

HEADS



A RULES LITE
RPG SYSTEM

Reaction Examples:

Example 1:

Player: "Ok, I'm going to stab that ugly orc right in his ugly face"

GM: "Call it!"

Player: "Heads...get it?"

GM: "It's heads! You stab the orc right in the face. The only thing you regret is that pun."

Example 2:

Player: "Ok, I'm going to stab that ugly orc right in his ugly face"

GM: "Call it!"

Player: "Heads...get it?"

GM: "It's tails! The orc swats your sword out of your hand. What do you do?"

Alternative Rule - Tokens

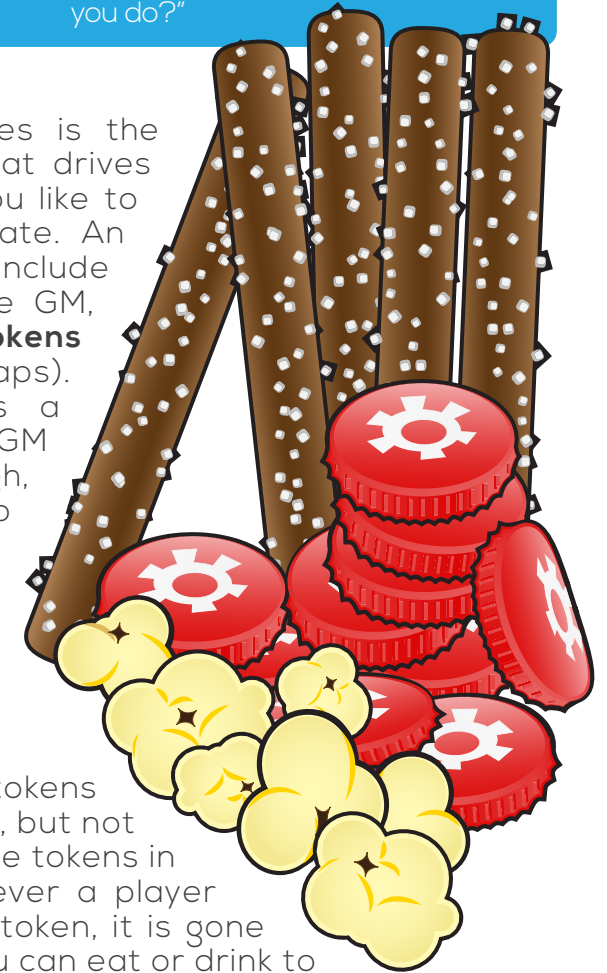
The core of Heads or Tales is the simplicity of the coin flip that drives the story. But sometimes you like to have a little control over fate. An alternative rule you could include has everyone, including the GM, starting the game with two **tokens** in front of them (e.g. bottle caps). Whenever a player wants a reflip, give a token to the GM and flip again. Careful though, the GM can make you reflip with their tokens. When a GM makes you reflip, they have to give you a token. The tokens keep getting traded around as you tell the story!

A simpler way to use tokens is to have every player, but not the GM, start with three tokens in front of them. Whenever a player reflips, throw away a token, it is gone forever. Use things you can eat or drink to make the tokens really feel gone (candy and shots work great for this).

HEADS or **TALES** is a rules-lite roleplaying game system that lets you and your friends tell a fun/wacky/exciting story together with minimal supplies needed. One person is the Game Master (**GM**) moving the story forward and acting as the world, while everyone else are the **Players** acting as characters in that world. All you really need is a **coin**, but it can help to have a **couple tokens** handy as well (more coins, bottle caps, etc.). Heads or Tales is meant to be played anywhere, so take it with you on the train, to the bar, or anywhere else you want to get your roleplaying fix. Once you all decide on what sort of story you want to tell, start flipping those coins!

Coin Flip System

As you tell your story together, whenever you try to accomplish a task that might have a consequence, **flip a coin and call it**. If you called it correctly you complete your task, nice job! If you get it wrong...look out, the GM is going to throw a **complication** your way. The GM might ask you to make multiple flips for a complicated task, but remember this game is supposed to be lite and fast, so keep the story going!



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Tales

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THE GM SHEET

As the GM of the session, it is up to you to help move the story along. That doesn't mean you dictate the story though, let the players contribute as well! Heads or Tales is all about telling a fun story together, so let them help you tell the story. If you need some helping getting your story started, check out one of our supplements to get you up and running with one of many genres.

The GM oftentimes will describe a scene and then see how the players react to it. The single most important thing you can do is ask the players **"What do you do?"** Turn the focus back to them, react to their decisions, be a character in **their** story.

Consequences

As the GM, you are supposed to throw consequences at the players when they don't call the flip correctly. How dire those consequences is up to you, and the general vibe of the group. Are you looking for gritty realism? Throw some harm their way. Looking for a pulpy adventure? Create inconvenient walls that they need to figure how to get around. Keep in mind that if they don't call the flip correctly, it's no fun to just say "It doesn't happen, sorry."

Here are some consequences to get you thinking:

- ✦ Harm suffered
- ✦ Attract attention or trouble
- ✦ Doesn't work as well as planned
- ✦ Takes longer to accomplish
- ✦ The problem isn't what it initially seemed



Asking Questions

Remember, you aren't telling your story, you're telling a story **together**. Because of that, ask the players questions! "What do you do" is the most important, but also

ask your players how their characters feel about the things they are encountering. Learn about the characters and the world with questions. Encourage the players to ask you and each other questions too! That world isn't going to build itself, and the story has multiple authors. Get everyone's voice in the conversation.

Supplements!

Having trouble coming up with your own starting scenario or need a creative jumpstart? Check out our free Heads or Tales setting supplements that will help you get a game started in a whole host of genres!

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