

ROMANCE TRILOGY
Comprehensive Errata
April 2, 2018

p. 7 Genre Examples reference is to p. 18 (not 19)

p. 29 Type of Dice table, Conflict is on page 34 (not 35), Compatibility on p. 35 (not 36)

p. 48 ...rules for Taking Stock with fewer Dates (see page 42) (not 'page X')

p. 64 ...roll a single die for each and check the Vector list below to find out how they each became the wolf.

p. 77 One pair has a player take a turn, then another couple's member takes their turn, and so on till all players have gone.

p. 79 Scenario Seeds: Pick one or create your own.

p. 109 (After "How to Win" paragraph) Suitors' Goal: The Prize. The Suitors vie for a romantic connection with the Beloved.

p. 119 If Opponent wins: optionally add traits to the Active Characters. No one receives any points...

p. 144 *Delete*: "Each player will have opportunities to use the other character's Conflict to earn bonus dice during the Second Pool."

p. 159 Serene: Star Mere, Iridescent Tunnel, Stone Spiral, Sheltering Glen

p. 163 Serene: Star Mere – what memory from your past is reflected here?

Iridescent Tunnel – what strange echoes of your voice mock you?

Stone Spiral – what guidance do you find when you walk to the center?

Sheltering Glen – what small comfort have others left here to be found?

p. 165 Gain points as in the two player game (p. 142) (not 146)

p. 171 The Prize, Number of players 2-3.

p. 206 See Flashback Scenes p. 225. (not XX)

p. 226. See Meta-techniques in Game Materials section, page 356. (rather than page XX)

p. 228 (using Meta-techniques see page 226) (rather than 356)

Throughout Under my Skin, "Stages" refers to "Acts."

p. 257 Another character present may be Pushed... (rather than "Triggered").

p. 262 SCENE STRUCTURE A

Constellation 1
scenes—scenes from

the relationship arrangements in the previous game.

Constellation 2 scenes: scenes from the current relationship constellations.

Epilogues for each character, ask the starting questions again.

SCENE STRUCTURE B

Constellation 2 scenes— a hard moment for each Partnership or Singleton now.

Constellation1 flashback
Constellation 2 scenes

Constellation1 flashback
Epilogues for each character, ask starting questions again.

p. 267 Sit in a circle (or around a table) and each person chooses a relationship from the following to share with the character of one person sitting next to them. With an odd number, one person will be in two unique relationships.

p. 268 Group Scenes - Play out 3-5 of the group scenes (list on p. 269) with all the characters present. Begin with the Intro scene, then choose what order to play the others as you go along.

Small group scenes: 5 minute maximum.

p. 269 Will the pack stay together?

p. 278 (After “Up and Coming section)

Air-Performance: After choosing events, play a song in the genre of the band. Perform the piece as your position in the band—air guitar, air drums, behind the scenes as manager etc. When it wraps up, gather for the post-Gig scene. React to the events and each-other’s performances.

p. 296 Choose a Setting:
Swingers’ Paradise - well-to-do open-minded couples have sex with one another
Alternative Creative Community - artists support each other in love and art
Radical Political Coop - committed to the cause and one another
Back to Nature Commune - making a new society outside of destructive systems

p. 298 Small group—players come together in groups of two to four, playing out scenes simultaneously (page 358).

p. 313 (Quests) Alternately, if extra time is available, play out the quests as in standard scenes. Omit opening monologue and end scene when main action is ended. Use “Slow

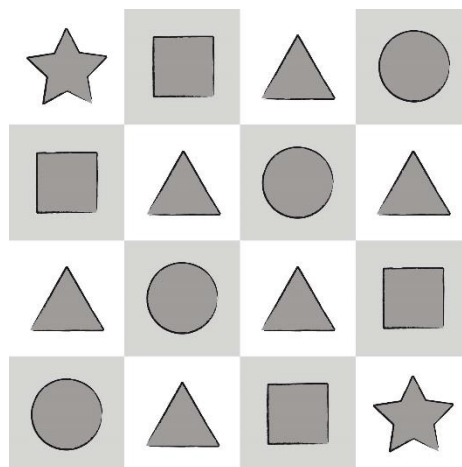
Motion Violence” Meta-Technique (eg if combat is occurs, player indicates attack by miming it in slow motion. Target chooses how the attack lands. No contact is made.) This Meta-technique is useful for main scenes as well.

p. 314 Merlin trains Morgaen and Arthur —... end with spark of love between the teens

Sir Pellias (Nimue) is knighted and appointed as Arthur’s advisor and protector—... end with Merlin revealing his vision

Nimue saves Arthur from Morgaen’s gift of poisonous raiments—... end with Merlin crying over near murder of Arthur
Mordred and Arthur set a trap for Lancelot and Guinevere —... end with Arthur sentencing Guinevere to prison

p. 321 Love is a Battlefield



Corrected diagram above.

p. 332-334 Playsets

Ancients

Suitor 1 First scene suggestions: Council of war, Training the people, Dedication Her statue

Suitor 2 First Scene suggestions: Sacred rites, Stolen moment in secret place, Parley for peace

Near-Future Modern

Suitor 1 First Scene suggestions: Security briefing, Psionic shield fitting, In the bathhouse

Suitor 2 First Scene suggestions: Peace conference, Shared shelter in uprising, Neutral territory getaway

Distant Future Sci-Fi

Suitor 1 First Scene suggestions: Logistics meeting, Daring rescue by Beloved, Getting massages

Suitor 2 First Scene suggestions: Space duel, Private holo-message channel, Hidden moon

All Settings

Scene types: Seeking a sign, Encounter in disguise, Audience with the people, Wounded, Secret mission, elite resort

p. 335 How to make a Playset:

7. Choose three sample First Scenes for each Suitor, and use generic Scene Types from existing Playsets or create your own. Choose three sample First Scenes for each Suitor.

p. 342 Ariel and Li-ling both add an Echo to their Being's part of the World sheet.

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