EXCESS ALL AREAS

A Storytelling Game of Hedonistic Excess and Dangerous Braggadocio

SCENARIO

For the super-rich, the trust fund babies, the extreme sports enthusiasts and the out-and-out hedonists, life is a never ending party. The latest trend amongst these bright young things is a competition known as "Excess All Areas". Participants attempt to outdo each other in feats of partying and the first one to get wasted foots the bill. The next round of this competition is set to take place in Fabulous Las Vegas. Go out and show the rest that, when it comes to parties, you make the scene and the rest are just has-beens.

SETUP

STUFF YOU NEED

To play "Excess All Areas" you will need: some people to play with (currently 4 is best), some 6-sided dice (2 different colours), some poker chips (12 per player), some paper to make notes about your character, and a coin

YOUR CHARACTER

Everyone plays a member of "Excess All Areas" at their latest party in Las Vegas. Characters start with three traits: one Physical, one Mental and one Social. A trait is a skill, or attribute that your character possesses that helps them to party. Write down the 3 traits that help your character to party on your piece of paper!
Your character also starts with 6 points of KUDOS in their STASH. These are represented by poker chips.

THE VAULT AND THE GRAVE

Las Vegas is has a VAULT of KUDOS to be mined by the characters via their actions. Add an additional 6 KUDOS chips to the VAULT for each player - we suggest the middle of the table. Also designate a GRAVE location for when kudos has been spent by a player - we suggest the box the chips came in.

PLAY

DESCRIBE THE BRAG

Players take turn to BRAG about their next planned feat of excess and then discover how well they can actually pull it off. Players start by describing their next activity, in up to 3 details. Each detail that they add gives them 2 BRAG dice to the pool of dice they will use to resolve the BRAG. Details can be things your character does or says or even cinematic techniques that help to paint the picture of what is happening.

EG: "I walk up to the bartender / order a "Flaming Amnesia" cocktail / and down it whilst pinching my nose" – is a 3 point description resulting in 6 BRAG dice.

RESOLVE THE BRAG

- Each die that scores 3 or lower gives the character an ACCESS point.
- Each die that scores 4 or higher is an EXCESS point

When a detail the player described is linked to a trait that they possess, the player may subtract 1 from any one die. If a player used 2 traits they may reduce two dice by 1 each or one die by 2 etc.

The total of ACCESS minus the total of EXCESS is the resolution.

- If the total is positive the player takes that many KUDOS chips from the VAULT.
- If the total is negative the player must remove that number of KUDOS chips from their STASH and into the GRAVE (remove it from the game)
- If the total is neutral toss a coin: heads is considered positive and tails negative

The player then narrates the consequences of their BRAG as indicated by their result. Then it's the next players turn. Once every player has played one turn the round is over. After the first round players may begin to spend KUDOS as described on the next page

SPENDING KUDOS

Players may spend KUDOS points in 2 ways before they begin to describe their brag or wager KUDOS to RAISE THE STAKES after a player has completed describing their brag.

1. Add a Trait – Pay one KUDOS and describe an additional trait for your character. Write down the trait and remove one KUDOS from your stash and into the GRAVE

2. Raise the limit – Pay one KUDOS to add an extra detail to your brag. Only one KUDOS can be spent in this way per turn. Spent KUDOS goes to the GRAVE.

RAISE THE STAKES

After a player has described their brag each player in turn may RAISE THE STAKES a maximum of once each to make the brag harder. If a player wants to RAISE THE STAKES they wager one KUDOS and add a detail to the brag.

Each raise adds one RAISE dice to the pool that the original BRAGGING player rolls. RAISE dice should be a different colour to BRAG dice.

- A RAISE die scores ACCESS on a 1 or a 2
- A RAISE die scores EXCESS on a 3 or more

The calculation for resolving the BRAG remains the same (total ACCESS minus total EXCESS). The BRAGGING player may still modify raise dice according to their traits.

If the bragger has a positive (or negative) resolution, they must collect (or pay) KUDOS from (or to) each player that RAISED, in turn. If the resolution does not cover all the RAISES then that KUDOS is lost to the GRAVE. EG if 3 players RAISE but the bragger scores -2 on their resolution, then the last players RAISE is sent to the GRAVE.

Only after RAISES are resolved may a player interact with the VAULT.

THE HOME STRETCH

Once the VAULT is empty the game enters THE HOME STRETCH:

- BRAG details now only add one BRAG die to the pool, RAISE details add two RAISE dice to the pool
- All players must RAISE – a RAISE now requires a 2 KUDOS wager, but still only wins 1 KUDOS.

IT'S BEEN DONE

All BRAGS and RAISES must be considered to be "sufficiently unique" and to have not been done within any given game. If you RAISE or BRAG in a manner that the majority of other players veto you lose the ability to spend KUDOS or RAISE for a number of turns equal to the number of players.

SEQUENCE OF PLAY

1. Spend KUDOS to add a trait or raise the limit
2. Describe BRAG– 2 BRAG dice per detail
3. All players in turn have the opportunity to RAISE– 1 RAISE dice per detail
4. Resolve BRAG
   BRAG dice 1-3 ACCESS 4-6 EXCESS
   RAISE dice 1-2 ACCESS 3-6 EXCESS
5. Pay/collect RAISES in turn
6. Pay GRAVE / collect from VAULT
7. VAULT is empty? Enter HOMESTRETCH phase.

THIS IS THE END

Once one player has run out of KUDOS they are wasted. At that point the winner is the player with the highest KUDOS.