

QUICK REFERENCE

BREAKING THE ICE

*Play overview for the core game. Reference sheet for play.
Use with hacks & mods to refer to standard rules.*

Agree upon Guidelines:

Genre and Rating (page 6)

Discuss Veils and Boundaries (p. xxiv)

Create Characters by:

Agree on a Setting (page 11)

Make a Switch of player traits
(page 12)

Choose characters' favorite colors and
make a Word Web (page 13)

Create Work, Play and Self Traits
(page 14)

Choose Conflicts (page 16)

Begin the First Date (page 21) by:

Having a player take a Turn as Active
Player (page 22)

Other player acts as Guide (page 23)

The Active Player then:

Sets the Scene (page 22),

Plays out Attraction Roll by

Using Menu of Options to...

Activate Attraction Dice (page 30)

Gain 3 Bonus Dice (page 31)

Gain Re-Rolls - one for each die rolled
under 5, (page 33)

Invoke Conflicts (page 34)

Use Compatibilities working with the
Guide (page 35)

Then:

Resolve Rolls (page 36)

Check for Successes - 5 and 6 results
(page 36)

Raise Attraction Level with 3
Successes (page 37)

Create new Compatibility with 4
Successes (page 37)

Gain more of either with many
Successes (p. 37)

For Transitions:

See how to End a Turn (p. 39)

What to do Between Dates (p. 39),
Second and Third Dates (page 24)

End the Game by:

Playing the Final Date (page 41)

Or if you end early (page 42)

Take Stock (page 43)

Answer Three Questions about the
relationship (p. 43)



SHOOTING THE MOON

Play overview for the core game. Reference sheet for play.

Use with hacks & mods to refer to standard rules.

Three Player Game

Order: SP1, SP2, BP

Choose a Setting (p. 95)

Create Characters:

Beloved's 6 Attributes (p. 99)

Synonyms and Antonyms (p. 99)

Suitor Traits (p. 100)

Opportunity, Obstacle & Dream (p. 102)

Person, Place and Thing (p. 103)

Optional Suitor Conflicts (p. 144)

The Prize (pp. 104)

Play the Game by having...

Suitor Turns (p. 111)

Free Play (p. 112)

Hurdles (p. 114)

First Pool (p. 115)

Second Pool (p. 120)

Resolve Turn (p. 122)

Beloved Turns (p. 123)

Choose Level (p. 123)

Hurdles (p. 124)

Responses (p. 128)

Menu of Options (p. 128)

Resolve Turn (p. 130)

Three Turns for each player

Finishing the Game (p. 136)

Roll Dice for Goals (p. 136)

Outcomes (p. 138)

Two Player Game

Order: SP1, SP2

Choose a Setting (p. 95)

Create Characters:

Beloved's Attributes (p. 142)

Synonyms and Antonyms (p. 142)

Suitor Traits (p. 142)

Opportunity and Obstacle (p. 102)

Person, Place and Thing (p. 103)

Suitor Conflicts (p. 144)

The Prize (but no Dream) (p. 104)

Play the Game with:

2-Player Suitor Turns (p. 145)

Free Play (p. 112)

Hurdles (p. 114)

First Pool (p. 115)

Second Pool. (p. 120)

Resolve Turn (p. 122)

Points toward Prize (p. 146)

No Beloved Turns

Three Turns for each player

Finishing the Game: (p. 146)

Roll Dice for the Prize (p. 136)

Outcomes (p. 138 & 146)

General Guidance:

Mechanics (p. 132)

Advice for Hurdles (p. 127)



SHOOTING THE MOON - QUICKSTART RULES

Play overview for the 3-player core game. Reference sheet for play.

Use with hacks & mods to refer to standard rules.

Setting: Choose period or genre.

Default Order: Suitor Player 1 (SP1), Suitor Player 2 (SP2), Beloved Player (BP)

Creating Characters:

Beloved Attributes: choose six descriptors of Beloved. Desirable in setting, start establishing aspects of the the world. .

Synonyms and Antonyms: create pairs of similar and opposite words for Beloved Attributes.

How many? 2 pairs per player in 2-player game; 1 pair per player in 3-player game.

Suitor Traits: assign a synonym or antonym to Suitors. Other word of pair goes to other Suitor.

How many? Assign 2 sets each in 2 player game, 1 each in 3 player game.

Modifying Suitor Traits: write word or phrase that modifies Suitor Attributes.

How many? 2 each in 2 player game, 1 each in 3 player.

Special Order: Each Suitor gets to go first for their own Trait.

Create Suitor Person, Place, Thing:

Special Order: Each Suitor gets to go first for their set.

Opportunity, Obstacle, Dream: for Beloved.

Use Default Order: Chosen by SP1, SP2, then BP.

No Dream in 2 player game.

Optional: Conflicts: for Suitors. Problem in pursuing Beloved. Chosen by Suitor's player. (Required in 2 player game)

The Prize: connection Suitors seek with Beloved. Chosen by Suitor Players, with input by Beloved's Player.

Playing the Game:

Turn Order: SP1, SP2, BP

There is no Beloved in a two-player game.

Suitor Turns:

Roles: Suitor and Beloved are Active Players, other Suitor is Opponent

Limits: cannot eliminate characters, gain Goals, or talk for other main characters (except as rules allow ie Suggestions, or with permission of player), anyone can direct supporting characters or change world during play



SHOOTING THE MOON QUICKSTART CONTINUED

Playing Suitor Turns:

Free Play: spotlight characters interact, flirt, pursue Goals (Dream & Prize)

Hurdle (5 Dice) obstacle created by Opponent, based on events, Traits, Attributes...

First Pool (3 Responses total by Active Players)

Response options: use Own trait (Dice: 2 first time/1 second time), Make suggestion for other Active Character (Dice 2 if Suggestion is used)

Roll: Most sixes rolled wins. If tie, compare down values to break tie.

If Active Suitor Player & BP win: narrate outcome, gain point toward goal, add trait to characters. Turn ends. (In 2 player game: 1 pt first Round, 2 pts second Round, 3 pts third round).

If Opponent wins: they add trait to Active Suitor/Beloved and Active Players can push on for another chance to win with Second Pool

Optional Second Pool:

One Response, choice of:

Use Opponent's Suggestion and accept one complicating Trait(gain 4 dice)
-- Opponent is required to provide a Suggestion.

Active players use create trouble for Active Characters, or use Conflict/Obstacle and add one complicating Trait to an Active Character (gain 3 dice)

Final Outcome: If Beloved and Suitor win, gain point(s) toward goal.

(One point in 3 player game, may be more in 2 player game)

Beloved Turns: 3-player game only

Choose Level (1, 2, or 3)

Describe Hurdle, gain dice: 5 for Level 1, 7 for Level 2, 9 for Level 3

Suitor Player Responses (3 per Suitor)

Use Menu of Options to create Suitor Dice Pools:

2: use Own Trait or play off of Beloved's Attributes or Traits

3: Use Conflict or create Complication (add new trait); Flirt with Beloved; present Opposition for other Suitor with Beloved's approval

4: Suggestion from other SP (they add Trait to your Suitor) - Suggestion is required, but you may decide not to accept it.

5: Sacrifice cross off your Suitor's Trait and replace with worse one (Once per Turn)

Roll: Winner gains points equal to level, and adds a Trait to all three characters.

Break Ties: compare as for Suitor Turns (most 6's wins, then compare down values)

Final Outcome: set scene and roll dice equal to points gained toward goal.

Winner or Winners gain Goals and narrate Outcomes. Epilogues.

Ties are NOT BROKEN For Tie Outcomes, see Endings and Resolutions p. 138



UNDER MY SKIN

*Play overview for the core game. Reference sheet for play.
Use with hacks & mods to refer to standard rules.*

Set-Up:

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Establish Guidelines for Touch (p. 199)
Explain Cut and Brake (p. xxiii)
Do Introductions (p. 198)
May Play Close to Home (p. 200)
May Talk about Polyamory (p. 202)
Create Characters (p. 203)
Choose Core Issues (p. 204)
Create Areas (p. 205)
Assign Relationships (p. 207)
Choose Connection Levels (p. 211)
(Intimacy, Passion, Commitment)
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For Couples (p. 211 & 215)
For Friends & Best Friends (p. 211 & 214)
Share Information (p. 217)
Create Locations (p. 217)
Create New Flames (p. 218)
Take a Break (p. 220)

To Play the Game:

Player and Director Roles (p. 195 & 221)
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Finishing the Game (p. 239)
Talk and Debrief (p. 239)

Recommended Meta-Techniques:

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TABLETOP VERSION OF UNDER MY SKIN

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Pushing Other Characters (p. 254)
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