

Stop Booth!

Rental time machines have just come out, and boy, are you excited to try one out. You sign up with IterTime for a Past-Tour to the 90s, but when the day finally comes, nothing goes as planned. A man using the name Joshua knocks out your tour guide before they set the date on the machine and then asks for your help in stopping John Wilkes Booth, and, well, why not? There isn't time to change your outfits, much less think this through, but you know this will be interesting either way.

ACT 1 Setup

Start by picking your playable character from Joshua, Chelsea, Megan, or Ryan. From there, pull out all NPC, Dialogue, Item, Event, and Location Cards. Set aside the ACT 2 cards for later.

Make sure all NPCs match their Dialogue Cards, and set each character near the Location Card that matches their place in the world. Pile Item Cards off to the side of play, and create a separate pile for Event Cards. Also, make sure to pull out the Kick Out Meter and set it to 1. From there, start the game with your characters in the Lounge.

ACT 1 Play

Players may take turns in any order, but each player can only take one turn per round. On your turn, you may either move to a new room or strike up a conversation with an NPC. Talking with characters may reveal clues or useful Items, but you may also stir up a fuss and risk getting removed from the theater as your Kick Out Meter rises.

Once every player has taken a turn, the round ends, and you draw an event card at random.

After four rounds, the play starts, and you move to ACT 2.

Checks

Several times throughout the evening, you will be asked to perform a task. To do so, read the card in question to tell you what skill is being used. Then, roll a die and add or subtract the number your character has associated with this skill. To succeed, you must roll equal to or higher than the number written in the upper left corner of the card.

It should be noted that any check can be walked away from; you do not have to take any action if you don't want to.