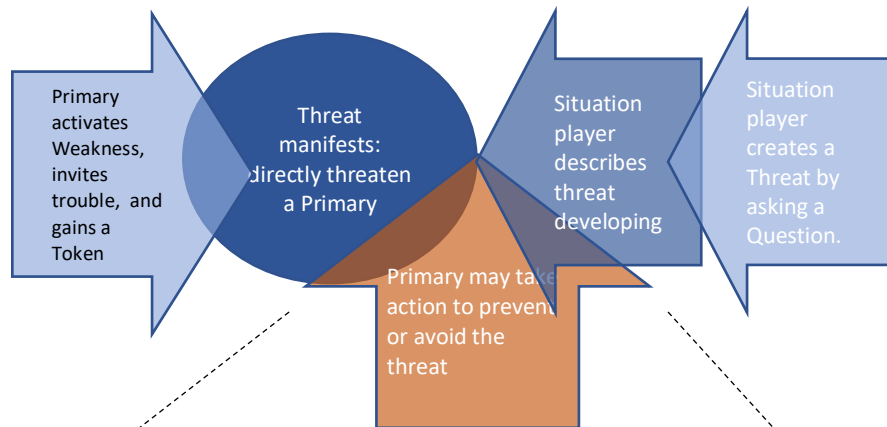
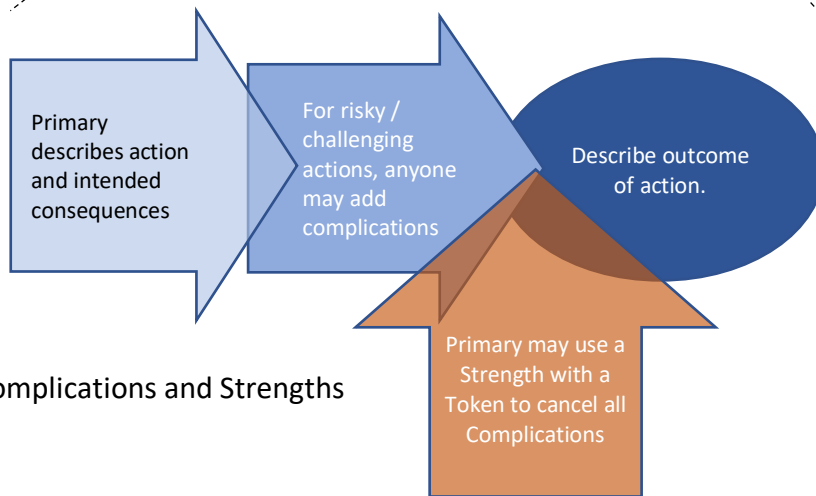


Play moment-by-moment, following the logic of the fiction – Nobody owns the world – so use what others create – Play with an open hand – no secrets

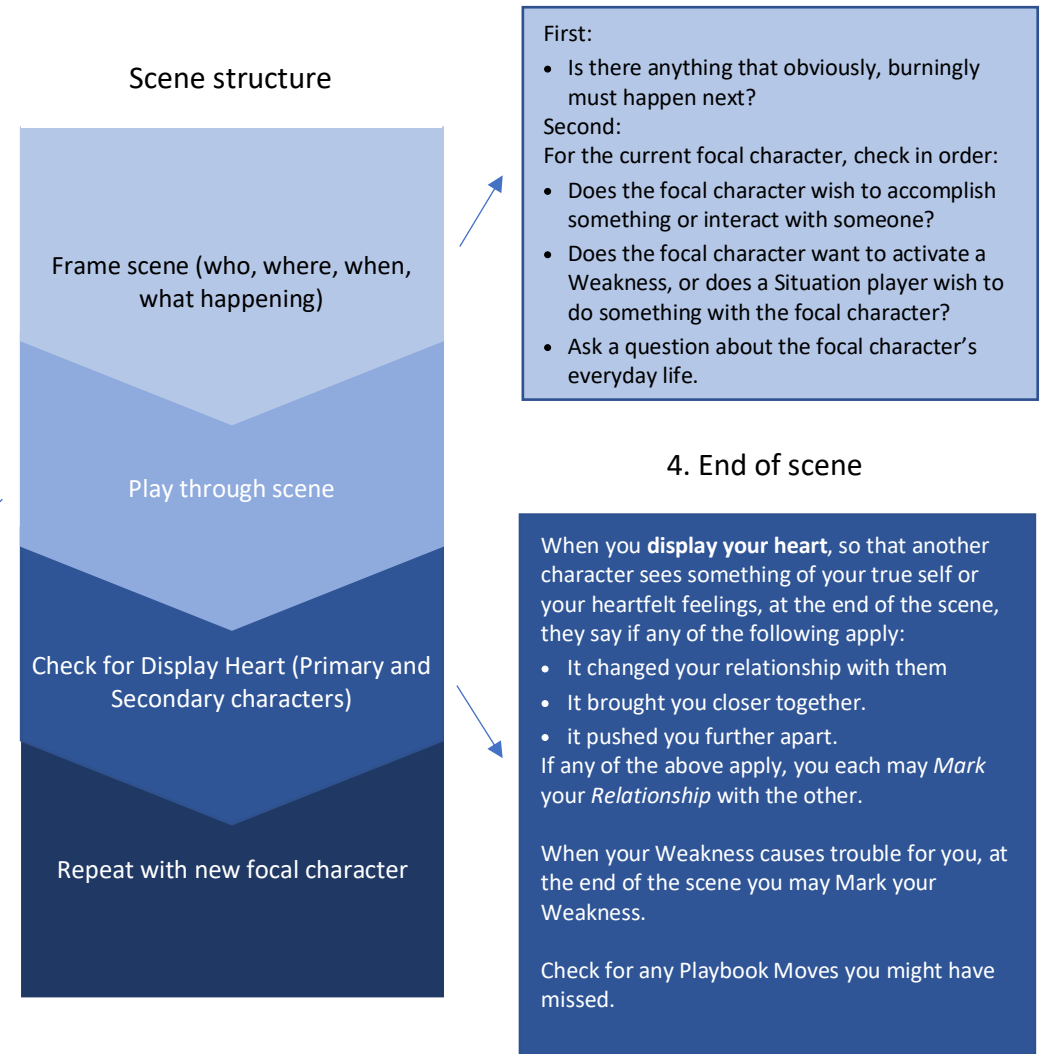
1. Threats and weaknesses



2. Complications and Strengths



3. Framing scenes



Focus the game on the Primary characters – Play real characters with real vulnerabilities – Think small and let the game breathe