



## MC PRINCIPLES & MOVES

### YOUR AGENDA

- Make City of Mist feel real and unreal at the same time
- Make the player characters' lives interesting
- Be the player characters' biggest fan
- Play to find out: Be open to discovering what will happen next in the game story, agree to let the players' actions drive the story, and be willing to be surprised by the outcome.

### YOUR MOVES

- Present a new obstacle or complication
  - Make them sweat for valuable information
  - Take away their chance at getting valuable information (e.g., suspect ran away)
  - Force them to **Make a Hard Choice** about their Identities or Mysteries (character or crew)
  - Throw a status at them and ask them to **Face Danger**
  - Inflict a status they can't defend from (no **Face Danger** allowed)
  - Give them what they want unexpectedly but reveal the truth of what really happened later
  - Tell them how their move goes wrong
  - Make a Danger move (Starter Set p. 64) or a custom move
- After every move, ask: "What do you do?"

### YOU AS THE REFEREE

- You have the final call on whether a tag used by a player is relevant.
- When a tag supports only a certain aspect of an action, consider breaking down the action into separate moves.
- When you break down an action to several moves, consider forgoing the less dramatic move to help the game flow.
- Discuss how to interpret a tag with the players. Once it's established, hold them to that interpretation.

(see page 35 in the Starter Set, 'HOW TO DECIDE IF A TAG IS RELEVANT')

### YOU AS THE NARRATOR

- Ask provoking questions
- Always describe the atmosphere (weather, lighting, sounds, textures, smells, etc.)
- Emphasize the feeling that nothing is what it seems
- Candidly give information about the character's gut feeling and intuition
- Hint at the mythical forces at play, but never expose them
- Use dramatic locations
- Ask for details on the characters' mundane lives and build on that
- Keep the suspense and tension high:
  - Cut to another parallel occurrence when the tension is highest
  - Introduce complications or move on when the tension is dropping
  - Unravel the ungraspable truth ever so slowly
- Never talk metaphysics in-play; it will break the illusion. When you play a character, do not mention terms like Myst, Mythoi, Gateway, etc. Instead describe the character's vague feelings and perceptions of such phenomena.

# MC TRACKING SHEET



Real name: \_\_\_\_\_

**Mystery:**

“How can fire and water be one?”

**Identity:**

“I must battle crime in all its forms.”

**Identity:**

“I want to help those in need.”

**Identity:**

“I need my job to survive.”

**Weakness tags:**

- Weaker in dry conditions
- Known vigilante
- Memorable face
- “You have no authority here!”

**Statuses & Notes**

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\_\_\_\_\_



Real name: \_\_\_\_\_

**Mystery:**

“Does justice call for violence?”

**Identity:**

“I cannot tolerate injustice.”

**Identity:**

“Without my family, I have no power.”

**Identity:**

“Never show weakness.”

**Weakness tags:**

- Bracelet very conspicuous in weapon form
- Unreliable allies
- “The old wo/man will find out...”
- Sore joints

**Statuses & Notes**

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Real name: \_\_\_\_\_

**Mystery:**

“Why did this happen to me?”

**Mystery:**

“How can I reverse my transformation?”

**Identity:**

“All I know is how to fight.”

**Identity:**

“I’m a freak. No-one can love me.”

**Weakness tags:**

- Struggles to restrain growth
- Monstrous
- Exposed after right hook
- Emotional

**Statuses & Notes**

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\_\_\_\_\_



Real name: \_\_\_\_\_

**Mystery:**

“Who was I before I died?”

**Mystery:**

“Who did this to me?”

**Identity:**

“Once I mark a target, there is no turning back.”

**Identity:**

“No shadow is deep enough to hide what you have done.”

**Weakness tags:**

- Corpse-like appearance
- Devices depend on “Ion-9”
- Underworld reputation
- Too eager

**Statuses & Notes**

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\_\_\_\_\_





Real name: \_\_\_\_\_

**Mystery:**  
"Who is guiding the dream?"

**Identity:**  
"The ancients knew something, and I'm going to find out what."

**Identity:**  
"I can't let danger daunt me on my search for the truth."

**Identity:**  
"In the end, I can only rely on myself."

- Weakness tags:**
- No conscious control of dreams
  - Black market heat
  - Weapon jam
  - Distrustful

**Statuses & Notes**  
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Real name: \_\_\_\_\_

**Mystery:**  
"What should I do with all this power?"

**Mystery:**  
"What is The Riot?"

**Identity:**  
"I want people to accept and admire my eccentricity."

**Identity:**  
"I want to be free, rather than obey the system."

- Weakness tags:**
- Time-space overload
  - Disturbing flashes of the coming horror
  - Tries too hard
  - Can be traced

**Statuses & Notes**  
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\_\_\_\_\_



Real name: \_\_\_\_\_

**Mystery:**  
"How can I relieve the suffering of mankind?"

**Mystery:**  
"How can I return to the realm of the Gods?"

**Mystery:**  
"Which is better, reality or fantasy?"

**Identity:**  
"I love Kaito more than anything else!"

- Weakness tags:**
- Powers do not work on gods or spirits
  - Fragile
  - Elaborate trickery is easier to expose
  - Freezes up when sees Kaito

**Statuses & Notes**  
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Real name: \_\_\_\_\_

**Mystery / Identity:**  
\_\_\_\_\_

**Mystery / Identity:**  
\_\_\_\_\_

**Mystery / Identity:**  
\_\_\_\_\_

**Mystery / Identity:**  
\_\_\_\_\_

- Weakness tags:**
- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_

**Statuses & Notes**  
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