

PREPARATION

- **Fundamentals:** Gather **3 to 6 players**. All players must agree on the Scenario's **tone, style** and **premise**.
 - **Tone:** How is violence portrayed? How twisted can the characters be? Any tropes you want to avoid?
 - **Style:** Should the characters be at least partially believable, or completely over-the-top?
 - **Premise:** Where will this Scenario be set? What's the general premise behind the action?
- **Rules:** Players must agree on the Scenario's **Drive Rank (I, II, III)**; discuss any house rules or rules changes.
- **Theme Selection:** All players must agree on which **Theme Cards** fit the Scenario; players may also remove or alter **Theme Cards** that make them uncomfortable.
- **Fighter Creation:** Each player prepares their Fighter.

SETUP

Players should be arranged in a **circle**.

- **Theme Cards:** Each player receives a different **Theme Card** for their Fighter; you may choose these or assign them randomly, but no two Fighters may share the same. Players may always refuse a **Theme Card** and pick a different one.
- **Bonds:** Each player writes the **names** of everyone else's Fighter in the **Bonds** section of their sheet. Bonds from previous Scenarios **do not** carry over.

ABOUT NARRATIVE AUTHORITY

- **All Players:** Each player **always** has full narrative authority over their Fighter (the way they act, react, their words, their feelings, their past and their intentions), and can deny or alter the **Crowd's** additions if they involve that Fighter.
- **Main Player:** The player who is currently taking their turn during this Stage has full narrative authority over everything and everyone in the scene, except for the other Fighters, and can always deny or alter the **Crowd's** additions.
- **Crowd:** Each player whose Fighter is not present in a scene can spice things up by adding details, describing bystander reactions, collateral damage, and so on.

STAGE I. ENTRANCE

Beginning with the player whose **Theme Card** has the **highest Priority**, and proceeding **clockwise** ⤴, each player narrates a scene to introduce their Fighter and weave their **Theme Card** into the premise of the Scenario.

- **Goals:** Set the scene, make your Fighters look badass and present their driving motivations.
- **Invites:** The **Main Player** may invite other Fighters in the scene, but they may refuse. Players whose Fighters are not present in the scene can contribute as part of the **Crowd**.
- **Fights:** Any fights happening in this Stage are "cutsce-
ne material" and grant no mechanical rewards. **Fighters should avoid fighting each other** during this Stage.

After everyone has been **Main Player** once, this Stage ends; then, each Player **assigns a value of +1 or -1 to each Bond**.

STAGE II. CHALLENGE

Beginning with the player whose **Theme Card** has the **lowest Priority**, and proceeding **clockwise** ⤴, each player narrates a scene in which their Fighter challenges the Fighter belonging to the player sitting to their **left** to a **Match**.

- **Goals:** Roleplay taunts, describe your exchanges of blows with **plenty** of over-the-top details, **don't be boring**. When the Match ends, roleplay how your Fighters part ways: hurt as they may be, they **always** make it out of there alive.
- **Invites:** The **Main Player** and the player sitting to their **left** are automatically part of the scene; the **Main Player** can invite other Fighters, but they can't intervene in the Match. Players whose Fighters are not present in the scene can contribute as part of the **Crowd**.
- **Fights:** The **winner** gains **2 Progress**, or **3** if the Match was won by K.O. through Damage. The **loser** gains **1 Progress**. In case of a **tie**, both gain **2 Progress**.

At the end of **each Match**, all Players whose Fighters **did not fight in the Match** adjust their **Bonds** towards the Fighters who battled, by **+2 or -2** (may increase both Bonds by 2, decrease them both by 2, or increase one and decrease the other).

After everyone has been **Main Player** once, this Stage ends.

STAGE III. SHOWDOWN

It is time for the final duel: one of the Fighters will be consumed by darkness, and another shall rise to confront them.

Each Player calculates their Fighter's **total Progress** (equal to the amount of Progress gained during the **Challenge Stage**).

Each Player calculates their Fighter's **Bond total** (equal to the sum of **everyone else's Bond scores** towards your Fighter; this can be a negative amount, of course).

- **The Shadow:** The Fighter with the **lowest Bond total** becomes **the shadow**, and turns into a villain. In case of a tie, check **highest Progress**; if still tied, **highest Priority**.
During this stage, the Shadow increases their **Damage Limit** by an amount equal to their **total Progress**.
- **The Hope:** The Fighter with the **highest Bond total** becomes **the Hope**, someone who has a chance to stop the Shadow. In case of a tie, check **lowest Progress**; if still tied, **lowest Priority**.

During this stage, the Hope **regains use of all their Bonds**.

- **Goals:** Bring the Scenario to a tense climax. Fight like you never fought before. Roleplay at your hardest.
- **Crowd:** Anyone other than the Shadow and Hope players is part of the **Crowd**; they can have their Fighter appear during this final scene, but only as a spectator or as the Shadow's next target(s).
- **Special Rule:** This Match can continue beyond the sixth round, and **only ends when one Fighter is K.O.'d**. If the corresponding player wishes so, **the loser may die**.

When **the Match concludes**, this Stage ends.

STAGE IV. EPILOGUE

Together, the Hope and Shadow players narrate the conclusion of their fight; then, every other player narrates a brief scene focused around their Fighter, in **ascending Priority** order.

- **Goals:** Show how each Fighter deals with the aftermath of the Scenario and the outcome of the Showdown.
- **Invites:** The **Main Player** can invite other Fighters in their scene. Players whose Fighters are not present in the scene can contribute as part of the **Crowd**.

REGAIN YOUR MEMORIES

Priority 15

You can't remember who you were, nor what you fought for. But your body does remember how to fight.

THE FIGHTER TO YOUR LEFT...

... you remember that they hurt you. When you **challenge** them:

👉 **Victory:** They **must** explain what happened.

👉 **Tie or Defeat:** They **may** explain what happened.

(in both cases, that Fighter's player invents the answer)

SHADOW ENDING

Who needs memories, after all? Being empty... it's so liberating.

PROVE YOURSELF

Priority 60

The world of Fighters is an unforgiving place, and you must show your strength. There is someone you must not disappoint!

THE FIGHTER TO YOUR LEFT...

... looks like they have amazing potential, and will surely be a worthy opponent. What is it about them that impressed you?

SHADOW ENDING

It's not enough. You need to completely destroy someone, to the point no one will ever forget how strong you are. Maybe this way you'll earn that person's respect... or even better, their fear.

LAW AND JUSTICE

Priority 30

You have placed your strength in service of law; right now, you are searching for a dangerous wanted criminal.

THE FIGHTER TO YOUR LEFT...

... you remember them hurting you. When you **challenge** them:

👉 **Victory:** They **must** reveal the criminal's location.

👉 **Tie or Defeat:** They **may** reveal the criminal's location.

(in both cases, that Fighter's player invents the answer)

SHADOW ENDING

Perhaps law is insufficient. Justice demands... drastic measures.

FIND THE RELIC

Priority 75

You seek a relic, an item granting special power and/or influence. Do you seek it for yourself, or for someone else's sake?

THE FIGHTER TO YOUR LEFT...

... is the current holder of the relic. When you **challenge** them:

👉 **Victory:** They **must** give you the relic.

👉 **Tie or Defeat:** They **may** give you the relic.

SHADOW ENDING

If you obtained the relic, you are corrupted by its power. If you didn't, you are now willing to kill for it.

RESTORE YOUR REPUTATION

Priority 45

Everyone used to respect your fighting style, and your master was a powerful figure. Then, your master was defeated and your school fell into disgrace. But you haven't given up.

THE FIGHTER TO YOUR LEFT...

... is the person who bested your master in combat. Defeat them in turn, and your school's reputation will be restored!

SHADOW ENDING

Going back to the way things were? That's not the way this world works. Your style must never be mocked again... and the only way to make sure of it is crushing everyone else.

VENGEANCE

Priority 90

Someone dear to you has died. Someone else must pay.

THE FIGHTER TO YOUR LEFT...

... was there when that person died. When you **challenge** them:

👉 **Victory:** They **must** tell you what happened.

👉 **Tie or Defeat:** They **may** tell you what happened.

(in both cases, that Fighter's player invents the answer)

SHADOW ENDING

You need to take out your anger on someone; anyone. If no one stops you, innocent people will suffer.