

THE MIRI

RULES OF PLAY (.PDF VERSION) PART 1 - SETUP

1.) DISCOVER YOUR ASPECT.

Sort the 18 Aspect cards out from the deck. Each player chooses the one that they would like to best represent, and places it face up in front of them. Then, shuffle the rest back into the deck.

Note: Each chosen Aspect gives an overall flavor to that player's character, and should be considered when making in-game decisions.



BLUE

Delves into the mental

RED

Interacts with the physical

GREEN

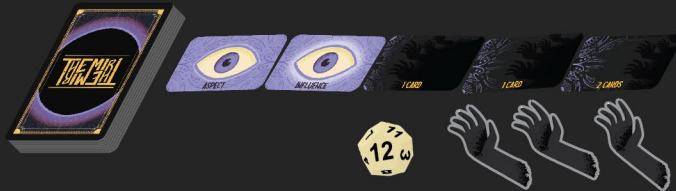
focuses on the Spiritual

2.) SHUFFLE AND DEAL CARDS.

Shuffle the deck a few times, rotating part of the deck 180° as you go. This will ensure that many cards will be "Mirrored" (inverted) as you play. Then, deal each player a hand of 5 cards without rotating them.

3.) SET UP THE FORTUNE AREA.

Place the Conflict Tiles in order 1-5, with tiles 1 & 2 set to the Miri side (eyeball), and 3-5 set to the Ichor side. Keep the three Ichor's Clutch tokens within reach. Keep the deck nearby as a draw pile.



4.) ESTABLISH YOUR SETTING

In The Miri, the setting is a given of "Right here, right now." However, this can be up to the players. If someone has a cool idea they wish to explore, creativity in The Miri is highly encouraged.

5.) INFLUENCE YOUR CHARACTER.

Choose one of the ordered cards in your hand to lay next to your Aspect. If you don't have any Ordered cards, choose any one to lay next to your Aspect, and Order it. This card is an Influence. Influences are descriptive traits about your character, and help to broaden your character's abilities during play. Additional Aspect cards CAN be Influences, and are treated narratively as relationships. Describe your character to the other players briefly, before starting play.



RULES OF PLAY

PART 2 - PLAY

THE OBJECTIVE

The Miri uses cooperative storytelling to try to defeat the forces of Ichor that are darkening our world. These forces take many shapes during storytelling, and their strength is starting to take us over! This is shown on the Conflict Tiles. If all 5 tiles turn to Ichor, our world is lost. It is up to us to help the forces of light, known as The Miri. If we can turn all 5 tiles to light, we expunge the darkness!

0.) DECIDE WHICH PLAYER IS THE STARTING "TELLER".

Whoever has most recently seen something otherworldly, is the starting Teller. "Most weird" wins ties.

Note: The Teller narrates the story each round, as they interpret a spread of cards being given to them by the rest of the players. They will also narrate what happens to players when they pass or fail die rolls. The ideas the Teller adds to the story are canon. This role passes at the end of each spread, continuing with a new Teller.

1.) ALL PLAYERS CONTRIBUTE ONE CARD.

Each player, including the Teller, takes one card from their hand, and places it face down in front of the Teller. Make sure care is given when placing cards in front of the Teller, as to not rotate the orientation of the cards. It Matters. If there are less than 5 cards in a spread, add enough cards from the deck to make up the difference.

Note: The card you place in front of the Teller may not be interpreted how you intend. If a card's interpretation is important to you, hang on to it until you are the next Teller, and interpret it how you want.



**Illustration does not reflect final art*

It is advisable to grab cards from the top, so you know where the top of the card is when you place it in front of the storyteller.

2.) THE TELLER SPREADS THE CARDS, AND TELLS THE STORY.

The Teller takes the contributed cards, and lays them in a row, called The Spread. They begin the first spread saying: **"STRANGE STUFF IS HAPPENING ALL AROUND US..."**



They continue to tell the story, flipping the leftmost card. There can be a couple of different approaches to when cards are flipped over, and that is up to the style of the current Teller. A few good ways are:

A.) THE REVEAL.

The Teller tells a bit of story first, and then reveals the next card.

*Example: "And then ... *flips card*"*

B.) THE CUE.

The Teller reveals the card first, and adds their interpretation to the story.

*Example: *flips card* "You come across a person who..."*

C.) THE ANSWER.

Players ask questions based on a current situation, and the card answers.

*Example: "What seems to be troubling them?" *flips card**

If a card is Ordered (right side up), it generally means what it shows, often good, or true.

If it is Mirrored (upside down), it generally has the opposite meaning, often bad.

Interpretations can be as literal or abstract as the Teller wishes.

Players then interact with the story, before the next card is flipped.

RULES OF PLAY

PART 2 – PLAY (CONTINUED)

INTERACTING WITH THE STORY

As the storyteller is using the cards to interpret the story, the players are also interacting with the story, inserting themselves as characters. Players may ask questions, and perform “Narrative Actions”. The goal of Narrative Actions is to turn the cards to their Ordered position, so that the Miri can triumph over Ichor.

3.) PLAYERS PERFORM NARRATIVE ACTIONS.

When the opportunity (or inspiration) arises, players can say what they would like to do in the story. This can be a variety of things, but a “Narrative Action” is something that could potentially fail. In essence, a Narrative Action is when a die (d12) needs to be rolled.

A.) DOESN'T NEED A DIE ROLL.

“I want to walk down the hall”
(Is not a Narrative Action.)

B.) NEEDS A DIE ROLL.

“I want to sneak past the guards in the hall”
(Is a Narrative Action.)

C.) TELLER USES JUDGEMENT.

An **unbalanced** character says,
“I want to walk down the hall.”
(May be a Narrative Action.)

Important! Each player may perform only one Narrative Action during each card in the spread. Also, at least one Narrative Action must be performed during each card. If no player performs a Narrative Action, the current card in the spread becomes Darkened (see Positioning Cards, below).

- **SUCCESSES AND FAILURES**

A success happens on a roll of 9 or higher. A fail happens on a roll of 8 or less. A critical success (a roll of 12) discards an unused Ichor’s Clutch token. A critical fail (a roll of 1) Darkens the card.

- **INCREASING ODDS ON THE DIE.**

When a player performs a Narrative Action, they may use their Aspect or Influence cards as inspiration for their action to increase their die roll. They may use up to two cards in a single action. (The teller decides if the player’s inspiration for a Narrative Action is valid.)
Example: The Warrior fights the guards (+3) with her Weapon (+2), therefore will add +5.

ASPECT	+3
INFLUENCE	+1
INFLUENCE	+2
<i>(If the card matches your Aspect color.)</i>	

- **POSITIONING CARDS.**

After a player rolls the die, the Teller describes the outcome, success or failure, adding the details to the story. The Teller then turns the orientation of the current card in the spread based on the result:

A.) ORDERED – If a roll succeeds on an Ordered card, it stays Ordered. If a roll fails, Mirror it.

B.) MIRRORED – If a roll succeeds on a Mirrored card, Order it. If it fails, Darken it.

C.) DARKENED – The card is caught in the clutches of Ichor! Put an Ichor’s Clutch token on it, it is lost!



RULES OF PLAY

PART 3 – RESOLUTION

CONCLUDING A SPREAD

After the cards in the spread have been interpreted, so ends that Teller's turn.
Which force triumphed in this part of the story, The Miri, or Ichor?



If a spread contains an ordered MIND (blue), BODY (red), and SPIRIT (green) card, the spread will be a triumph for **The Miri**.



However, if at any time all three Ichor's Clutch tokens are placed, the spread is interrupted, ends immediately, and **Ichor** triumphs.

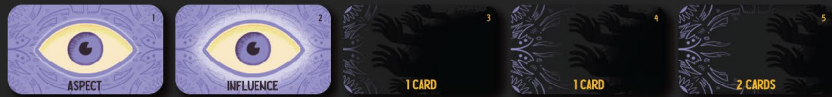
Note: It is possible for neither The Miri nor Ichor to triumph in a spread.

4.) FLIP CONFLICT TIES.

The next Conflict Tile in the row is flipped over in the direction of which force triumphed.

Note: If neither The Miri nor Ichor triumphed, no tile flips.

A Miri triumph flips one tile from this direction. This one is next:



An Ichor triumph flips one tile from this direction. This one is next.

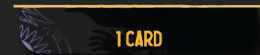
5.) THE CONFLICT TILES DETERMINE GAME STATUS.

At the bottom of each Conflict Tile, it says how many Influences each player may have on the table, as well as how many cards each player may have in hand.

Note: In the example above (also the setup), each player may have an Aspect, an Influence, and a hand of 4 cards.



The Miri side shows players what cards may be on the table.



The Ichor side shows players how many cards may be in their hands.

• GAINING AND LOSING INFLUENCES.

Throughout the game, players gain or lose Influences through the Conflict Tiles. If an Influence is gained, players may take an Ordered card from the spread, or place a card from their hand, and Order it. However, if Influences must be lost, each player must choose one of their Influences and discard it.

Players may give a brief explanation as to how they were Influenced when they lost a card, or obtained a new one.

• DRAWING CARDS.

At the end of a spread, if players have less cards than the Conflict Tiles show, draw cards from the deck. If the deck runs out of cards, Ichor claims the Victory, and an Epilogue spread is played (See below.)

6.) CLEANUP – LOSING CARDS TO THE CLUTCHES OF ICHOR.

Darkened cards are lost to the Clutches of Ichor. Set them aside in a Lost pile. The rest of the cards from the spread are discarded. The role of Teller is passed to the next player.

WINNING (OR LOSING) THE GAME

VICTORY FOR THE MIRI... OR FOR ICHOR? – THE EPILOGUE SPREAD.

After any spread, if all 5 Conflict Tiles have been flipped to either the side of The Miri or Ichor, one final spread will be told. This Epilogue Spread is only interpreted, card-by-card, no Narrative Actions are taken. This will be the finale to the story!



YOU LOSE

• **If The Miri won:** each player, including the Teller, submits one of their Influences to the spread. Each of these cards are revealed in Ordered position. **CONGRATULATIONS!**

• **If Ichor won:** the 5 cards are taken at random from what was lost to the clutches of Ichor during play. Each of these cards are revealed in Mirrored position. **GAME OVER.**