

REMEMBER TOMORROW PLAY SUMMARY

Creation|Starting

- Each Player creates one **PC** (12 pts in R|W|A).
- **Someone goes first.** Dice off if you can't agree who that is.
- **Introduce your PC. Roll dice:** 3d10. **Allocate dice to R|W|A.** A rolled value *equal to or under* the rating is a *Success*. **Count Successes.** [On a roll, a Double|Triple = a **Cross**.]
- **Spend Successes** on (i) +1 to Parameter(s), (ii) gain PCon(s), (iii) remove NCon(s).
- **Pass play to the next Player on the left.** Repeat until everyone has gone once.
- **Introduce your Factions** (INF:4). Roll 3d10, spend Successes on PCon(s)|NCon(s).

Start Play

- The first Player is now the **first Controller**. Controller picks scene type: (i) **Introduce** a new PC or Faction, (ii) strike a **Deal** with a Faction, or (iii) **Face-Off** with a target PC.

INTRODUCTION|PC or Faction (Unopposed Roll)

- Create new PC|Faction for play, roll 3d10 and spend Successes as above.

DEAL|With a Faction (Unopposed Roll)

- Cut Deal to work against another PC; write it in. **Faction:** +1INF. **PC:** Roll 3d10 R|W|A. Spend Successes on (i) +1 to Parameter(s), (ii) gaining PCon(s), (iii) removing NCon(s).

FACE-OFF|Target Someone Else's Held PC (Opposed Rolls)

- Pick a Target PC and oppose them using your own held PC, a pooled PC or a Faction.
—**As Controller:** Aim to give the PC(s) an NCon, or untick a specific Goal (R, W or A).
—**As the Target:** Aim to get something for yourself, or work against the antagonist.
- Find a **pivotal moment** in play and each side sets a **Scene Goal** (just one thing).
—**If No Opposition:** Colour Scene. No free Scene Goal, but you get 1 Outcome each.
—**If Opposition:** Before roll can remove a PCon for +1 Success. Everyone involved rolls 3d10. After roll you can remove a PCon to **re-roll** the dice. Allocate, and **count Successes**.
- Find **Winners** (those with most Successes; Joint Winners if there is a tie; *gain an Edge die if a winning Faction|Non-Held PC*) and find **Losers** (fewer Successes than the Winners).
- Find the **Margin of Success** (Winners' Successes – the nearest Loser's Successes).
- Losers can now **reduce** the Margin of Success by 1 per NCon removed from a Winner.
—Winners get **Scene Goal for free, spend Margin on Outcomes** (1 Margin = 1 Outcome).
- **Outcomes for PCs:** ±1 R|W|A (±2 if also remove PCon|NCon), ±PCon(s), ±NCon(s), Tick|Untick Goal (R|W|A) if you have a success on the appropriate Parameter (R|W|A).
- **Outcomes for Factions:** ±1 INF, ±PCon(s), ±NCon(s).
—Losers don't get their Scene Goal, but can remove a PCon to get a ticked Goal (R|W|A) if they have an appropriate Success; they narrate the Outcomes chosen by the Winners.
- **The Controller role now passes to the Player to the left.** Remember **Crosses**.

Writing Out|Exits

- Characters are **Written Out:** If a Parameter|INF is reduced to 0; If they have the NCons *Injured* and *Dying* and an Outcome is spent to *Kill* them; If INF reaches 8; If PC achieves their Goal with all of R|W|A ticked. An Exit is narrated by whoever triggered it. Successful Goals get an unopposed 3d10 roll, Successes spent on reducing the INF of Factions.

Ending Play

- When three Exits (PCs or Factions Written Out in play) reached then the Episode ends.

