

...and good riddance

Manual and welcome

Welcome to **...and good riddance**, and thank you for choosing to direct it!

In this scenario you will find the following texts – please check that they are all there:

Manual and Welcome
Apocalyze
Scenario
Sandra, Peter, Lars
Scene descriptions
Scene cards
Solitary challenges

You will find it easier to use the scenario materials, if you familiarize yourself with it in the order presented here.

Apocalyze is the rulebook for the system **...and good riddance** is written for. **Apocalyze** will explain how the story is constructed and how the interaction works. It also gives background and miscellaneous information, this however, is not important for playing the scenario.

The **scenario** is a short outline of how the scenario is played, it does not contain actual scenes – these are presented in the end of the last three texts. Read the scenario to understand the frame that everything else goes into.

Sandra, Peter and **Lars** are character folders – you will need to familiarize yourself with these texts before the players get them. Eventually, when the players get their characters give them a reasonable amount of time to read the folders, then hold a short interview with each player and check that they have gone through the preparations called for in the folders. Before play, give all players five extra minutes to think about how they want to play their role. This break can also be prolonged a bit to let everyone get refreshments, so there will be as little interruption in the game as possible.

The **scene descriptions** are the major part of the material you have to prepare. It describes flashback scenes for all characters, 6 for each, 18 in all. You need to know the 18 scenes quite well to be able to use them for the characters at the times best fitting the flow of the story.

The **scene cards** are just symbols used to show when a character has a flash back scene. A character who has had a scene also has the option of playing that scene at another player.

The **solitary challenges** are a tool box with different possible events you can use for the characters when they are active or need to be activated in the present.

I wish you and your players the best experience.

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Copenhagen

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