

## ***Cheat Sheet for The Infected***

1. Give a brief overview of the game; describe the theme; read through this cheat sheet and mention key points to players.
2. Have the players randomly select a Motivation card; explain that this is meant to inspire the primary goal for their character, which they will be trying to achieve during the course of the story.
3. Place three of the six NPC cards on the table; explain that these are representative of the "extras" that will be part of the story;
  - a. they will be introduced and re-incorporated throughout the game by players and the GM as a resource.
  - b. The first time an NPC is invoked, they give 1 bonus die to whoever it is helping
  - c. add a mark to the NPC card each time it is invoked by a player.
  - d. For each mark, up to 5, that NPC provides 1 die (5 marks = 5d6)
4. Collectively determine the Setting and Film Style for the game; Where and when is set? What does it look like? What are some example movies that fit the genre?
5. Brainstorm who the protagonists are; have players provide a thumbnail sketch of each PC, including possible relationships. Hand out index cards for making notes.
6. Determine the nature of the Infection, either alone or with the group
  - a. What is the origin of the infection? What is its nature (biological, supernatural, etc.)?
  - b. What is the vector of the infection? How is it transmitted? What are the carriers?
  - c. What are the symptoms? How do people change physically? How can you tell who's infected?
7. Put the Spotlight token in front of yourself (GM). Explain that this determines whose turn it is to frame the scene.
8. Hand out dice. Players get 1 each, the GM gets 1, 2, or 3 **Infected dice**, depending on the reel number.
9. Explain how the dice work:
  - a. If an NPC is invoked, they provide bonus dice
  - b. monster NPCs give bonus Infected dice
  - c. If your PC is infected, you get Infected dice
10. Explain how Motivation tokens work; whenever a player decides a conflict moves them toward their goal, they declare it and grab a token; if they win,

they put a motivation token on their motivation card. Tokens = dice when they move to resolve their goal.

11. Start the Reel;

- a. First Reel; the GM has 1 Infected die, and there should be 3 NPCs.
- b. Second Reel; the GM has 2 Infected die, and there should be 5 NPCs.
- c. Third Reel; the GM has 3 Infected die, and there should be 6 NPCs.

12. Take turns framing scenes; describe the scene, who's involved, and what you want out of it. Roleplay!

a. When a conflict comes up, resolve it with dice:

- i. Before rolling, have players determine if this conflict affects their goal/motivation (if so, they grab a token)
- ii. If any player determines that this conflict could resolve their goal, they can cash in motivation tokens for standard dice. They cannot group with other players for the conflict.
- iii. Determine if any NPCs are involved; whoever claims an NPC gets their dice.
  1. Infected NPCs can give GMs Infected dice or standard dice.
  2. Monster NPCs give only Infected dice; they cannot be used against the GM.
- iv. With standard dice, rolls of 5 or 6 equal a success point. Players can work together, totaling successes. Ties go to the GM, or the initiator of conflict.
- v. With Infected dice, rolls of 4, 5, or 6 equal a success.
- vi. DESPERATE re-roll; an NPC must be included; all dice are re-rolled, with bonus dice from NPC. GM wins ties.
- vii. CRAZED re-roll; follows desperate; all dice are re-rolled, with bonus dice from NPC. GM wins ties.

b. Determine possible Harm to NPCs; 1 Harm = infected, 2 Harm = Monster:

- i. if a player was Desperate and **Failed**, his NPC takes 1 Harm.
- ii. If a player was Crazed and **Won**, his NPC takes 1 Harm.
- iii. The GM never assigns Harm to his NPCs.

c. Determine spread of infection for PCs:

- i. if two or more Infected dice succeed, the Spotlight character gains 1 permanent Infected die.
    - ii. A player can choose to deflect infected dice, doing harm to an NPC instead.
    - iii. Any player with 3 or more Infected dice is a monster. They should remove motivation tokens and will not gain any more. Monster PCs are also subject to being killed.
  - d. If any player grabbed a token for this conflict and won, they keep the token.
  - e. If any player attempted to resolve their goal, it is resolved, win or lose, for better or worse.
  - f. At the end of the scene, pass the Spotlight token to the **Left** (clockwise).
13. Change reels when it feels cinematically appropriate, or when it's time.
14. The last scene of the third reel is the denouement; wrap up loose ends, with everyone contributing (monsters first, then GM, then those with failed goals, then winners).

