Conspire Training Document
//Burn after reading//

Genesis

Setting: The where, when, and societal context of a scene

Conflict: The central problem with no clear answer the assembled characters are addressing
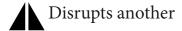
Role: A character archetype (an ideology or title) of someone in the scene, not a specific character

Faction: A powerful entity in the scene to which several roles, ostensibly, pledge allegiance

Goals:

▲ Personally satisfies   ◣◢ Disrupts another   ◢◢ Helps another

Exodus

Influence: Every player has three tokens they spend to declare true facts about the universe

Influence cannot:
- Deny something already established
- Remove player agency
- Make the conflict irrelevant

Narrative Progress: Lets one player tell a small part of the story by voting for a narrator

Sidebar: An in-character, private conservation between two or more players occurring in a different physical location than the main game

Revelation

Score: Players get one point per goal they accomplish

Next Round:
- Players can replay the scene with new roles and goals
- Players can make a new scene in the same universe
- Players can make an entirely new scene
- Players can end the game