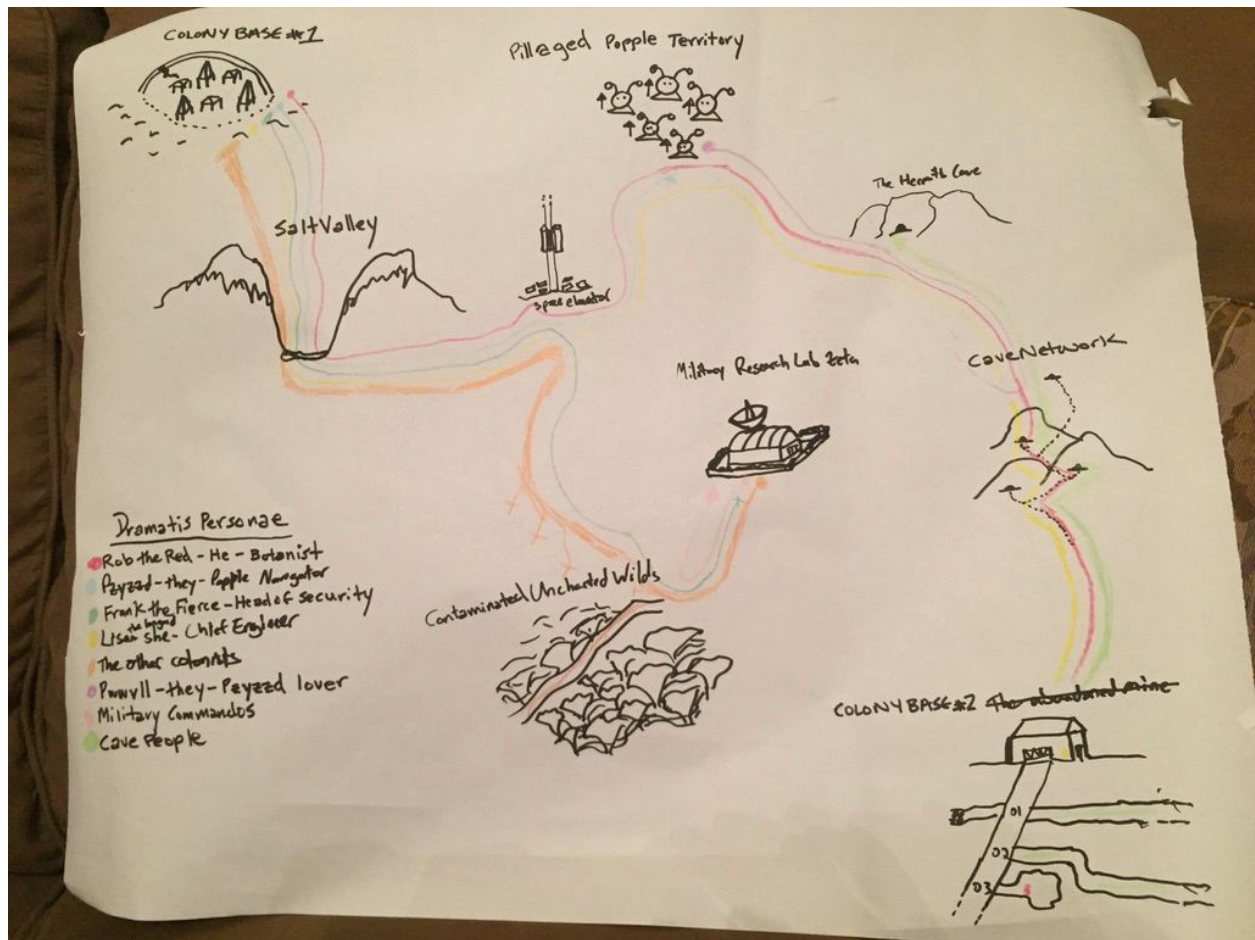# Make Haste!

By Randy Lubin, Diegetic Games

Version: 0.5 – early draft; I would love feedback! Reach out to randy@diegeticgames.com
Players: 2-5
Time: 1-2 Hours
Materials: a big piece of paper, a sharpie and 10-20 different-color pencils, crayons, or markers

About

This is a collaborative game where players make a map as they tell the story of group going on a quest. The players trace the group's journey as they build the world and design the map. The group will be an ensemble of characters - new ones may join, some may leave or die, the group might even split into sub-groups.

Setup: Materials

You need a large sheet of paper for your map. Easel pads or large drawing pads work well but a blackboard or whiteboard are great too; in a pinch, you can tape together smaller sheets of paper. Make sure the paper is white or very light.

You also need a set of colored writing implements to draw the locations and character journeys. I recommend using a sharpie for drawing and labeling locations and writing out the character list. You'll need a big set of colored pencils, crayons, or markers to draw the characters' travel lines. Each character will have their own color so aim for 10-20 different colors.

Setup: Worldbuilding

Go through the following steps as a group:

Pick a genre: High Fantasy, Adventure, Survival, Travelogue, and Science Fiction (on one planet) all work well.

Create a quest: Come up with a strong motivation for a group to be traveling from origin to destination.

> Sample quest types:
> - Escape from a pursuing threat
> - Find or destroy a critical artifact
> - Reach a new homeland
> - Deliver a critical message

You can spend a couple minutes discussion the nature of the quest and how it relates to the world at large. *In future drafts, I'll have follow up questions depending on the quest type*.

Create a point of origin: draw and label this location in the upper-left of the map. This is where the initial group starts. Who has power here?

Create a final destination: draw and label this location in the lower-right of the map. The initial group is trying to reach this place to complete their quest. Who has power here?

Save Space for the character list: Write **Dramatis Personae** on the left side of the map midway up the page. The list of characters will go below so keep it free of locations.

Build out the map: take turns adding more locations to the map. These can be anywhere on the map except the lower-left corner. Leave some empty space so you can add more locations later. For two players, create two locations each. For more players, create one location each. It's

okay to consult with the group but ultimately each location is an individual decision. When you create a location, answer: who has power here? Leave the lower-left corner of the map empty.

Character Creation

Each player should create one character that joins the group at the origin. In the lower-left of the map, write a **Dramatis Personae** that lists each character's name, pronoun, and a word or two describing them – a good description might include an occupation and a personality trait (e.g. optimistic oracle or pragmatic street urchin. These characters now belong to the group, not the player.

After the characters are created, create a motivation for why that character has joined the quest. Each player should create the motivation for the character created by the player to their left.

Pick a color for each character and draw a circle in that color next to their name and at the point of origin. The circles at the origin should be in a straight line so that it's easy to draw the travel lines.

It's okay to create a collective / group character, (e.g. a squad of guards or a troupe of actors). Make their travel line wider to indicate their size.

Main Game

Players take turns building the world and advancing the story. This continues until the quest is complete (or a complete failure). Expect characters to join the group, leave the group, and die – it's okay to take these actions early in the game.

Player Turn

On your turn, take two actions from the following list – you can pick the same one twice:
- Create or modify a location
- Move characters to a nearby location
- Define a group event

Create or modify a location

If you create a new location, draw and label it on the map. Then, describe who has power in this place. This location doesn't need to be next to the group, it can be in any black space on the map.

Instead of creating a new location, you can update an existing location (eg. a city is destroyed, a forest catches fire). Describe what caused the change, update the drawing and, if relevant, the label. If a location is destroyed you can simply put an X through it rather than drawing the ruins.

Move characters to a nearby location

Choose a group of characters and then move them to a nearby location - extend these characters' travel lines to show their progress. Try to keep the lines fairly close together and aim for gradual curves rather than sharp corners; leave some space between the travel lines and the location so it's easy to curve the lines as they continue onward. You could also have the lines end at the edge of a location and resume on the other side.

Explain why and how the players are moving to that location. The explanation can include how they're received at the new location but any change to the group (e.g. a new member, a death) takes a *Define a group event* action.

Then, briefly describe one of the following group scenes that takes place during the journey:
● Dark tidings – news, omens, or discovered evidence of hostile forces in the world
● A confession – one character reveals a deep secret to the others
● A near disaster – the group faces a serious threat, but overcomes it
● An argument – members of the group bicker but decide to stay together
● A kind gesture – one character does something thoughtful for the others
● A moment of levity – the characters have a fun or relaxing diversion

Define a group event

Pick a group event from the following list:

● **A new character joins the group** - add them to the dramatis personae just like the starting characters. Describe how they meet the group and why they join. Write their name at the location they join and start a new travel line. If you know where they were previously, you can have a short dashed line turn into a solid line when they join the group.
● **A character abandons the group** - If they stay at the location, end their line in a circle. If they continue traveling without the group, turn their line into a dashed line and end it after a short bit.
● **A character dies** - describe how they die and end their line with an X
● **The group splits** - describe why the group splits and begin to split the group lines - don't send them to a new location during this action.
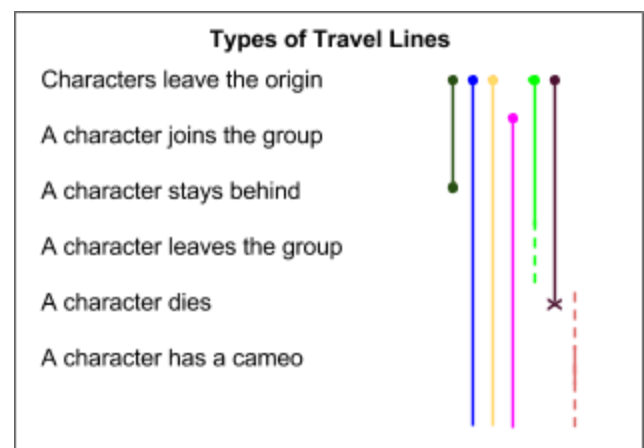
- **A cameo** - a character appears at a group's location, interacts and then leaves. If this is a new character, add them to the list and give them a color. Represent them on the map as a short dashed line that briefly turns solid before turning dashed again.

Conclusion - Reaching the Destination

If there are multiple groups of characters, keep playing until they all reach the destination (or disband / die). You can't take an action with a group at the final destination. Once all groups reach the destination, continue onto the next step.

Determine the quest outcome

As a group, decide whether or not the quest is successful. Decide if any characters die as they try to accomplish their goal.

Create Character Epilogues

Go around the circle and give a short epilogue for each character. When it's a player's turn they can pick any of the characters that don't yet have an epilogue.

Title the Map

Create a name for the story or the map and write it across the top of the paper.

Optional: The Adventure Continues

Play a second round of this game that shows another quest. It could be:
- The final group exploring a new map
- The final group traveling to return to their origin
- A new group having an adventure on the same map

You can use the same map or copy over major locations to start a new map.

Tables / Lists

Locations

- Inhabited
    - Farmland
    - Village
    - City / Capitol
    - University
    - Castle / Stronghold
    - Travel Hub
    - Research Station
    - Military Base
    - Space Elevator / Spaceport
    - Mine
    - Marketplace
    - Prison

- Natural
    - River
    - Cave
    - Mountain
    - Canyon
    - Forest / Jungle
    - Beach
    - Valley
    - Lake / Sea
    - Desert
    - Tundra
    - Volcano
    - Swamp

Characters

- Temperament
    - Kind
    - Short-tempered
    - Gregarious
    - Paranoid
    - Pragmatic
    - Suave
    - Nervous
    - Nieve
    - Bold
    - Secretive
    - Serious
    - Melancholy
    - Aggressive
    - Stubborn

- Occupation
    - Soldier / Guard
    - Engineer
    - Wizard / Mage
    - Caretaker
    - Student
    - Elder
    - Politician / Diplomat
    - Fool
    - Merchant / Entrepreneur
    - Hermit
    - Urchin
    - Thief / Criminal
    - Chef
    - Navigator / Guide

Cheat Sheet

On your turn:

Make or Update a Location	Move a Group	Define a Group Event
Make: Draw, label and say who has power there **Update:** Describe what happens and change the label and / or drawing	Extend lines and describe a: ● Dark tidings ● A confession ● A near disaster ● An argument ● A kind gesture ● A moment of levity	● A new character joins the group ● A character abandons the group ● A character dies ● The group splits ● A character cameos