

## Death's Door demo script

*[Hat is on the table, everyone is sitting down, unpack demo kit from the hat as you're speaking.]*

Ok. Death's Door is a game where you take on the role of a perfectly ordinary person who wakes up one morning and **knows** they're going to die. No how or when, just soon. Could be this morning, could be in three months. [I always make sure to have this last sentence in there, because for some reason a lot of people seem to think it's a "one day left to live" thing. It's not.]

*[take out a character bundle and spread the character sheets in front of the players]* Take a look at those, and grab someone that appeals to you.

*[finish unpacking demo kit while they pick. Hand out pens and paper scraps while speaking the next bit.]*

Ok, now. The next thing you'll do is take a couple scraps of paper and write down two things **you** want to do before **you** die. Not your character, but you, sitting right here at this table.

*[while they're doing that, clean up the kit so that the only things left on the table are a copy or two of the game, the hat, the dice, their characters and the paper they are writing on. Once they're mostly done writing, keep going]*

When you're done, put them in the hat. *[wait for everyone to be done, shuffle them around in the hat a bit]* Ok, now each of you take one piece of paper out of the hat. **That** is what your character wants to do before **they** die. Write it down under "Goals" on the character sheet.

*[collect the scraps back in the hat and clear it off the table. All that should be there now is the game, their characters and the dice.]*

Normally we would each write down 5 things and pull out 3, then take turns around the table trying to reach those goals one at a time. For the demo today, we'll run through one person's turn. Who wants to go?

Cool. So we've got (character) and (s)he's trying to (goal). *[speaking directly to the person with that character]* Now *[point to passion score]* you start with that many dice *[put the dice in front of them]* and I start with this many *[point to peace, and put that many dice in front of you]*. What you're going to do is take actions that are trying to get towards that goal. Each time you take an action, you *[do this while speaking]* slide a die across to me. I have a choice. *[pick up die]* I can either **accept** it *[set die on the table]* and say "OK, not much I can do about that." Or I can *[doing it as you speak]* slide the die back and add some kind of **complication**. Then, you have the same choice. You can either accept the die, and say "OK." or you can slide the die back, with some kind of way to overcome the obstacle or avoid the complication.

*[pause for comprehension]* Make sense so far? Ok, now, each time someone says "OK, not much I can do about that" is a round. After three rounds, you can **choose** to roll the dice. After five rounds, you **must** roll the dice. When we roll, we each roll all the dice in front of us, and add up the total. If you get less than I do, you achieve the goal, and narrate how exactly that happens. If you don't, you fail the goal, and I say exactly how. *[pause for comprehension again]*

*[focus your attention on everyone else at the table, and push all the rest of the dice towards them]* Ok, you guys are the audience. Each time they say something that you think is cool, or makes you laugh, or whatever, you give me *[again, show as you speak]* a die. If I say something you think is super cool or otherwise strikes your fancy, you give them *[show as you speak]* a die. You may have noticed that you have more dice than we do.

*[focus back on the person playing through a turn.]* OK, you start the first action towards your goal.

*[The script breaks down here, because what gets said when depends totally on the goal, and the people at the table. The Sons of Kryos podcast will be a good reference here, when it's put up. A couple things of note here. One, it's important to be totally engaged in fighting the goal. They cannot feel like it's easy, or just a mechanical exercise – say something, push dice, say something else, yawn. In a lot of ways, On Driving Conflict is the second most important thing in the whole game (after Boundaries) and the most important thing in the demo. Two, I've found that with the demos, much more so than with the real game, people do some real over-the-top narration – trying to leave the country, they'll get a fake passport or hitch a ride with a drug runner; they'll divorce their wife and take out a second mortgage to buy a sports car. That's totally OK.]*

*[Once the dice are rolled, and the success or failure is narrated]*

As I mentioned earlier, in the full game, we would all have three goals on our protagonist. We'd take turns trying to achieve those goals one at a time, and when it's your turn, the Antagonist – that's the job I just did – is the person sitting directly across from you.

Once you've tried to achieve your three goals, you narrate very briefly how your character dies – just a couple of lines. “And then he was hit by a car” or “She died peacefully in her sleep.” **Then**, from the point of view of *[pointing to the relationships]* one of these people, or maybe someone else that came up during play, you give a Eulogy for your character.

*[Pick up the game from the table, and offer it to them. Chat about the game for a minute or two; if someone has taken the game when offered, say something like “Do you want to pick that up now, hang on to it while you look at some other games, or take in another demo?” Start to clear the table/prepare for another demo/whatever. As they start to get up, direct attention to the character sheets.]*

Those are yours to keep. Thanks very much for trying the game.

*[After the demo is done, and the sale is made or the customer has moved on, return the demo kit to a “ready to go” state – add new copies of the game, if you sold any, put away the written-on scraps (I personally keep them – I've got a big pile of other people's goals at home; it's very motivating) and any character sheets from that bundle that didn't get taken or used. Get a fresh character bundle and pile of paper to the top of the kit.]*