

CITY OF MIST QUICK START RULES (1 OF 2)



UP TO 4
Players

LET'S PLAY CITY OF MIST!

IN A CITY WHERE EVERYONE IS A LEGEND BUT ALMOST NO-ONE IS AWARE OF IT, YOU PLAY A NOIR-INSPIRED CREW OF MODERN-DAY MYTHS, INVESTIGATING CRIMES COMMITTED BY THE LIKES OF THE SNOW QUEEN, THE MINOTAUR, OR ALICE IN WONDERLAND.

DO WE HAVE A SMALL OFFICE DOWNTOWN, LIT BY RED NEON LIGHT FROM THE CHEAP RESTAURANT OUTSIDE?

YOU BET. AND IT RAINS ALL THE TIME.

EACH CHARACTER IS MADE UP OF FOUR **THEMES**, THE BIG IDEAS THAT DEFINE HER.



YOUR **LOGOS** THEMES SHOW YOUR MUNDANE SELF. MAYBE YOU HAVE A SPECIFIC 'ROUTINE', LIKE BEING A COP, OR A 'DEFINING RELATIONSHIP', LIKE WITH A SPOUSE OR A MENTOR.

THE **MYTHOS** THEMES SHOW YOUR SUPERNATURAL SIDE, WHICH DEPENDS ON YOUR MYTHOS. IN THE **CITY OF MIST**, REALITY IS JUST A FACADE, AND EVERYONE IS ACTUALLY AN EXPRESSION OF AN UNEARTHLY FORCE, AN IMMORTAL STORY. MOST PEOPLE AREN'T AWARE OF THIS, BECAUSE THE MIST IS PREVENTING THEM FROM AWAKENING, BUT YOU PLAY AS RIFTS WHO HAVE DISCOVERED THEIR MYTHOS. THE MYTH YOU CHOOSE TO PLAY DETERMINES THE POWERS YOU CAN HAVE!

REMEMBER THAT YOUR CHARACTER IS NOT JUST HER MYTHOS. SHE IS ALSO HER LOGOS, SHE IS STILL A REGULAR PERSON WITH A NORMAL LIFE. PERHAPS NOT FOR LONG, THOUGH...

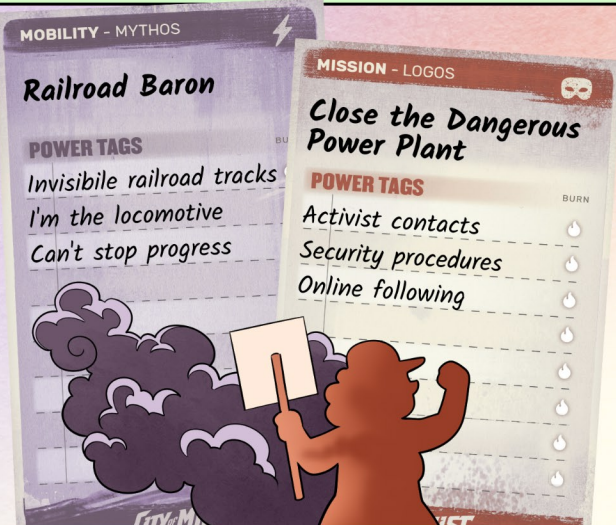
CAN I BE 'DR. FRANKENSTEIN'?.. OHHH, BUT I'M ALSO A VET! THEN I CAN HAVE A CREATURE FOLLOWING ME AROUND, SOMETHING THAT'S MADE OF... SEVERAL ANIMALS. YUCKY BUT INTRIGUING!

I THINK I'LL BE AN ENVIRONMENTAL ACTIVIST WHO GOT 'THE INDUSTRIAL REVOLUTION' MYTHOS SUDDENLY MANIFEST IN HER.

SHE CAN BLOW DEEP SMOKE AND RIDE INVISIBLE RAILWAYS AROUND THE CITY, BUT IT'S ALL TOXIC AND DIRTY. COULD LEAD TO INTERESTING CHARACTER MOMENTS.

I'LL PROBABLY HAVE A STEAMPUNK GUN. HOW DO I SHOOT STUFF?

EACH THEME HAS SEVERAL **POWER TAGS**. THESE ARE SHORT DESCRIPTIONS THAT ENCAPSULATES HOW THE THEME CAN AFFECT THE GAME.



WHenever you try to do something to push the story forward, you make a **PLAYER MOVE**. YOU ROLL TWO REGULAR DICE AND ADD +1 FOR EACH RELEVANT POWER TAG, FROM ANY OF YOUR THEMES. YOU CHOOSE WHICH PLAYER MOVE TO USE ACCORDING TO WHAT IT IS YOU'RE TRYING TO ACCOMPLISH. THE CORE MOVES ARE...

CHANGE THE GAME to give you or your allies an advantage.

CONVINCE to talk, threaten, or seduce someone into doing something.

FACE DANGER to avoid a hit, endure harm, or resist an influence.

GO TOE TO TOE to overcome someone or something in a struggle for control.

HIT WITH ALL YOU'VE GOT to take a clear shot at someone with all of your power.

INVESTIGATE to generate Clues, which can answer burning questions or provide useful information.

SNEAK AROUND to do something discreetly or deceptively.

and **TAKE THE RISK** to perform a feat of daring (or stupidity).

I WANT TO SHOUT AT THE POWER PLANT MANAGER DURING THE RALLY!

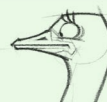
SURE, BUT WHAT ARE YOU ACTUALLY DOING? DESCRIBE TO ME WHAT HAPPENS IN THE GAME WORLD.

I GET A FRIEND TO HEFT ME UP AND I SCREAM, TRYING TO MAKE HIM FEAR ME!

SO YOU'RE TRYING TO **HIT WITH ALL YOU'VE GOT!**

REALLY? NOT **CONVINCE**?

SHE ISN'T TRYING TO CONVINCE HIM TO DO SOMETHING, BUT TO RATTLE HIM, ENFORCE A **STATUS** OF "WORRIED" OR MAYBE EVEN "FEARFUL".



STATUSES ARE THE MAIN WAY TO INFLUENCE THINGS, AND EVEN YOURSELF. THEY'RE LIKE TAGS, ONLY THEY HAVE A TIER, LIKE 'WORRIED-1' OR 'FLEEING-IN-HORROR-4'.

WHEN YOU MAKE A ROLL, ADD THE HIGHEST POSITIVE STATUS AND SUBTRACT THE HIGHEST NEGATIVE STATUS THAT AFFECT THE ACTION, EITHER ON YOURSELF OR ON YOUR TARGET.

CAN I USE THE MOVES TO PUT A STATUS OF 'INJURED' ON SOMEONE?



OR HELP MY FRIEND WITH 'HIGH-MORALE'?

YEP, YOU GET IT! BUT NOTE THAT WHEN A STATUS REACHES TIER 5, IT'S SO POWERFUL YOU CAN BARELY ACT. AT 6, YOU DIE, OR ARE FOREVER CHANGED!

STATUSES CAN REPRESENT WHATEVER CONDITION YOU WANT. SO YOU CAN 'HIT WITH ALL YOU'VE GOT' EVEN FINANCIALLY, SOCIALLY, ETC... WHATEVER FITS!

I ROLLED A NINE, AND I ADD MY ONE RELEVANT TAG, "ACTIVIST CONTACTS", BECAUSE THEY HELP ME HERE... SO IT'S A TEN!



IN MOST PLAYER MOVES, THE RESULTS ARE JUDGED SIMILARLY.

6 OR LESS	A MISS.
7-9	A PARTIAL SUCCESS, AND SOMETHING UNWANTED HAPPENED, DEPENDING ON THE MOVE.
10 OR MORE	A FULL SUCCESS, AND YOU USUALLY GET WHAT YOU WERE GOING FOR. IN THIS CASE, YOU INFLICT A STATUS ON HIM!

AFTER YOUR CHARACTER EVOLVES AND GROWS, YOU CAN MAKE SOME MOVES **DYNAMITE!**, WHICH ADDS A SPECIAL, EXTRA-BEST RESULT ON A 12 OR ABOVE.

EMILY, WE JUST LEARNED THAT THE POWER PLANT IS BEING USED AS AN INCUBATOR FOR A DRAGON EGG. THE LAST OF ITS KIND...

BUHHHH, SO SHOULD I STOP FIGHTING TO CLOSE IT?

BUT IT'S THE CORE IDENTITY OF ONE OF MY THEMES...

MOBILITY - MYTHOS

MISSION - LOGOS

WHEN YOU MAKE A DECISION THAT STANDS AGAINST THE BELIEFS YOU'VE DESCRIBED FOR YOUR THEMES, YOU CAN ANNOUNCE YOU ARE **MAKING A HARD CHOICE**. IT'S ALWAYS THE PLAYER'S DECISION.

ON A LOGOS THEME YOU MARK **CRACK** - IT BEGINS TO CRUMBLE. ON A MYTHOS THEME YOU MARK **FADE** - IT'S STARTING TO SLIP AWAY. ONCE YOU MARK THREE POINTS, THE THEME IS GONE.

OH WOW!

AND THEN YOU REPLACE IT WITH A NEW ONE, FROM THE OTHER TYPE.



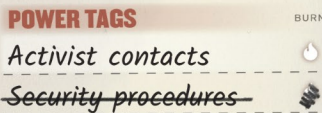
IT'S POSSIBLE TO FADE SO MUCH THAT ALL OF YOUR THEMES ARE LOGOS, TURNING YOU BACK INTO A MYTHOS-LESS SLEEPER...

OR HAVE ALL OF YOUR THEMES MYTHOS, TURNING YOU INTO AN IMMENSELY POWERFUL, BUT BARELY CONTAINED AVATAR.

IN BOTH CASES YOU CAN STILL PLAY! BECAUSE BOTH STATES CAN END.

THERE ARE SOME OTHER COOL THINGS YOU CAN DO.

FOR EXAMPLE, IF YOU REALLY WANT TO SUCCEED, YOU CAN **BURN A TAG FOR A HIT**, CROSSING OFF THE TAG TO GET AN AUTOMATIC RESULT OF 10 WITHOUT ROLLING THE DICE.



WHEN YOU TAKE THE DOWNTIME MOVE, YOU CAN RECOVER BURNED TAGS, AS WELL AS HEAL FROM DETRIMENTAL STATUSES OR GET READY TO YOUR NEXT SCENE, WHEN YOU TAKE A DOWNTIME MOVE.

YOU CAN ALSO **STOP. HOLDING. BACK.**

IT'S WHEN YOU UNLEASH YOUR FULL MYTHIC POWER, AND DO SOMETHING ON A SCALE LIKE NEVER BEFORE! IT'S PRETTY DANGEROUS, AND CAN COST YOU TAGS, THEMES, OR EVEN YOUR LIFE.



WILL YOU EMBRACE YOUR MYTHOS, OR WILL YOU RENEGADE AGAINST IT?

YOU HAVE BURNING QUESTIONS, MYTHIC DESIRES - BUT IS ANSWERING THEM WORTH LOSING YOUR IDENTITY, THE LIFE YOU CALL YOUR OWN?



CREW, I JUST GOT WORD OF A SUICIDE AT A CASINO DOWNTOWN!

I'LL BET YOU IT'S A COVER UP FOR MURDER.

TIME TO HEAD OUT INTO THE NIGHT, AND INVESTIGATE!

HIT THE STREETS AT CITYOFMIST.CO!

