

Genesis Quickstart Document

Genesis is played entirely online through emails (and possibly a website like a wiki). It's designed to be played occasionally rather than sitting down to play for hours.

You will play a noble House in a fantasy setting. The availability of magic, monsters, and similar tropes will be decided upon before playing. However, you don't play a person--you play a House.

Houses have a Name, a Motto, a Symbol, and five Qualities:

- » Arms: Size and/or quality of your military
- » Land: Size and/or quality of your territory
- » Lore: Knowledge and ability to get new facts, such as with spies
- » Sovereignty: Power of your authority
- » Wealth: Financial strength

Qualities have a rating (a percentage such as 35% or 60%) which represent the chances of success in your endeavours. If you have Arms 45%, then you have a 45% chance of succeeding in matters related to battle, military matters, etc.

Genesis is played in turns, which can last anywhere from a day to over a week. Turn length changes each turn to accommodate players' schedules.

Each turn, you will pick three Courses of Action (CoA) for your House. There are five CoA types:

- » Defend: You protect your House from attack.
- » Degrade: You decrease one quality of a rival House.
- » Improve: You increase one of your own qualities.
- » Spy: You find out what another player is planning.
- » Steal: You decrease one rival quality and increase your corresponding quality.

You pick three CoA to be completed next turn. Once picked, they cannot be changed. There are dozens to pick from, or you can make your own. You email your choices to the GM each turn.

To resolve a CoA, you first pay the cost by reducing one of your qualities as payment. Then you roll 2d10 (or d100) and share the result with the GM. Next, the GM will tell you to apply the success or failure results. Lastly, if you succeeded in at least one CoA, the GM may allow you to write a piece about that CoA.

A piece is like an entry in an encyclopedia. You write about your successful CoA, defining that victory as well as some new details about the setting such as locations or important NPCs. This is how we generate a setting by playing this game. These pieces are shared with others (via email and/or posting on a site), and once written, cannot be contradicted by future pieces. Pieces do not need to be long works of literature. They can be short if you aren't inspired or if you don't have much free time this week, or they can be longer and more detailed--your choice.

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