



The Hard Lessons Compact



Tone and Genre



- *This is a First Series game. The Second Series is not canonical.*
- *In general, there will be no technology above 1970's technology.*
- *Powers are severely restricted. See the Powers Guidelines.*
- *Powers are not understandable via the scientific method.*
- *This is a gritty game.*
- *Actions will have consequences.*



Guidelines for Play



- *Please attempt to show up on time.*
- *If you are going to be late or absent, notify the game master ahead of time.*
- *If it is your turn to play, give the game master your full attention.*

➤ *Changing past character actions, even if you were not in control of the character at the time, will be permitted only due to special circumstances.*

➤ *Out-of-game comments that disrupt play will not be tolerated.*

Consequences

➤ *If you are not present and your character is needed, your character may be played by the game master.*

➤ *If you are late, don't expect to get as much time as the other players.*

➤ *If your character is breaking tone or genre, the game master will call a time-out to inform you.*

➤ *If you are distracting the game master, you will be asked to leave the room.*

➤ *If you are not giving the game master your full attention on your turn, he will go on to someone else.*

Restrictions

➤ *Amy would prefer that her character not be raped.*

➤ *J.P. would prefer not to be out of control of his character's actions for extended periods of time.*