SOCIAL CONTRACT

Courtesy, Food, Transportation,
Communication, Friendship,
Hosting, Romance, and more

Let's play!

Creative Agenda

EXPLORATION

Authority, Credibility, the
Lumpley Principle, Shared
Imagined Space

Color *[System *[Situation = Character + Setting]]

TECHNIQUES

GM Tasks, Character Creation (Components,
Currency), Resolution (DFK, IIEE), Reward
system

EPHEMERA

Narration, Stance, IC/OOC,
Screen Time, reference
to Rules, Search Time,
Handling Time

The Big Model.

Contents within each box are considered to be expressions or
specialized versions of the outer boxes which contain them.