SOCIAL CONTRACT

Courtesy, Food, Transportation, Communication, Friendship, Hosting, Romance, and more

Let’s play!

EXPLORATION

Authority, Credibility, the Lumpley Principle, Shared Imagined Space

Color *[System [[Situation = Character + Setting]]]

TECHNIQUES

GM Tasks, Character Creation (Components, Currency), Resolution (DFK, IIEE), Reward system

EPHEMERA

Narration, Stance, IC/OOC, Screen Time, reference to Rules, Search Time, Handling Time

The Big Model.

Contents within each box are considered to be expressions or specialized versions of the outer boxes which contain them.