

Another ***Day,***

Another ***Crisis***

A One-on-One Game of Superheroic Storytelling

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Game Chef 2012

Ingredients:

Introduction

Another Day, another Crisis is a game of superheroics for two players. One of those players will play the role of a superhero, and the other will direct the action and plot along typical comic-book narratives.

Materials

You will need:

The three decks of cards in this game. It is possible to play with paper printouts, but shuffling and handling the cards will be much easier if you paste the cards onto the faces of three decks of playing cards, ideally all with distinct backs.

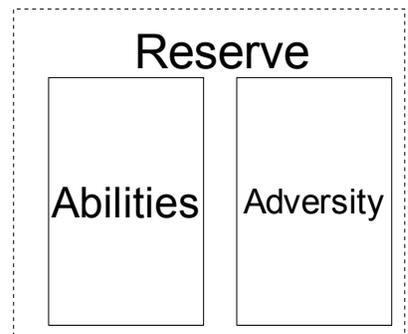
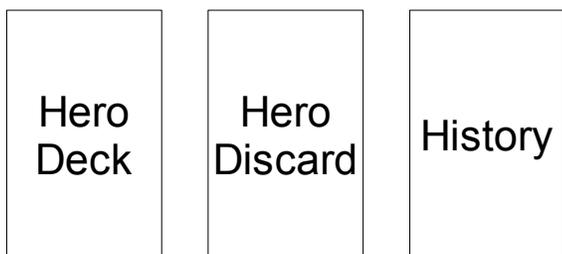
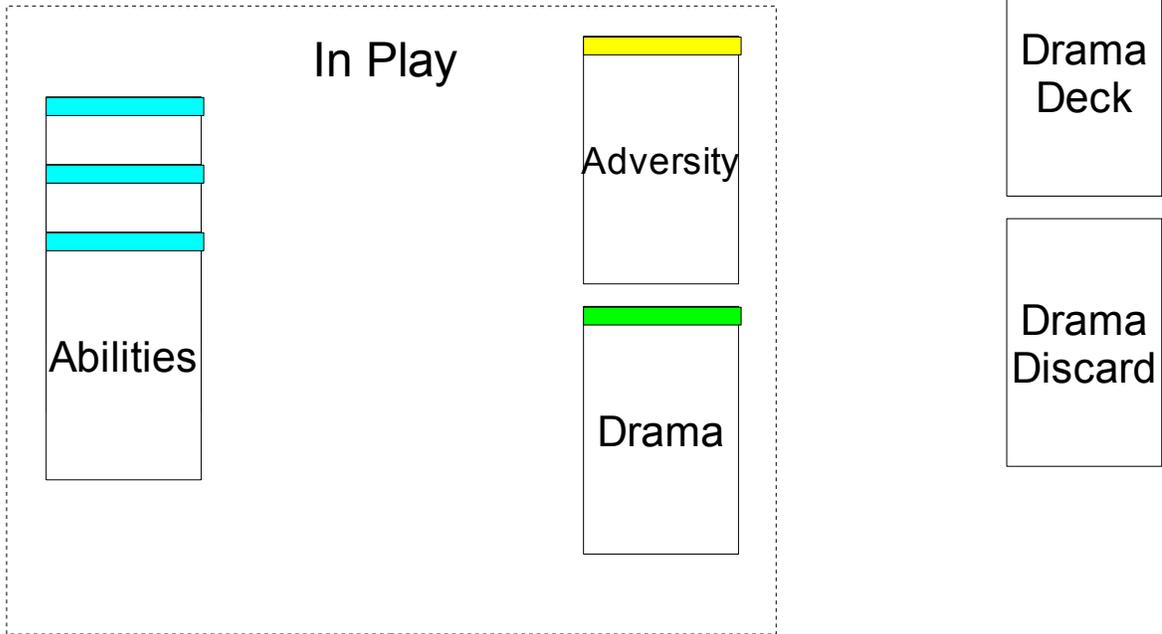
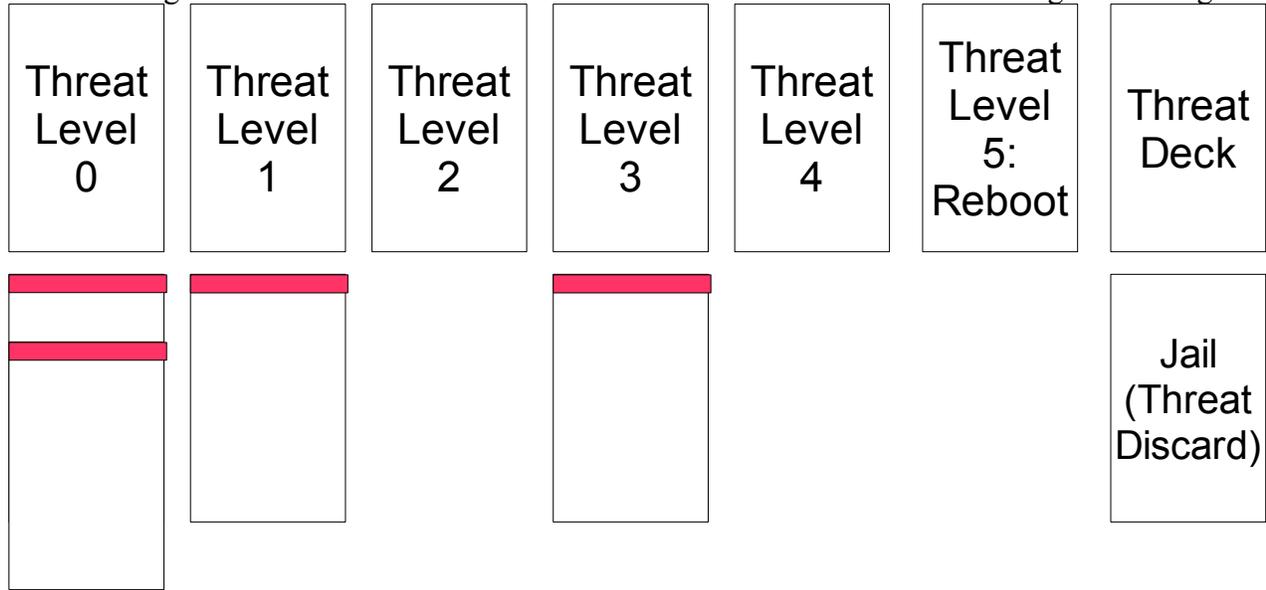
Dice; lots of dice. 6 each of four distinct colors of dice would be ideal.

A handful of small tokens.

A pen or other writing implement, and a suitable playing surface.

Setting Up

Arrange the three various decks and threat level cards on the table according to this diagram:



The next step is to create the hero character. The hero player should pick a name and basic concept for his character, and then build his hero deck selecting the following cards: 1 Origin, 1 Adversity, and 10 Abilities, with at least one of each of the four types of abilities (Violence, Gimmicks, Motion, and Wits). There are advantages to both specialization and diversification, so no single build should be 'right'. At the back of these rules are some suggested starting decks for various hero archetypes. The Hero player should then shuffle those cards and draw his starting hand of four cards.

The Director, meanwhile, should deal the top four cards in the Threat deck and put them face-up underneath the "Threat Level 1" Marker. These cards represent the various supervillains and other disasters that the hero must beat in order to protect Edge City. Finally, the Director should draw two Drama cards to form his own hand.

The Golden Rule

As in most games of this sort, whenever a card and the rules here conflict, follow the card.

The Other Golden Rule

The Director's main job is to ensure that exciting superhero stories arise from play. It is his responsibility to ensure that scenes are actually role-played and keep the game from being simply a card game.

Order of Play

Each turn, the following things should happen:

(1) The Hero player plays any Adversity cards from his hand, and follows any directions on them. If the Adversity is 'Lingering', it goes in play and will remain there until the condition on it is met. Otherwise, put it in the Hero Discard pile. Both players should be sure to incorporate the story elements from that card this turn and as long as the card is in play.

(2) The Director plays any Initial Drama cards from his hand, and both players should role-play the effects and responses to these cards.

(3) The Player picks one of the Threats on the table to engage. Both players should role-play the Threat's danger and the Hero's initial approach to beat that threat.

(4) The Player should choose one of his Ability cards to attack the Threat with, narrating his efforts accordingly. He may also play any number of other ability cards to support his main attack card. He then takes as many dice as his ability cards have on them, **plus** one additional die for each supporting ability card of the same type as his attack card, and prepares to roll them. He may wish to hold some cards back, because...

(5) The Director plays any Combat Drama cards from his hand, narrating their effects into the fight against the Threat. Many of these allow the Hero to counter their effects by playing a card

(6) The Player then rolls his dice, modifying their effects if the Threat is weak or resistant to those abilities, and compares it to the Threat Rating. If the total is higher than or equal to the Threat Rating, put the Threat in the Jail pile and Upgrade the Attack card and role-play the hero's triumph over the Threat. Then turn over the top card of the Threat deck and put it under 'Threat Level 0'.

If the total is not enough to beat the Threat, role-play a temporary defeat and place a token on the Threat card. Each token reduces a Threat's Rating by five, to a minimum of 10.

(7) The Director plays any Ending Drama cards from his hand, narrating their effects.

(8) The Director discards any Drama cards that were unplayable this turn and draws two new ones. The Hero draws cards from his deck until his hand is again four cards. If there aren't enough cards to do this, the Hero shuffles his discard pile and makes it his new deck. Whenever this happens, move every Threat up one space on the Threat Track. If any Threat ever reaches Threat Level 5, a Reboot happens. Then start the next turn with step (1).

Upgrades

To upgrade an Ability, the Hero player must choose a Signature Move or Catchphrase, as indicated, and write it into the blank space on the card. From then on, so long as the Hero player manages to work that move or catchphrase into the action, the card is worth two dice rather than one, even as a support card. The Director should insist that signature moves be interesting expressions of the hero's unique identity.

Examples:

Violence: Boxing-glove arrow, Blast Vision, Sucker-punch

Gimmicks: Energy Net, Shield Reflection, Darkness Bombs

Motion: Teleportation, Superspeed Disarm, Flying lift

Reboots

Sometimes, a Hero falls. As in comic books, that's not always the end of the story. Possibly another person will take up the fallen hero's legacy, or the hero will eventually return from disgrace or even death. Sometimes the entire universe gets restarted from the beginning.

When the rules call for a Reboot, take every card in the Hero Deck, Discard, and History, and put them together. Then add one of each type of Ability card. Shuffle these cards together, and then deal out four cards. If one of those cards is the Origin card, put it back into the hero deck. Put the remaining three or four cards into the History pile. What is left is the new Hero Deck.

The director should also reshuffle the Threat deck with the Jail, dealing four new threats into Threat Level 1, and reshuffle the Drama deck and discard piles. Then continue play, deciding which kind of Reboot this is and playing the new Hero accordingly.

Ending the Game

The struggle to save Edge City and the world is a never-ending one, so like successful comic book characters stories, this game can go on as long as the audience is interested. (Players who want a more finite game experience may choose to play for a specific time limit, or to end the game after a set number of reboots.)

Character Archetypes

The Martial Artist

4x Violence
2x Wits
1x Gimmick
3x Motion
1x Origin
1x Bad Press

The Brick

6x Violence
1x Wits
2x Gimmick
1x Motion
1x Origin
1x Berserk!

The Speedster

1x Violence
2x Wits
2x Gimmick
5x Motion
1x Origin
1x Wanted: Dead or Alive

The Gadgeteer

1x Violence
2x Wits
2x Motion
5x Gimmick
1x Origin
1x Hated and Feared

The Paragon

2x Violence
2x Wits
3x Gimmick
3x Motion
1x Origin
1x Secret Identity

Glossary

Ability- A Card representing something that a hero can do

Adversity- A Card representing something that makes a hero's life more difficult

Threat- A Card representing something a hero must beat.

Drama- A Card played by the GM, usually driving the story by interfering with the hero.

Rating- The large number on a threat, indicating how dangerous that Threat is

Beat- To eliminate a threat by exceeding it's rating with your dice and tokens

Resistant- Dice of this type are divided in half (round up)

Weak- Dice of this type are doubled

Immune- Dice of this type cannot be used on this threat

Signature Move- A particular action or power that your hero will repeatedly use

Catchphrase- A particular statement or battle-cry that your hero will repeatedly use

Edge City- The setting of this game

Jail- The pile of defeated threats.

Temporary- This adversity lasts through the current turn, and is then put into your discard pile

Lingering-This adversity lasts until a condition is met, and is then put into your discard pile