

## AGENDA



- ✓ Fill the void of Space with danger and excitement.
- ✓ Show how big Space is, and how small the PCs are.
- ✓ Play to find out what happens.

An Impulse Starter by

Adrian Thoen's Impulse Drive

## QUESTIONS



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## CALLS



- ✓ Use an NPC, Location, or Ship Call.
- ✓ Divide them.
- ✓ Deliver bad news.
- ✓ Give them a tough choice to make.
- ✓ Put something vital in danger.
- ✓ Deal Harm.
- ✓ Show danger approaching.
- ✓ Offer an opportunity, with or without a cost.
- ✓ Hint at danger elsewhere.
- ✓ Use up their resources.
- ✓ Destabilise the environment.
- ✓ Give them Advantage or Disadvantage.
- ✓ Turn their Move back on them.
- ✓ Tell them the possible consequences and ask.

## PRINCIPLES



- ✓ Embrace the senses, describe sights, sounds and smells.
- ✓ Show the fragility of life in space.

- ✓ Make the Galaxy behave consistently to its own rules.
- ✓ Explore the Galaxy with your players during play.
- ✓ Create interesting dilemmas, not interesting plots.
- ✓ Address yourself to the characters, not the players.
- ✓ Make your SM Call, but don't speak it's name.
- ✓ Treat your ideas and NPCs as expendable.

- ✓ Give everyone a name. Make your NPCs real people, and your monsters truly Alien.
- ✓ Ask provocative questions and build on the answers.
- ✓ Provide opportunities for decisive action.
- ✓ Be a fan of the characters.
- ✓ Think cinematically.
- ✓ Think offscreen, too.
- ✓ Begin and end with the Fiction.

## IMPRESSIONS

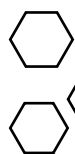


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# NEWS ITEMS



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# ITEMS



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# FRACTIONS



# STRAINS



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# CONTRACTS



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