

Player Memory Aid

Agenda

If you are unsure of what to do, follow this agenda:

- *Listen to the common story*
- *Follow the rules*
- *Dare to challenge your character's weaknesses*

Common moves

Explore the world

(Decide with the GM what stat to use)

You can use this move for exploring and examining the game world and what happens in it.

With a 10+ you succeed well

With 7–9 you succeed, but choose a consequence:

- *Mark 1 point of harm*
- *Something negative happens because of the success (the player decides what)*

With 6 or less, you fail.

Mark 1 point of experience and choose two consequences:

- *Mark 2 points of harm*
- *Something negative happens because of the failure (the GM decides what)*
- *Ask the other players: How does this affect your trust toward my character?*

Show off *(Body/Mind)*

Showing off is used for tricks and performances, but also for fixing equipment – anything the character is really good at.

With a 10+ you succeed well

With 7–9 you succeed, but choose a consequence:

- *Mark 1 point of harm*
- *Something negative happens because of the success (the player decides what)*

With 6 or less, you fail.

Mark 1 point of experience and choose two consequences:

- *Mark 2 points of harm*
- *Something negative happens because of the failure (the GM decides what)*
- *Ask the other players: How does this affect the reputation of my character?*

Pick a fight (*Body/Mind*)

The move Pick a fight is used in conflicts – from annoying and needling someone to an actual fistfight.

With a 10+ the target gains 1 point of harm

With 7–9 the target gains 1 point of harm, but choose a consequence:

- *Mark 1 point of harm*
- *Something negative happens because of the success (the player decides what)*

With 6 or less, you fail.

Mark 1 point of experience and choose two consequences:

- *Mark 2 points of harm*
- *Something negative happens because of the failure (the GM decides what)*
- *How does this affect how your characters view the personality of mine?*

Reach out (*Spirit*)

When you Reach out, you help, support or encourage another character to do something.

With a 10+ the person you help gains a +1 bonus to their next roll

With 7–9 the person you help gains a +1 bonus, but choose a consequence:

- *Mark 1 point of harm*
- *Something negative happens because of the success (the player decides what)*

With 6 or less, you fail.

Mark 1 point of experience and choose two consequences:

- *Mark 2 points of harm*
- *Something negative happens because of the failure (the GM decides what)*
- *Ask the person you tried to help: How does this complicate the relationship between our characters?*

Use magic (*Magic*)

Use magic is a move for using the magic or the supernatural elements of the world.

With a 10+ you succeed well

With 7–9 you succeed, but choose a consequence:

- *Mark 1 point of harm*
- *Something negative happens because of the success (the player decides what)*

With 6 or less, you fail.

Mark 1 point of experience and choose two consequences:

- *Mark 2 points of harm*
- *The failure is dangerous for you or someone else (the player and GM decide together)*
- *Ask the other players: What is it in my character that scares yours?*

Challenge a belief

With a 10+ you gain a +1 bonus for your next roll

With 7–9 you gain 1 point of experience.

With 6 or less, mark 2 points of experience.

You will also have a -1 penalty for your next roll.

Use a conviction

Describe how your conviction helps with what you are trying to do.

Add a +1 bonus to your next roll.

GM Memory Aid

Agenda

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Dare to challenge the characters' weaknesses

Principles

- *Fill the world with magical colours and lights*
- *Show the shabby reality behind the scenes*
- *Make the NPCs alive*
- *Highlight diversity*
- *Reward co-operation*
- *Talk to the characters*
- *Talk to the players*
- *Give up your power*
- *Always be a fan of the characters*

GM moves

Ask

- ...*"What do you do?"*
- ...*leading questions*
- ...*clarifying questions*

Because Tivoli is so strongly based on improvisation, common storytelling and a co-created world, the most important GM moves are the questions. Questions throw back the ball into the players' court, and makes them consider their characters' reactions. Questions and answers deepens the world and gives it more colour. At its core, Tivoli is a common story. If you don't know what to do, ask!

Offer choices

You can offer choices in many situations: in consequences for partial successes or failures, when the player chooses a move, or when a player considers a new belief or conviction. When offering choices, consider what would fit in with the situation and the developing story.

Remind of weaknesses

In the heat of the game, the players might forget their character beliefs and challenging them. Remind them of the beliefs every chance you get!

Direct the spotlight

This GM move pertains to smoothly running the game, and taking all players into account. A roleplaying game is a discussion, and this move helps the GM facilitate that discussion. Direct the spotlight toward everyone in turn and let all characters shine!

Cut

As a move, cutting is closely related to directing the spotlight. Think about the mood of the game: when you want a suspenseful session, sharp cuts are good. If you use cut more sparsely, the game slows down and might become more leisurely.

Bring in a twist

Sometimes the game seems to halt, and questions to the players do not result in character action. When that happens, bring in a twist. Break something, cause danger, bring in a surprise visitor or let the magic surprise everyone!