* Musical. The rest of the scene is a musical. The characters (and the players) must sing and dance.

* Cross editing. You can cross cut between this scene and another. The other scene can happen at the same time, or in another time and place. You decide who's in the other scene and when to cut back and forth.

* The advisers. Two advisers appear on each shoulder of one of the persons present in the scene. Time stops while they try to convince the person of their (opposing) sides to some dilemma. Choose who will be given advice and which two players will control each advisor.

* Dream. Someone wakes up from a dream. Who is it? Was the previous scene only a fantasy, or was it real?