



Setting the Scene

- ◆ Finish the setup when you feel you have enough to start the scene by manifesting the Discomfort.

Playing the Scene

- ◆ Manifest Discomfort from the *Sources of Discomfort* of the Scene.
It could be subtle and cryptic, or evident and dramatic: the choice is yours.
- ◆ If a Friend has become a Monster you can use their monstrosity as a *Source of Discomfort*.
- ◆ **Keep the Scene fluid:** if the game is stalling, you can spice things up with a **Moreover**.
- ◆ **During a Conflict:** *drink* if what you manifest leaves their mark on Katy. *Otherwise*, continue with a **However**.

Playing the Conflict

- ◆ With a **However**, the Character succeeds and you'll describe how the Discomfort finds new ways to manifest and remain present in the Scene.
- ◆ With a **Moreover**, you'll describe how the Character fails and the Discomfort strengthens.

Manifest



YOU ARE A MONSTER NOW

If you have to pick between Shadow or Companion, always choose Companion.

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Scan this QR Code for instructions on how to assemble and use the Handouts.



Scansiona questo QR Code per le istruzioni su come assemblare e usare gli Handout.





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Friend

Setting the Scene

- ◆ Make sure that *the when and where of the scene* is clear to everyone, as well as *where you and Katy* are in the scene.

Playing the Scene

- ◆ Describe how you talk and interact with Katy
- ◆ Describe how you protect Katy from what is threatening her.
- ◆ You want what you think is best for Katy.
- ◆ You're always aware of what is Discomfort and what is not, even if Katy isn't. You want to protect her from that.

- ◆ **During a Conflict:** *drink* if you don't want to jeopardize your relationship with Katy. *Otherwise*, explain how you overcome *Discomfort* by awakening something monstrous within you.

Playing the Interlude

- ◆ Start by asking, "What happened is good for Katy?"
- ◆ Close the Interlude when you feel the discussion is done.



Setting the Scene

- ◆ Start the setup by pointing which *Source of Discomfort* you want in the scene.

Playing the Scene

- ◆ You always trust your Friends, but Monsters scare you.
- ◆ You're helpless in the face of Discomfort, and you are not necessarily aware of it.
- ◆ If a Character gives you advice, you are free to follow it or not.

- ◆ **During a Conflict:** *drink* if you feel protected. Otherwise, explain your actual feelings.

Playing the Interlude

- ◆ Something that happens in the last Scene will *permanently change the Tea Party* set. Make sure everyone notices that.

As Monster, something changes

- ◆ You're a Monster whether you're in a Scene or sat at the Tea Party.
- ◆ Your Monstrosity is part of Discomfort too. Shadow can use it to manifest it.
- ◆ Katy is afraid of Monsters so she's afraid of you.
- ◆ If you have to pick between Shadow or Companion, always choose Companion.

Playing the Scene

- ◆ Katy can follow your advice, but will do so out of fear. It won't start a Conflict, Shadow can continue with a **Moreover**.
- ◆ If Katy ignores your advice, you can force her hand, closing the Scene with a Nightmare.

<div data-bbox="159 1769 638 1904" data-label="Section-Header"> <h1>Companion</h1> </div> <div data-bbox="287 1612 510 1657" data-label="Section-Header"> <h2>Playing the scene</h2> </div> <div data-bbox="143 1478 734 1601" data-label="List-Group"> <ul style="list-style-type: none"> ◆ Describe how you talk and interact with Katy. ◆ Describe how you protect Katy from what is threatening her. ◆ You want what you think is best for Katy. ◆ You're always aware of what is Discomfort and what is not, even if Katy isn't. You want to protect her from that. ◆ You're aware that Friend and Katy have a special relationship in this Scene. ◆ Decide how that awareness informs your behavior. ◆ During a Conflict, if it's your turn to drink, you've no other option than do it. </div> <div data-bbox="191 784 606 828" data-label="Section-Header"> <h2>As Monster, something changes</h2> </div> <div data-bbox="63 560 734 772" data-label="List-Group"> <ul style="list-style-type: none"> ◆ You're a Monster whether you're in a Scene or sat at the Tea Party. ◆ Katy is afraid of Monsters so she's afraid of you. ◆ If you have to pick between Shadow or Companion, always choose Companion. </div> <div data-bbox="287 515 510 560" data-label="Section-Header"> <h2>Playing the Scene</h2> </div> <div data-bbox="47 392 734 504" data-label="List-Group"> <ul style="list-style-type: none"> ◆ Katy can follow your advice, but will do so out of fear. It won't start a Conflict, Shadow can continue with a Moreover. </div>	<div data-bbox="957 1769 1436 1904" data-label="Section-Header"> <h1>Companion</h1> </div> <div data-bbox="1085 1612 1308 1657" data-label="Section-Header"> <h2>Playing the scene</h2> </div> <div data-bbox="941 1478 1532 1601" data-label="List-Group"> <ul style="list-style-type: none"> ◆ Describe how you talk and interact with Katy. ◆ Describe how you protect Katy from what is threatening her. ◆ You want what you think is best for Katy. ◆ You're always aware of what is Discomfort and what is not, even if Katy isn't. You want to protect her from that. ◆ You're aware that Friend and Katy have a special relationship in this Scene. ◆ Decide how that awareness informs your behavior. ◆ During a Conflict, if it's your turn to drink, you've no other option than do it. </div> <div data-bbox="989 784 1404 828" data-label="Section-Header"> <h2>As Monster, something changes</h2> </div> <div data-bbox="861 560 1532 772" data-label="List-Group"> <ul style="list-style-type: none"> ◆ You're a Monster whether you're in a Scene or sat at the Tea Party. ◆ Katy is afraid of Monsters so she's afraid of you. ◆ If you have to pick between Shadow or Companion, always choose Companion. </div> <div data-bbox="1085 515 1308 560" data-label="Section-Header"> <h2>Playing the Scene</h2> </div> <div data-bbox="845 392 1532 504" data-label="List-Group"> <ul style="list-style-type: none"> ◆ Katy can follow your advice, but will do so out of fear. It won't start a Conflict, Shadow can continue with a Moreover. </div>
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Monsters



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Shade



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Playing the Scene

- ◆ Help Shadow in manifesting Discomfort, adding details, and proposing quirkier alternatives. If a Friend has become a Monster you can use their *monstrosity* as a Source of Discomfort.

◆ Make sure you or Shadow don't end up playing two non-playing characters that interact with each other. No one should talk to themselves aloud during a Tea Party.

Playing the Interlude

- ◆ Your conversation agenda is to reveal Friend's real motive.

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