

# Make Haste!

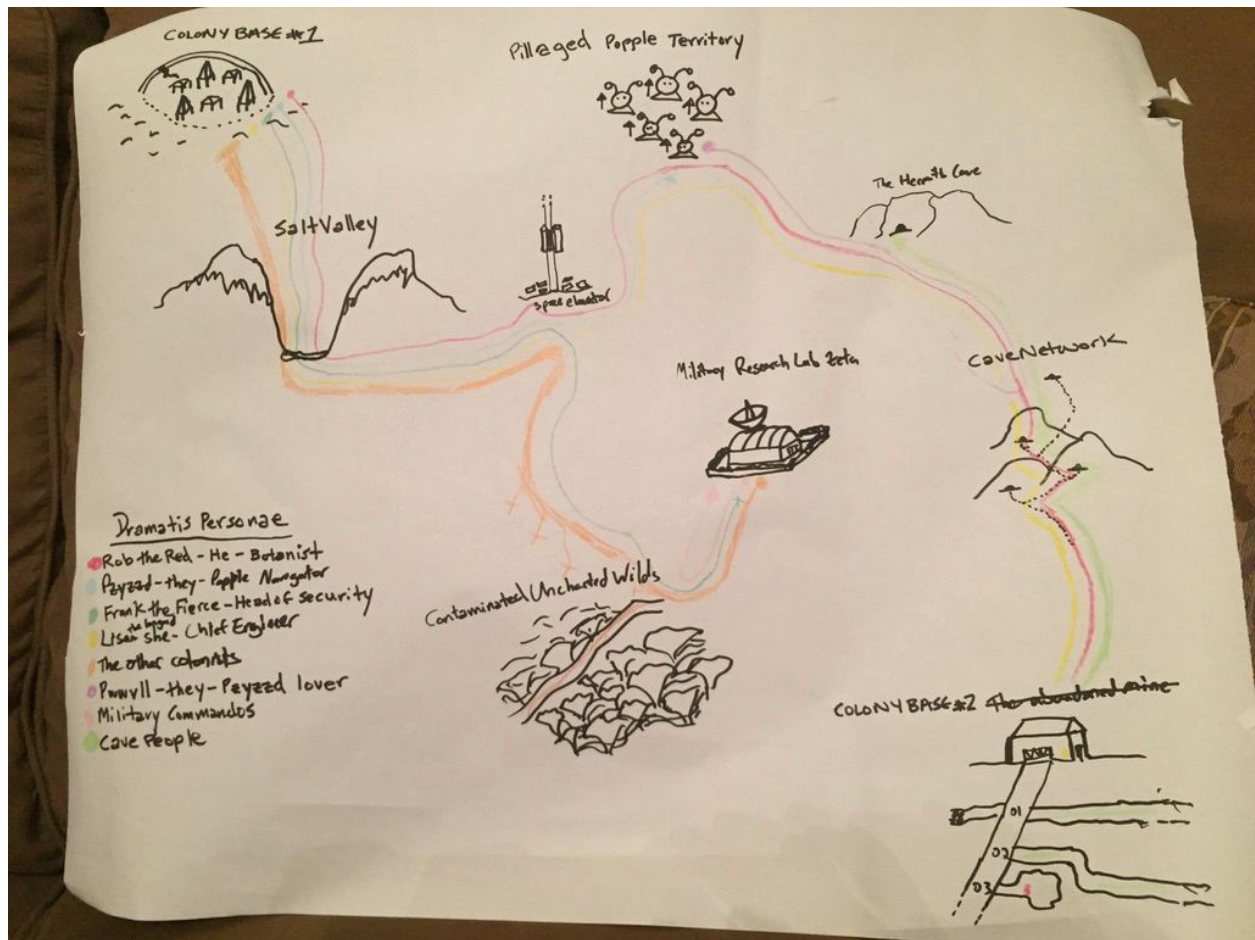
By Randy Lubin, Diegetic Games

Version: 0.6 – early draft; I would love feedback! Reach out to [randy@diegeticgames.com](mailto: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:

**Select a setting and quest:** pick from the tables below or create your own. Answer the question tied to the quest and spend a minute or two making sure players have the same expectations about the setting.

Setting
A colony on an alien planet
A land of mythical creatures and gods
A fantasy setting with magic, elves, and goblins
Our modern world, with a zombie outbreak
A post-apocalyptic wasteland

Quest	Quest Question
Escape from a pursuing threat	Who or what is chasing them?
Reach a new homeland	Why are they moving?
Find or destroy a critical artifact	What will the artifact do?
Deliver a critical message	What is the message and why is it critical?
Smuggle goods across a hostile terrain	What are the goods?

**Create a point of origin:** draw and label this location in the upper-left of the map. This is where the initial group starts. Decide 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. Decide 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, under the **Dramatis Personae**, which you should keep blank. 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.

Whenever you create a location, tell the group who has power there.

## Character Creation

In this game, all characters are owned by the group, not by individual players. Any player should feel comfortable moving, killing, or abandoning a character created by any other player.

Go around the circle and have each player create a character that joins the group at the origin. Keep a log of the characters in the **Dramatis Personae** on the map. Use the following steps:

1. On one line, write the character's name, pronoun, and a short description. A good description might include an occupation and a personality trait (e.g. optimistic oracle or pragmatic street urchin).
2. Describe – but don't write – the character's motivation for joining the other characters on the quest.
3. Say to the other players "This character now belongs to the group."

It's okay to create a collective character, (e.g. a squad of guards, a troupe of actors).

If you have fewer than five characters, keep adding characters until you have five. These characters can be created by individual players or as a group.

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 extend their travel lines. If you have a collective character, make their line wider to indicate size.

If your quest involves an artifact or other item crucial to the quest, write the item's name in the If your quest involves an artifact or other item crucial to the quest, **Dramatis Personae** and give it a color and line – you will track its journey across the maps just like you track the characters.

## 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. Players will have plenty of turns so keep each one short. It's okay to make an action that is obvious or mundane, there will be more opportunities for creativity next turn!

## 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

### Action: 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.

### Action: Move and Narrate a Group

In this action, you will move a group and narrate a vignette about their journey.

Choose a group of characters and then move them to a nearby location. Explain why and how the players are moving to that location. Don't do anything that changes the makeup of the group (e.g. a new member, a death) because that takes a *Define a Group Event* action.

Extend the group members' 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.

Then, briefly narrate 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

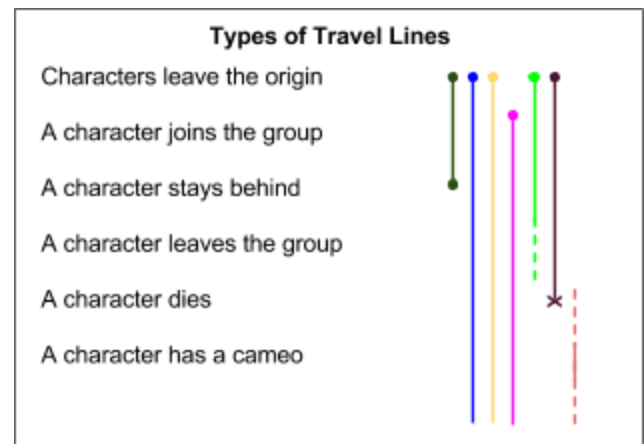
You can create a different vignette if so inspired, or narrate an event at the previous or new location.

If a move action takes one group to the location of a second group, you can merge the groups as a free action. Describe what happens when they meet. You can also choose to keep the groups separate. If you want characters to switch between groups, take a *Define a Group Event* action.

## Action: Define a Group Event

This action changes the characters present in a group. 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. You can make a collective character (e.g. a caravan of merchants) split, just have its line fork in two.
- **Two groups remix** - describe what happens when the two groups meet and then reorganize the lines into two or more new groups
- **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 for a group that is already at the final destination. Once all remaining 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 and Narrate a Group	Define a Group Event
<p>Make: Draw, label and say who has power there</p> <p>Update: Describe what happens and change the label and / or drawing</p>	<p>Extend travel lines and narrate a scene such as:</p> <ul style="list-style-type: none"><li>• Dark tidings</li><li>• A confession</li><li>• A near disaster</li><li>• An argument</li><li>• A kind gesture</li><li>• A moment of levity</li></ul>	<ul style="list-style-type: none"><li>• A new character joins the group</li><li>• A character abandons the group</li><li>• A character dies</li><li>• The group splits</li><li>• Groups remix</li><li>• A character cameos</li></ul>

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