

VERGE QUICK REFERENCE

COMPILE

Get on the same page: what are we doing here?

- Pick a genre.
- Discuss tone.
- Discuss themes.
- Determine limits.

LOAD

Build a world by creating a network of people, organizations, technologies, and ideologies.

Each Turn

- Add a node. With a ! after it.
- Connect it to another node with an edge. With a ! after it.
- Create another edge between any 2 nodes (and a !).
- Place three !s after nodes or edges you like.

Steps

1. People (just names)
2. Ologies — technology or ideology (not 3 times in a row)
3. Organizations
4. More People (do this twice)
5. Continuity — enhance the network (no new ideas)
6. Load Check — is this cool?
7. Cash Out — 1 token for each ! on stuff you wrote

LINK

Pick a character and complicate it.

Auction Characters

1. Player with the most chips bids on a character first.
2. Reserve bid is power of character.
3. Clockwise, bid higher or pass. Bidding ends when everyone passes.
4. Highest bidder pays and circles character.

Complicate Characters

1. Add a new node near your character (and a !).
2. Link it to your character with a new edge (and a !).
3. Everyone complicates character of player on their right. Add an edge (with a !).
4. Everyone complicates character of player on their left. Add an edge (with a !).

Signal: dice kept after a roll (best match)
Noise: non-matching dice you might reroll
Strength: number of dice in the signal
Frequency: face value of dice in the signal

RUN

Tell stories in the world you created. Change the network as a result of play.

1. The player and GM Get Paid (3 tokens).
2. Discuss the scene. Set the stage. Focus the camera.
3. Role-play! The fiction always wins!
4. GM might call a conflict. Resolve.
5. GM ends scene. Next player!

Conflict Resolution

Activate adjacent nodes: Character is free. GM's defender is free. 2nd costs 1. 3rd costs 2. 4th costs 3... If not friendly, drain its edge to you.

Player gets dice: If friendly, get 1d6 per point of *power* on node and connecting edge. If not friendly, 1d6 per point of *power* on node only.

GM gets dice: If friendly, get 1d6 per point of *value* on node and *power* on connecting edge. If not friendly, node *value* only. Activate attacker nodes adjacent to your character, if hostile, and get dice for edge's *power*.

Roll dice: Signal and noise.

Amplify: Burn relationships to reroll noise. You can't amplify twice in a row (someone else must amplify first).

Determine effects: greatest signal strength wins.

Pick a node of player with lower signal strength than you.

Negotiate outcome or do one of the following:

- Free drain. Pay 1 token from bank to loser.
- Add connections to node at normal cost.
- Weaken or strengthen node at normal cost.
- Weaken or strengthen node's outbound edges at normal cost.
- Destroy the node at normal cost.

Summarize: Overall winner narrates what happens.

Network Changes

- Create a new node and linking edge (2 tokens).
- Create a new edge between two nodes (1 token).
- Strengthen a node or edge by X (power + X).
- Weaken a node or edge by X (value + X).
- Destroy a node (node value + all edge powers).

Surge: a ! strengthens something by 1
Drain: a ? weakens something by 1
Power: surges minus drains
Value: surges plus drains

VERGE QUICK REFERENCE

ORGANIZATIONS

Secret Societies

Neo-Nanite Freemasons

Government / Authority

CIA

FBI

L.A.P.D.

Corporations

Megasoft

Advanced Biotechnica, Corp (ABC)

Channel 999

Recreation

International Chess Grandmasters

TECHNOLOGIES

Nanotechnology

Plasma Physics

Biofuels

Virtual Reality

Holographic Hyperreality

Cybernetic Organ Replacement

Disposable Bodies

Genegeneering

Subliminal Behavior Modification Advertising

Androids

RIFD

Antimatter

Chaotic Systems

Self-replicating Devices

Universal Internet Connectivity

Self-Improving Software

Mind-Body "Resleeving"

IDEOLOGIES

Religion

Christianity

Buddhism

Muslim

22nd Century Atheists

Government

Imperialism

Democracy

Communism

Monarchy

Oligarchy

Beliefs

Commercialism

Utilitarianism

Ludditism

Digital Animism

Rights

Privacy

Ubiquitous Surveillance

Free Speech

Freedom of Religion

Freedom of the Press

Right to Bear Arms