

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.

Talking

Talking to an NPC requires that you are in the same room as them. From there, if you wish to speak with someone, you may remove their name card and read their first card, indicated by the number 1 in the top right corner.

You can talk to one person as long as you like on your turn, following the instructions written on their cards, but once the conversation ends, you must wait until your next turn to talk to them again.

Player Cards

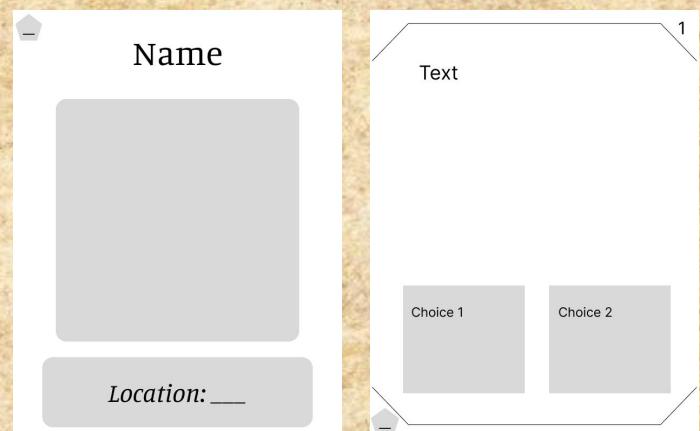
Player cards are wide and have a different background color. They include a picture of what your character looks like, their name, and a quick description of the character. At the bottom of the card are your skills, which tell you how much to add to each skill check should you roll for



NPC and Dialogue Cards

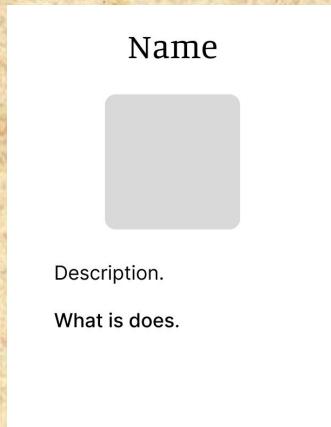
NPC cards tell you who you are talking to, show a picture of them, and the bottom of the card tells you which room they are in. They also have a little icon in the top left with two letters in it that match the character's initials.

NPC Dialogue Cards contain information to guide a conversation, a number in the top right to tell you which card to go to, and choices at the bottom that include instructions to follow based on what choices you make. There is also another icon that will match the one shown on the NPC card.



Item Cards

Item cards adjust your abilities and how well you do on certain challenges. They have their title, an image, a brief description, and then the modification that item has. You cannot unequip items; they are permanent.



Location Cards

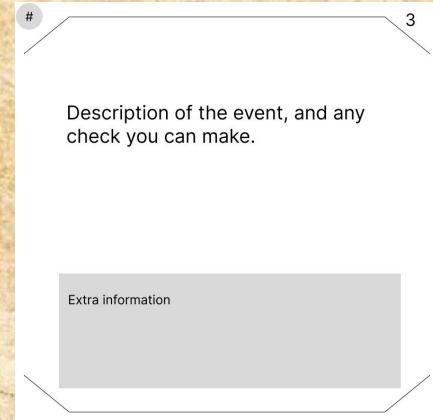
Location cards have very little functional value, but they should help players keep track of where everyone is. Location cards include a title, image, and brief description.



Event Cards

At the end of every round (all players have taken one turn) in ACT 1, an event card must be drawn at random. These cards will list random occurrences, have higher checks, and offer one-time actions.

Event cards include a skill check number in the top left corner, a card number in the top right, a description of the event, and then your choices.



Kick Out Meter

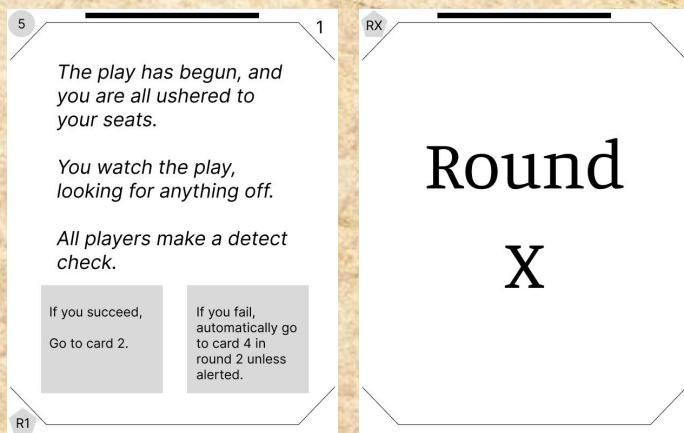
Throughout your time at Ford Theater, you run the risk of being kicked out for causing too much of a disturbance. Anytime a card tells you to add one to the kick out meter, move the token up one space. The meter starts at one to begin with, and if it ever goes above six, you get Kicked Out*.

***See endings if this ever happens**

ACT 2 Cards

Unlike ACT 1, ACT 2 only has two types of cards denoted by a black stripe on the top of the card: Round Cards and Choice Cards. Round Cards state the round and list it in the top left corner. All associated Choice Cards will have the same round listed in the upper left.

Stack all Choice Cards with their matching Round Cards, and begin ACT 2.



Warning

The last page of this rule book includes the written endings for the game; you should only turn to the next page if the game is over.

You Succeed In Stopping Booth

It was no easy feat, and there was a lot that could have gone wrong at the end there, but you did it. You stopped Booth, and time has been forever changed.

You hop back into the IterTime Time Machine and head back home, but as soon as you arrive, you are served court papers.

Apparently, in changing the timeline, you violated a bunch of waivers you signed for the Past-Tour. Oh, well. No amount of fines is going to change the fact that you won!

You Failed to Stop Booth

You watch as the bullet goes through the president, able to do nothing. The night goes how it always did, and you make your way back to the time machine in a daze. You failed.

Returning to the present, you find nothing has changed; no one even knows what you tried to do. The tour guide doesn't even press charges for being knocked out. What a waste.

You Got Kicked Out

In hindsight, maybe causing so many problems was a bad strategy.

After all the nonsense you stirred up, Mr. Ford had enough of you and kicked you out, and there is no way to get back into the theater.

Well, I suppose you could always travel back to before you entered the theater, override your past selves in the timeline, and try again with new knowledge of these events.

Or go home.

Either could work.