

Dirty Secrets Demo Script

This demo works best for two players. It can be expanded to three in a pinch, but, honestly, the third player probably won't have a great experience.

In the demo kit, you should have one hat, one wet erase marker, one copy of the game, two dice cups, 11 black dice, 3 red dice, two Crime Cards, five Character cards, one blank Character Card, one Crime Grid, one pawn (called the Witness), and one Crime Grid. At the beginning of the demo, only have the book out. Unload the kit as you talk.

Hi, I'm Seth Ben-Ezra, and I'm going to be demoing *Dirty Secrets*, my detective noir game.

Get introductions from the players. Ideally, they should be sitting across from each other.

The first thing that we have to do is choose one player to be the Investigator. It can be either one of you, and whoever is the Investigator gets to wear the hat.

If no player volunteers, then select one of them to be the Investigator. Give the Investigator the hat, the marker, and the blank Character card.

Go ahead and fill this out with your own information.

Keep talking while he does so. Time is a bit tight in this demo. Flip over book and place it in the middle of the table, oriented towards the Investigator. Then produce the Crime Grid and put the Witness on one of the spaces. Doesn't really matter which.

We're going to set this demo right here at GenCon. You will be investigating the seedy underbelly of indie roleplaying design. Admit it, you always figured there was one, right?

At this point, you should get into the "mood" of things. Short, punchy sentences. You're giving the Investigator his mission. Have the two Crime cards ready.

Here's the deal. On Wednesday, Vincent Baker grabbed you and asked for your help. Seems someone stole the design notes for the game that he's working on, and he wants them back. (*Produce the appropriate Crime card and place it above the book.*) Things have already gone sour. Thursday morning, when the exhibitor hall opened, Ralph Mazza was discovered right here in the Forge booth, bludgeoned to death with a copy of Hero System, 5th edition (Revised). (*Produce the other Crime card and place it above the book.*) Today is Thursday (*or whatever today is*), and you only have until Sunday to solve this case. You need answers, and you're running out of time.

Produce the Characters cards and casually scatter them in front of the Investigator. You know, like it's a stack of photographs or files or something like that.

These are the usual Suspects. One of these Characters stole Vincent's notes, and one of them is responsible for Ralph's murder. You're try to solve this case, and the rest of us are trying to stop you.

Now, let's play through a scene.

To the Investigator: Here's the scene. One of these Characters lied to you earlier in the story. Now you know, and you're going to call him out. Which one lied to you?

Have the Investigator choose one of the Characters.

Cool. *Address the other player:* You'll play this Character. You say what he says and does. *(If the person is actually in the booth, it could be fun to point him out.)*

To the Investigator: Okay. So, set the scene. Where is <Character> when you call him out?

Have the Investigator frame the scene.

All right. Let's start playing. What happens?

Have the players narrate a bit about the confrontation. As soon as there is an obvious conflict, move to the next part.

That sounds like a conflict. So, we're going to jump to the conflict system, where the two of you will fight for the right to say how this conflict turns out.

Give each player five black dice in a dice cup.

If you've ever played the game Liar's Dice, then this will be familiar to you. Roll the dice so that they stay under the dice cup. You can look at them, but no one else may.

Give each player one of the red dice. Preferably the ones with the gold numbers.

These are Violence dice. They will help decide how much violence is in the final conflict narration. So, if you don't want violence in the resolution of this conflict, then set it to 1. If you'd like a lot of violence, then set it to a number that matches a lot of your dice under your cup. Don't show us what you choose! Just slide it under your dice cup with the rest of the dice.

Roll the third Violence die and set it on the book.

This is the public Violence die.

To the Investigator: Now you're going to make a bid, like this: three 2s. This means that you're saying that there are at least three dice showing a 2 under *both* dice cups. 1s are wild and match anything.

Also, tell us what you do.

Get a bid and narration from the Investigator.

To the other player: Now, you have a choice. If you don't think that there are that many dice under both dice cups, then you can call. Otherwise, you have to make a bid that is higher than his. That means that you either increase the number of dice, or you can increase the face value of the bid. *(Example: if the bid is three 2s, then four 2s would be legal, as would three 5s. Make up your own example based on the Investigator's bid.)*

Also, tell us what *you* do.

Get a bid and narration from the other player.

Now, it's the Investigator's turn. We go back and forth until one of you decide to "call".

Manage the conflict until someone calls.

Okay! Now, go ahead and show us your dice. *Announce the results.* Hmm. You lost. That means that you lose X dice, and he gets to say what happens.

To the winner: You get to tell us what happened. But, you have to include the right amount of Violence.

Point out how many Violence dice match the face value of the bid.

If there's no Violence, then say: That means that no one can get hurt.

If there's Violence, then say: That means that one of you has to get hurt. Who is it? (*The line between "lightly" and "seriously" injured is "should go to the hospital."*)

Okay. So, what happens?

Get the resolution narration.

Excellent. That wraps up the scene. Since you won, you get to move the Witness.

Point at the Crime Grid.

This starts empty. During the game, we move the Witness around, filling in the spaces with names. Since we can't move the Witness to an empty space, we go to Crime Resolution.

Have the winner of the conflict roll two dice. One should be red, and one should be black. Use the numbers to move the Witness to the proper coordinates.

To the winner: That means that <Character> is responsible for one of these Crimes. Which one?

Get an answer.

Excellent. Now, when we're playing the game, we keep going until all these Crimes are resolved. Then the game is over.

Thanks for taking the time to play this demo! I need to pick up the demo kit to make space for other people, but can I answer any questions for you about the game?