

# MIST-ROBED GATE

## QUICK REFERENCE GUIDE

### *Sets and Props*

Each player gets 1 blank **Set Card** and 1 blank **Prop Card**. Whenever you would like, you may generate your Set or Prop for the game.

Set Cards should include the following information: what it looks like, how many characters it may contain, and any special conditions placed on it by the Set Holder. Prop Card should include the Prop's name and a short, sentence-long description.

### *What should happen in a scene?*

Players in MRG take turns setting scenes. In a scene, one of the following events *must* transpire:

- \* A **previously unknown fact about a character** comes to light that forces other characters to re-evaluate them.
- \* A **character shifts their Loyalty** from one faction to another.
- \* A character makes a demand from a character using **the Knife Ritual**.
- \* There is a **Wirework sequence**.
- \* A character makes **an important decision** with far-reaching ramifications.

### *Wirework*

Players may choose to resolve Knife conflicts with Wirework, which can be anything from a rooftop chase to an epic battle. The Aggressor hands the wirework token bag to the Defender as a response to being given the knife or to take the knife from someone. The Aggressor takes 5 red tokens, the Defender 5 white tokens, and everyone else 1 red and 1 white token each. The Aggressor and Defender then begin the Wirework itself by each putting 2 tokens in the bag. Each Wirework player takes turns describing their actions, trying to please the audience as much as possible. They may put an additional token in the bag (to a maximum of three) when they do one of the following:

- \* Their **Weather** appears in their descriptions - either fight or scene
- \* Their **Color** appears in their descriptions.
- \* They put their **Quirk** on display
- \* A **Prop** they own comes to their aid
- \* One of them is in a **Set** they own.

The Audience (the rest of the players) may vote for the character whom they'd like to see win by putting either a red token or white token in the bag for the Aggressor or Defender. To the winner goes one of the following rewards:

- \* **Soothe the Knife.** The Knife goes down one rank on the Escalation Scale.
  - \* **Take the Knife:** If you take the Knife, you can respond as though you were given it by the person you just did Wirework with. Proceed with the Ritual, but you may not engage in more Wirework.
  - \* **Take a Prop or Set Card** from the other player.
  - \* **Make a demand** the other character *must* satisfy.
- \*\*NOTE: When the Knife is covered you cannot pick it up; for Wirework performed while the Knife is covered, Soothing or Taking are not options.

## *The Knife Ritual*

The Knife Ritual is a symbolizes the giving and receiving of threats or demands. The Knife has 4 stages of escalation, which are apparent just by looking at it.

- \* **Covered:** No threats can be made. If covered, it cannot be picked up.
- \* **Sheathed:** Threats and demands can be made, but only indirectly - through silence, innuendo and facial expressions.
- \* **Unsheathed:** Threats and demands may be made directly.
- \* **Bloodied:** The Knife is stuck in someone's character sheet. They will be doomed to a violent death at the stabber's hands in the scene if they don't do anything.

If the Knife is uncovered, it may be picked up and handed to other players accompanied by an articulated or unarticulated demand. The player receiving the Knife may then do one of the following (unless stabbed):

- \* **Accept:** You do what's asked of you and put down the knife.
- \* **Deflect:** You may pass the knife to a third party present in the scene. The demand may be made more specific in this way.
- \* **Escalate:** You pass the knife back to the person who gave it to you and it goes to the next stage of escalation (if unsheathed, you stab them). You make a counterdemand; if they agree to satisfy your demand, you will agree to satisfy theirs.
- \* **Wirework:** Settle the demand with Wirework.

## *What to do if stabbed by the Knife:*

- \* **Acceptance:** Your character dies and you can make a demand of the world - a prediction or wish (that cannot demand a character take a specific action) that will come true. You still must do what was demanded, however,
- \* **Escalation:** You pull the knife out and touch the killer's sheet with the knife while making a demand. They must satisfy it or be killed too.
- \* **Wirework:** If the Knife is calmed as a result of Wirework, you don't die and may pull the knife out of your character sheet.