

**Effect
Card**

**Effect
Card**

**Effect
Card**

**Saga
Shuffle**

**How To
Play**

**How To
Play**

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Welcome!

Here players collaborate on the setting, plot, and characters of the game using these saga cards as basic building blocks and then roleplay the tale using the regular ("poker") deck.

Is

Lose: lose cards played
Win: draw 1 card, keep Advantages

But

Lose: lose cards played, keep Advantages
Win: draw 1 card

And

Lose: lose cards played + 1 card from your hand
Win: draw 1 card, Advantages = 1

...

...

...

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...

...



**How To
Play**



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**How To
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Setup

- +Shuffle then deal 6 poker cards to each Payer.
- +Separate and shuffle Character, Setting, and Plot decks.
- +Brainstorm each of the Scenario steps.

Character

Class: your specialty

Origin: where you're from

Motive: to fuel your actions

Setting

Place: where your tale takes place

Time: when your tale takes place

Mood: the theme of the place

Plot

Objective: the goal of the story

Complication: the twists in your tale

Advantage: pluses in interaction

Scenario

- +Each Player gets 1 of each kind of Character card.
- +Deal 1 of each kind of Setting card.
- +Deal 1 Objective
- +Deal 3 Complications
- +Deal 2 Advantages
- +Players bid for Advantages with poker cards (Aces low).

Game Play

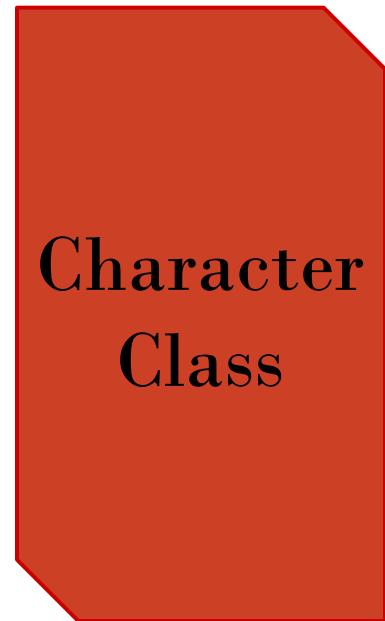
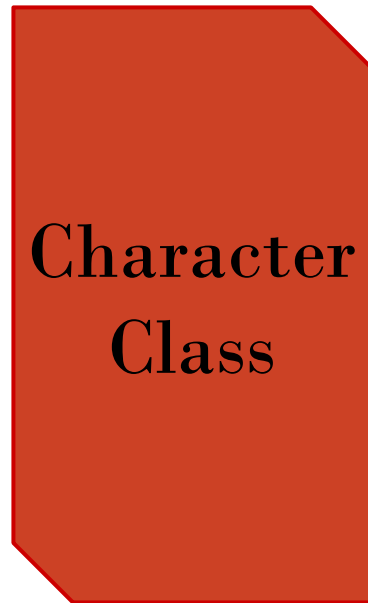
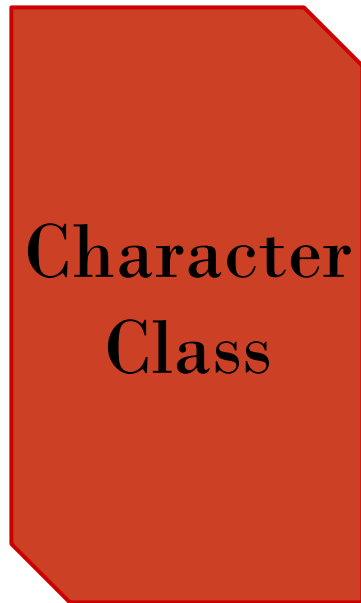
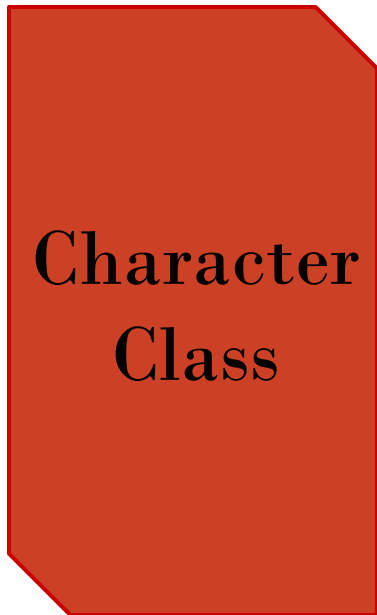
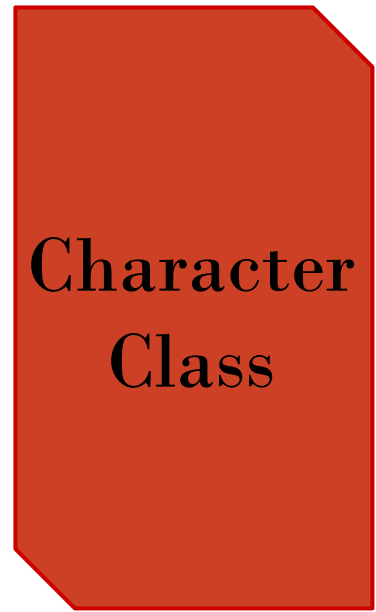
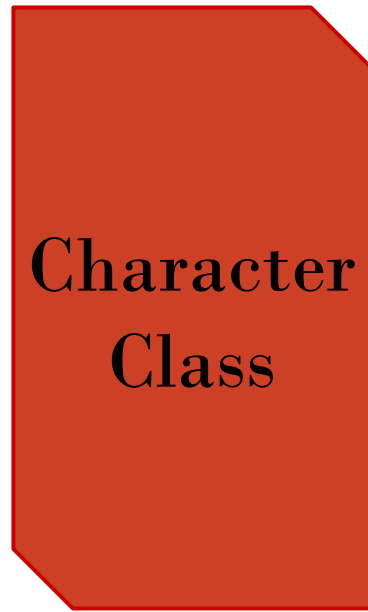
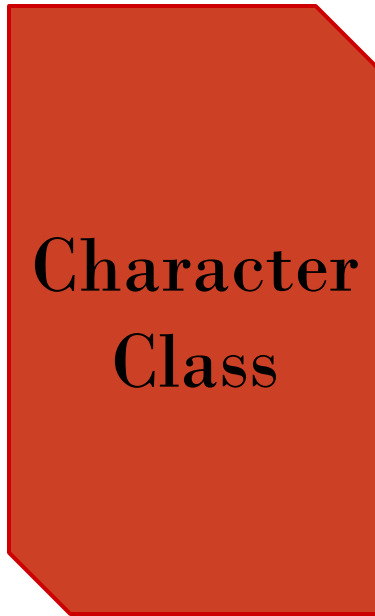
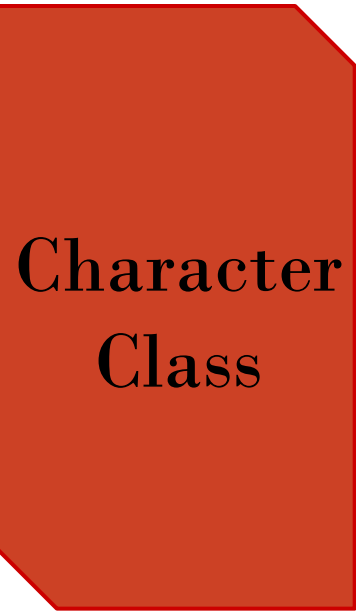
- +Order of play is clockwise from dealer
- +Each Player:
 - Introduce your character (or the scene)
 - Try to do an interaction
- +Another Player must oppose the interaction.
- +Decide general effects of winning and losing before playing cards.

Interaction

- +Play 1 poker card against the opposing Player.
(Using an Advantage gives one more poker card to play.)
- +Both Players match cards played. ?
- +High total wins.
- +Game over when Objective achieved or no poker cards remain.

Effects

- +For each Player in the interaction:
 - Place poker cards from the deck on the Effect cards.
 - The Effect with the high card is the effect of the interaction.
- +The next Player continues directly with these effects into their next interaction.



Warrior

The powerful close-combat fighters, favouring hand-to-hand, or swords.

Warrior

The powerful close-combat fighters, favouring hand-to-hand, or swords.

Warrior

The powerful close-combat fighters, favouring hand-to-hand, or swords.

Thief

The fast long-range fighters, more likely to use spears, bows, or sniper rifles.

Thief

The fast long-range fighters, more likely to use spears, bows, or sniper rifles.

Thief

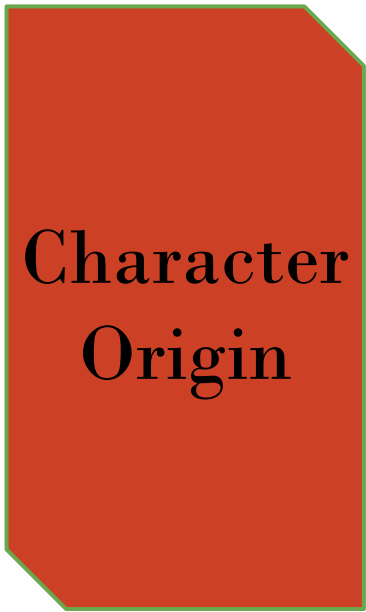
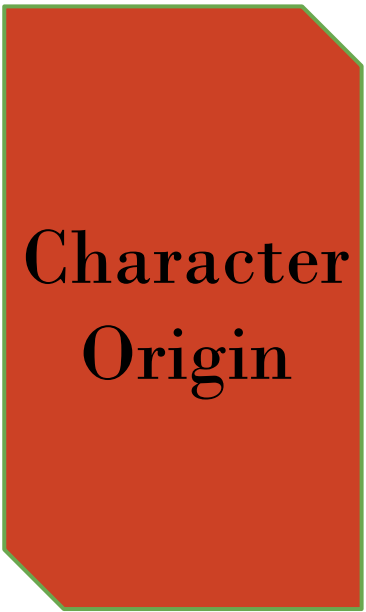
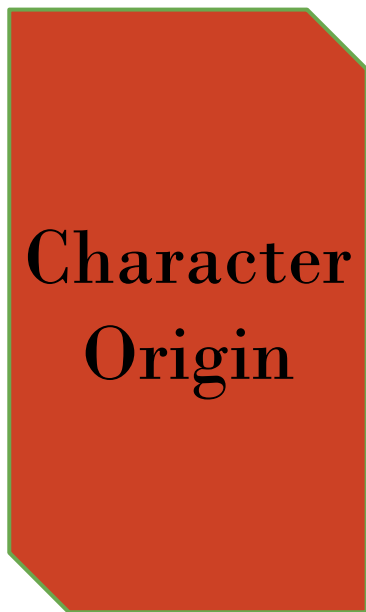
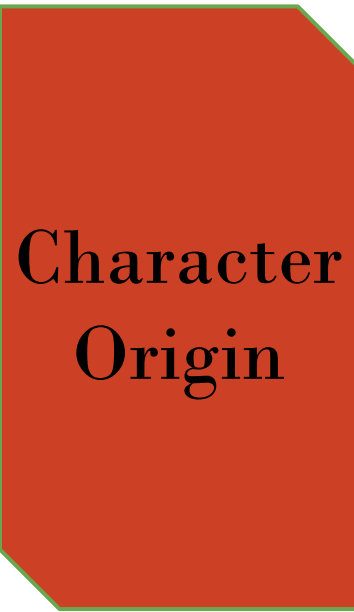
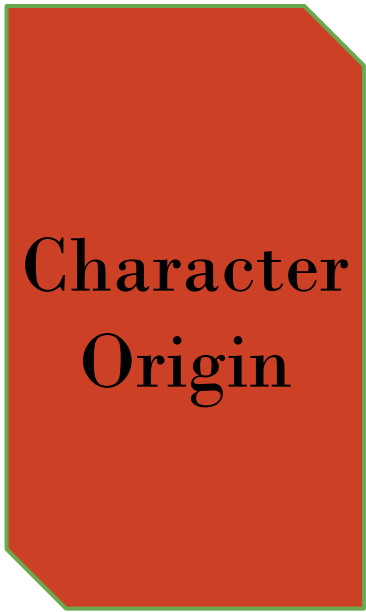
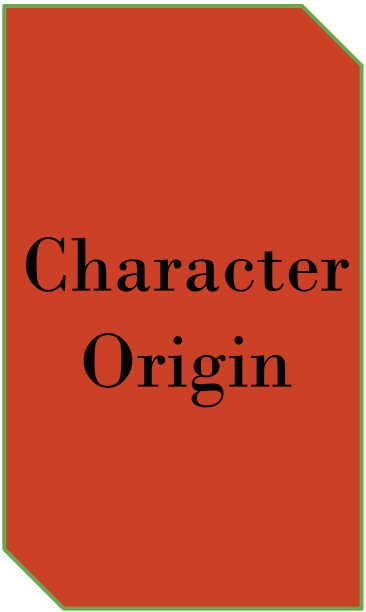
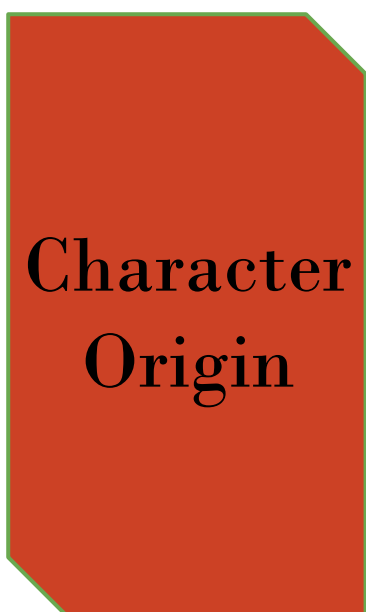
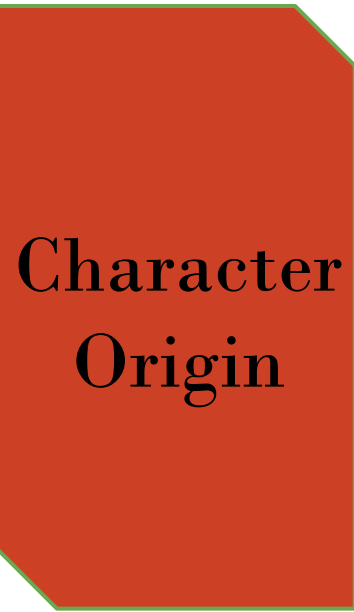
The fast long-range fighters, more likely to use spears, bows, or sniper rifles.

Healer

The last line of defense, they wield staves, umbrellas, herbs, or med packs.

Healer

The last line of defense, they wield staves, umbrellas, herbs, or med packs.



Land

From the towns
and cities you find
inland, or maybe
they're dwarves
and golems.

Land

From the towns
and cities you find
inland, or maybe
they're dwarves
and golems.

Land

From the towns
and cities you find
inland, or maybe
they're dwarves
and golems.

Sea

From fishing
towns and ships,
but also could be
merpeople and sea
serpents.

Sea

From fishing
towns and ships,
but also could be
merpeople and sea
serpents.

Sea

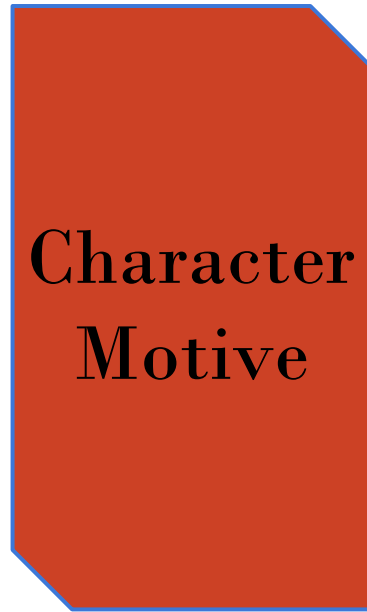
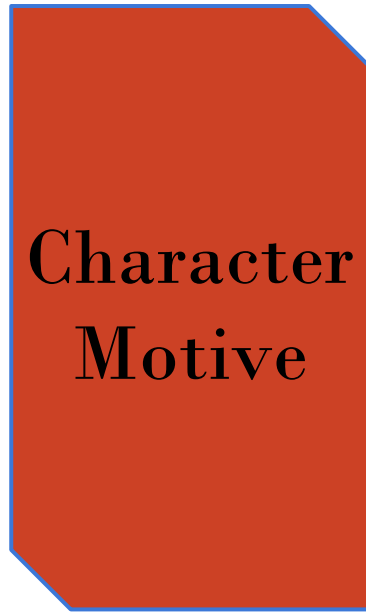
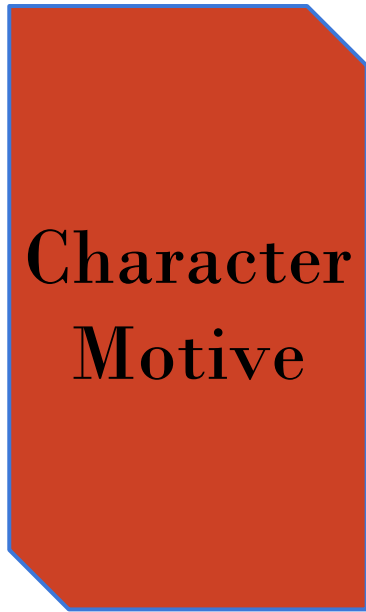
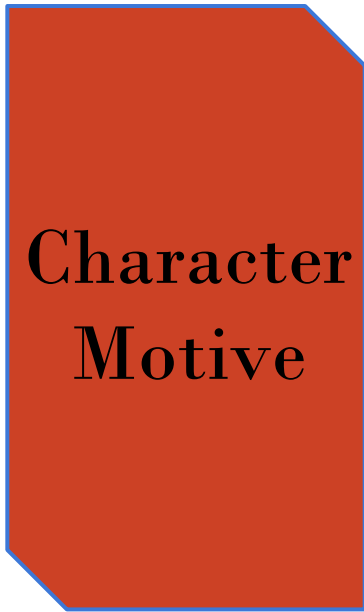
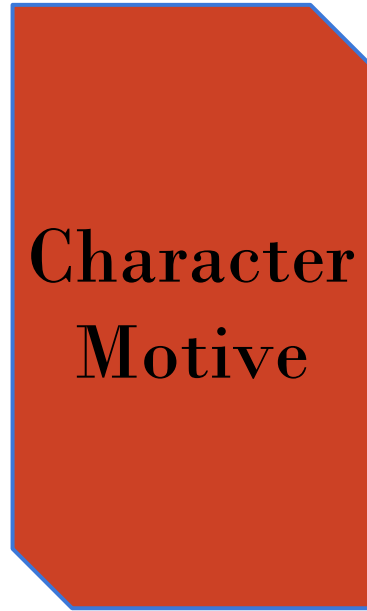
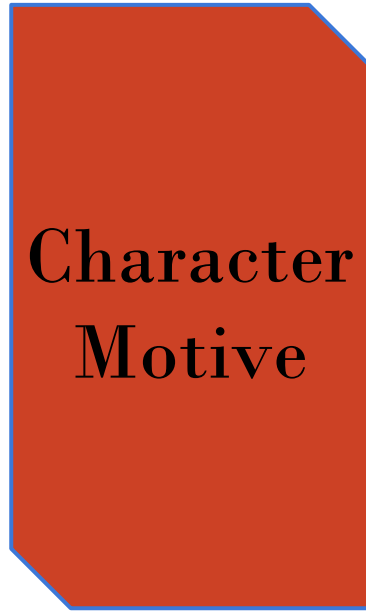
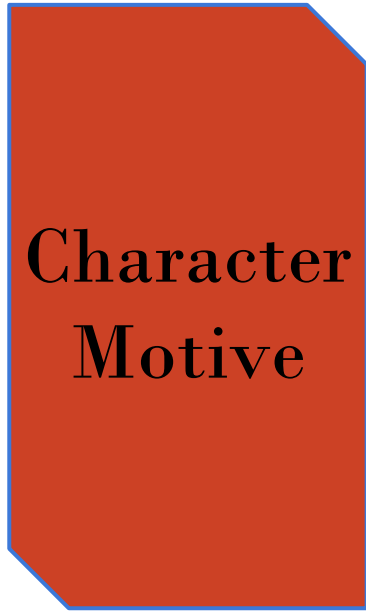
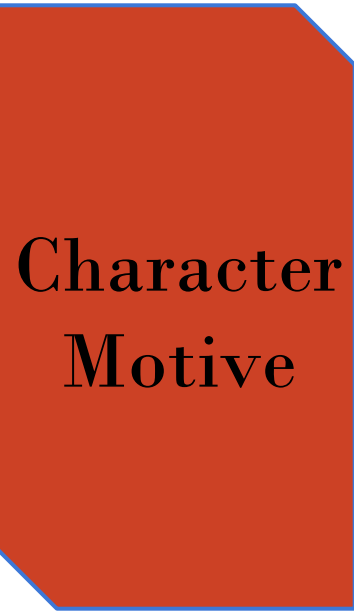
From fishing
towns and ships,
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Sky

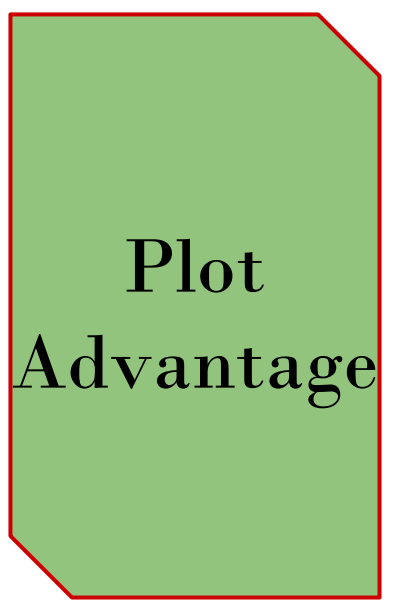
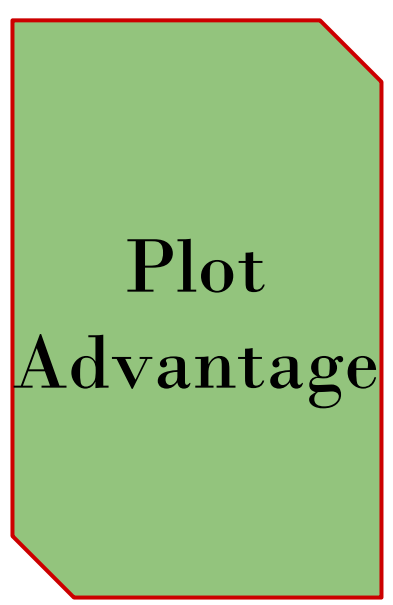
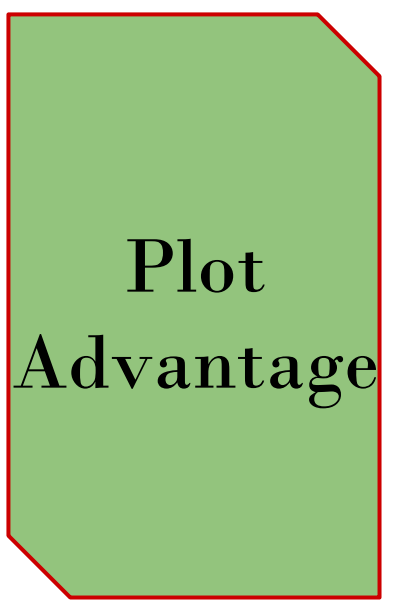
From the airships,
mountains, and
orbiting space
colonies, or fairies
and dragons.

Sky

From the airships,
mountains, and
orbiting space
colonies, or fairies
and dragons.



<div>Achievement</div> <div>You hold an honest heart and a belief in balance and order.</div>	<div>Achievement</div> <div>You hold an honest heart and a belief in balance and order.</div>	<div>Achievement</div> <div>You hold an honest heart and a belief in balance and order.</div>	<div>Authority</div> <div>You are a passionate soul with a drive for respect and power.</div>
<div>Authority</div> <div>You are a passionate soul with a drive for respect and power.</div>	<div>Authority</div> <div>You are a passionate soul with a drive for respect and power.</div>	<div>Loyalty</div> <div>You have the courage to trust and commit for those you hold dear.</div>	<div>Loyalty</div> <div>You have the courage to trust and commit for those you hold dear.</div>



Item

Ability Booster:
Maybe a potion or
an adrenalin shot.
Very handy.

Item

Important Documents:
Either a map or a
treaty, still invaluable.

Item

Invisibility Cloak:
Something to keep
you out of sight
and out of mind.

Person

Guide: Could be a
spirit in the after
life or a local in
the mountains.

Person

Escort: A nice
entourage of soldiers or
something as useful.

Person

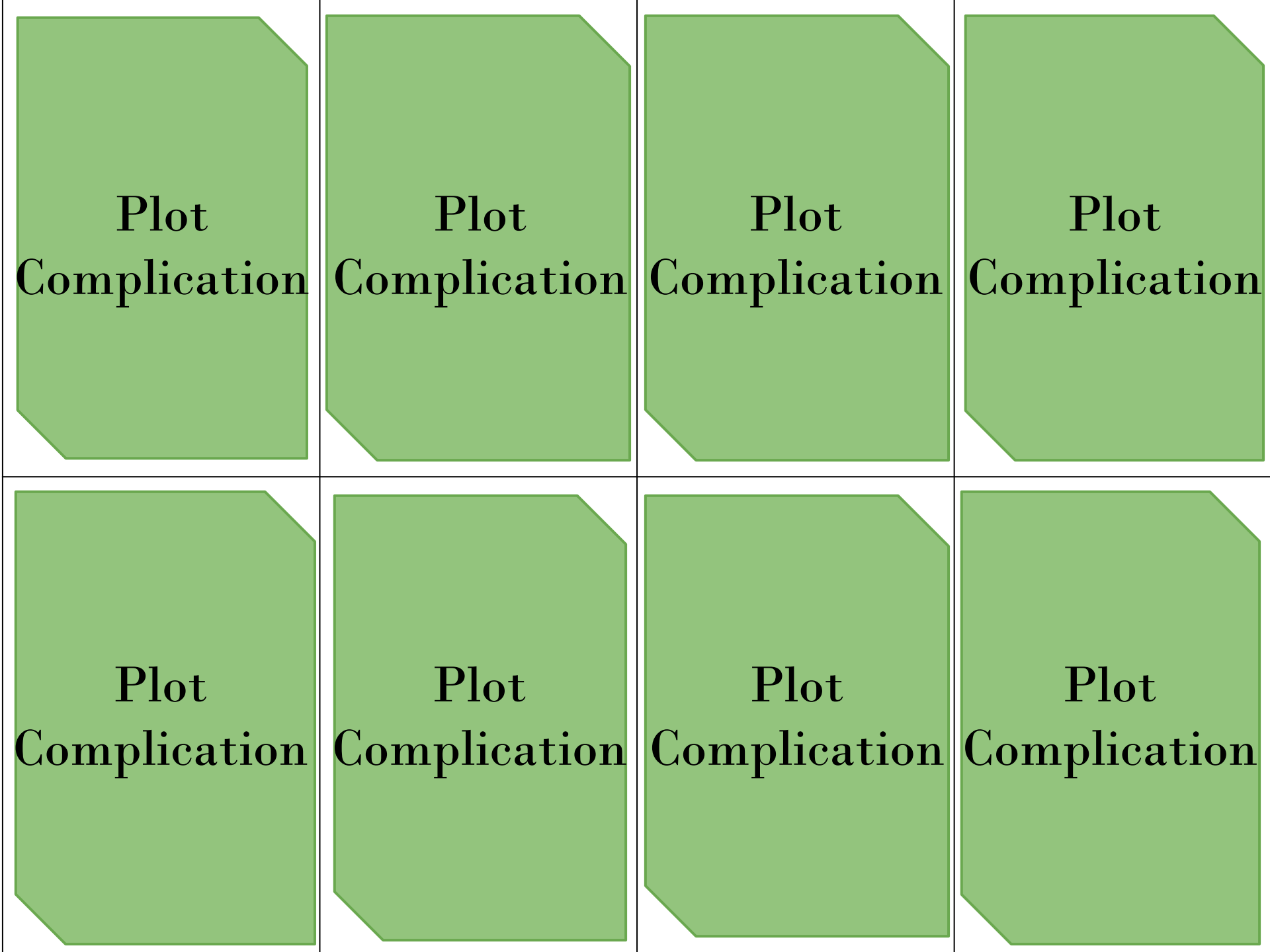
Bystander: Can be
turned into a hostage
or victim at the drop
of a hat.

Creature

Beast Of Burden:
Like a horse or
very large bird. A
lizard can do in a
pinch.

Creature

Flying Scout:
Hawks are the
standard, but
dragons and
fireflies are great.



**Plot
Complication**

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Complication**

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Complication**

**Plot
Complication**

**Plot
Complication**

**Plot
Complication**

Mental

Pacifist Run:
Must succeed
without harming
anyone.

Mental

**Pretend To Be
Someone Else:** Or
yourself with very
different values
and allegiances.

Mental

**Work With Someone
You'd Rather Not:** An
old adversary or just
plain rude.

Physical

**Thugs: Mercenaries
or the police,** they
don't seem happy to
see you.

Physical

Fortifications:
Defenses or difficult
terrain stand in
your way.

Physical

Lost Resources:
You're not allowed
any Advantages
and lose the ones
you have.

Emotional

Tough Decision: You
can't do everything.
What will you choose?

Emotional

**Sacrifice One For The
Many:** You lose
something or someone
to succeed.



Epic

Any Old Port In A Storm: You find shelter from harm, but it's dangerous; solve this to rest.

Epic

Capture the Flag: You must secure a military target; the enemy doesn't want you to.

Epic

Clearing the Hex: You must clear a place of bad things so people can live there.

Dramatic

Delver's Delight: You go looking for treasure in a new ruin and must deal with its inhabitants.

Dramatic

Manhunt: You are called in to find and bring back a missing person.

Dramatic

Take Us To LA And Don't Slow Down: Your vessel is hijacked; save the ship.

Epistemic

Elementary, My Dear Watson: A crime has been committed and you must solve it.

Epistemic

I Beg Your Pardon: You are attacked for no reason; find out why and stop it.



Setting
Place



Setting
Place



Setting
Place



Setting
Place



Setting
Place



Setting
Place



Setting
Place



Setting
Place

Land

The rural areas,
cities, and towns
you find inland, or
an underground
kingdom.

Land

The rural areas,
cities, and towns
you find inland, or
an underground
kingdom.

Land

The rural areas,
cities, and towns
you find inland, or
an underground
kingdom.

Sea

The fishing towns,
islands, and ships,
but also the bottom
of the sea.

Sea

The fishing towns,
islands, and ships,
but also the bottom
of the sea.

Sea

The fishing towns,
islands, and ships,
but also the bottom
of the sea.

Sky

The mountains,
skyscrapers, airships,
and orbiting space
colonies.

Sky

The mountains,
skyscrapers, airships,
and orbiting space
colonies.

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**Setting
Mood**

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**Setting
Mood**

Anger

Could mean war, or
on the brink thereof.
A lot of aggression
in the air.

Anger

Could mean war, or
on the brink thereof.
A lot of aggression
in the air.

Anger

Could mean war, or
on the brink thereof.
A lot of aggression in
the air.

Grief

Could be after a
massacre or before
the evacuation of
an area due to a
hurricane.

Grief

Could be after a
massacre or before
the evacuation of
an area due to a
hurricane.

Grief

Could be after a
massacre or before
the evacuation of
an area due to a
hurricane.

Joy

Can come from
living and working
hard on the frontier
or from celebrating
a victory.

Joy

Can come from
living and working
hard on the frontier
or from celebrating
a victory.

A blue document icon with a white border and a folded top-right corner.

Setting
Time

A blue document icon with a white border and a folded top-right corner.

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Time

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Setting
Time

Past

Can be anywhen,
from the Middle
Ages to before
humans existed to
the 1950s.

Past

Can be anywhen,
from the Middle
Ages to before
humans existed to
the 1950s.

Past

Can be anywhen,
from the Middle
Ages to before
humans existed to
the 1950s.

Present

Could be right
now, or tomorrow
after the zombie
apocalypse began.

Present

Could be right
now, or tomorrow
after the zombie
apocalypse began.

Present

Could be right
now, or tomorrow
after the zombie
apocalypse began.

Future

Can be a terra-
formed Mars and
inter-galactic
highways or ten
years from now.

Future

Can be a terra-
formed Mars and
inter-galactic
highways or ten
years from now.