

COVENANT DEMO

Explain Concept:

“Covenant is a modern day game about a secret society that prepared for the end of the world. Unfortunately it didn't arrive. Now the society is fracturing and your characters are caught in the middle of it. **With everything falling apart, what do you really believe?** Covenant is divided up into cells, with **cells** reporting to an **overseer**, for a particular city. Above them are the shadowy figures of the **masters** and the **inner council**.”

Let the players pick a city (this gives the idea of them controlling that stuff) and if they don't take too long with that, let 'em suggest a cell function too. Show em the cut down cell sheet, and explain that conventions and motifs are genre conventions and recurring descriptive shticks that players suggest. Conflict and moments of truth are on there if you need 'em.

Explain Characters

There are three characters, demo builds up from 1 to 3 depending on who's there.

Alex – is key character for 1 player demo. Undercover guy or gal.

Adam – is always in the scene, but may be Director controlled if only one person in demo. Bitter antiques dealer.

Helen – is optional, either to add spice later in the demo if things flag, or to be present at the garden in a three person game. Brash financier.

Give a brief overview of what's on the sheet, mentioning that it's slimmed down.

Edges are things that may give you an edge in a conflict

Truisms are things you used to believe without question, but with recent events are up in the air.

Consequences are things from your past that have left a lasting imprint on you, and might cause you hassle

Let them read what they've got, and ask any questions. Explain the “until it's narrated it isn't true” concept.

Set the Scene

“The scene is a rooftop garden in a slightly older part of town, that has seen better days. Adam has just arrived there, and is making his way to the centre to wait for Helen (who can be there if playing). Alex arrives just behind, but doesn't yet realise who the culprit is.”

Ask 'em what they want to do with the scene. Given the situation this will lead to a conflict of “I want to catch Adam” or “I want to convince him to stop” or “I want to shoot him for being a traitor” depending on the players. Take 'em step by step through it. Set goals and arena, roll some dice. Explain that edges are used to modify the basic result, by doing something related to them that might resolve the conflict but still leaves it open. Give 'em suggestions if they flag. Next round introduce consequences, final round conventions and motifs.

Let the winner add consequences and do narrating based on their goal.

When the conflict is over, ask if their characters still believe in their truisms. If not, let 'em resolve.

Give the loser the option of framing a follow-up conflict (with new arena if same goal). Then Cut.