Alfred

Test your imagination!

Base game includes: (220 Cards)

20 Character cards

25 Location cards

20 Time cards

25 Item cards

25 Goal cards

18 Search cards

1 Decider deck (75 Cards)

--20 Failure cards

--35 Success cards

-- 5 Control Shift cards

-- 5 Alfred cards

-- 3 Wild Cards

-- 7 Discovery cards (2 items are drawn and turned face down, player chooses one)

1 Fold Out Map of the world (with terrain marked)

5 Player Markers

12 Blank Cards

**Assigning Roles:**

* Designate a Director, this player will need a good imagination and the ability to think quickly.
* After you have designated a director, all other players assume the role of Players.
* Shuffle all decks thoroughly and place all decks face down in front of the Director.
* This includes the character deck, location deck, item deck, decider deck, time deck, and goal deck  (this does not include the Search Cards).
* If the Director chooses, you may lay out the map at this point in the center of the table.  (the map is not necessary to play)

**Building a setting:**

As the Director, your job will be to set the narration and guide the story of the game.  To begin, draw one character card from the top of the character deck per Player.  Also, draw one Location Card form the Location Deck into your hand.  Do not show these to any other Players quite yet.  Examining the cards, be sure to have a simple narrative built around these cards and be prepared to share that narrative as you assign character roles to Players.

First, choose one Player and give them any one character card, explaining in full about their character.  Character cards always lay face up in front of the players.  This is the character they are going to be playing with during the game.

At this time the Player may ask up to three questions about their character to the Director.  There are no limits to these questions but the Director has complete control over the answers.  These questions serve to give the Player a better understanding of their character. We suggest sticking to a Characters background.

Do this for all remaining Players until all Character cards in the Directors hand have been assigned to Players and deal out 3 Search cards to each Player (For more info in searching see Searching).

Then the Director will reveal the Location, Time, and Goal cards to the Players.  This is done by flipping them, one at a time; face up in front of the Director.  The Location card marks the location that the game will begin, the Time card sets the era in which our story will play out, and the Goal card acts as the finale of our story.  No questions may be asked about these cards unless the Director permits it.

At this point, if the Location being used is on the map, you may place all character markers on the map.  This is not necessary to game play, but helps some visual players understand their options better.  The color of your player marker is not relevant to play order or any other facet of game play.

**Guiding the Story:**

Turn order should always be determined by whoever is the youngest Player.  This Player will be called the Controlling Player and will begin the game.

Each turn the Controlling Player chooses an action. These actions, chosen and decided upon one at a time, can be anything the Controlling Player can think of, however must follow two rules:

1.  If the Director decides that you cannot perform that action, you must find another action.

2.  If the action you've chosen doesn't fit the story you cannot perform that action.  (See: The Law of Assuming)

Once an action has been decided upon, the Director will reveal the top card form the Decider deck.

There are 5 possible cards that could be revealed:

* Green Check Card: The action is considered a success and the Director then pushes the story forward.
* Red X Card: The action is considered a failure and the Director may not add any narrative.  The Controlling Player again attempts an action and it may not be the same action.
* Control Shift Card: All benefits of being the Controlling Player move to the player on the left of the current Controlling Player.  The previous action is not performed.  If there are no other Players, the card is considered a Red X Card and the action is considered a failure.
* Wild Card: Reveal one Character Card and one Item Card, the Director must then implement these cards into the current running narrative. This is 100% decided by the Director.
* Discovery Card: The action is considered successful, then the Controlling Player performs a Search at no cost.
* Alfred Card: If Alfred appears, the Controlling Players action is considered a success however, the Director will then narrate for the Controlling Player, an event that would be considered to significantly change the narrative.  This event should create two separate actions that the Controlling Player may then choose between.  These choices must be presented in the narrative by Character named Alfred.  Once these options are presented and the Controlling Player chooses, game play would commence as usual.
  + Example:  if the Controlling Player had a Cellphone Item Card and chose to "Call the Police" and and Alfred card was revealed, then the Director might say something like this: "Your action was successful but Alfred answers the phone and gives you two options, either turn yourself into the police for a crime you didn't commit or run in front of a speeding vehicle."   The Controlling Player would chose one and game play would continue.

**Searching:**

If the Controlling Player chooses not to perform an action, the only other option is to perform a Search.  The Controlling Player may not perform a Search if they have at least 1 Search Card left.  If the Controlling Player does have at least 1 Search Card left, the Director will reveal the top two Item Cards from the Item Deck and place them face-down in front of the Controlling Player.  The Controlling Player then chooses one of them at random.  This item is now owned by the Controlling Players character.  Any actions that the Controlling Player attempts from this point on can utilize this Item Card.  If the Item Card does not fit into the narrative, it is still allowed.

**Notes on Actions:**

* Since all Players are traveling together, the Controlling Player may call upon other Players characters to help them perform any action as long as it is allowed by the director and abides by the Law of Assuming
* If the Controlling Player uses a Search Card, they cannot perform an action and vice versa.

**The Law of Assuming:**

If at any point in the game a Controlling Player decides to perform an action, the action must fall under the Law of Assuming.

The Law of Assuming is this: That if an action is taken that assumes anything about the Character, Location, Time Period, or Goal, it must be reasonable and acceptable by all Players and the Director.

If deemed unreasonable, that action cannot be performed.

**Winning the Game:**

For Players to win:

Players must band together to complete the goal that has been presented to them.  If any Player completes the requirements on the Goal Card, the game is over and the Players are victorious.

For the Director to win:

The director must guide the story in a direction that is reasonable.  If the last card is drawn from the Decision Deck and the Players have yet to complete the requirements stated on the Goal Card, then the Director wins. However, for the Director to win, they must complete the narrative after the last card is drawn.  If the Director fails to complete the story, the Director loses and the Players win.