

To play UWBMBIGTJK, gather in a comfortable room, if possible with velvet armchairs. Imagine your Explorer: they have a Trait, Equipment and a Servant. One is helpful, another a hindrance, the third neutral; they are only narrative crutches which should vaguely evoke the United Kingdom in the XIX<sup>th</sup> century. Also imagine 3 incidents each, that your Explorer might have faced during their journey to the Moon ruins: the first one should relate to a character, the second to a place, the third to an event. Write them on pieces of papers and gather them into a pile.

The game begins when talking points become difficult to find: while people refill their drinks, the last player to have created their Explorer says: "By the way! You won't believe me, but I got to the ruins!". They randomly draw 3 incidents from the pile and get ready to narrate their expedition. They must describe how they overcame one of the incidents with physical Prowess, another by Ruse, and how they suffered a Setback in front of the third one. They might have been helped or hindered by their Trait, Equipment or Servant. While they're preparing their story, the other Explorers should politely talk about something else; they will then be able to comment, ask for details, but not (yet) question the story.

The incident causing a setback is then discarded and the others put back into the pile, as another Explorer says "By Jove! I too recently got to the ruins!". Their story follows the same rules as above; they can stress the fact of having faced the same obstacles, narrate a scene

Difficulty examples: a dragon attack, meeting with a time traveler, a bus driver strike, a pack of telepathic dogs, an alien invasion, forgetting your keys, an earthquake, a sphinx asking riddles, the phonecall of a chatty uncle...

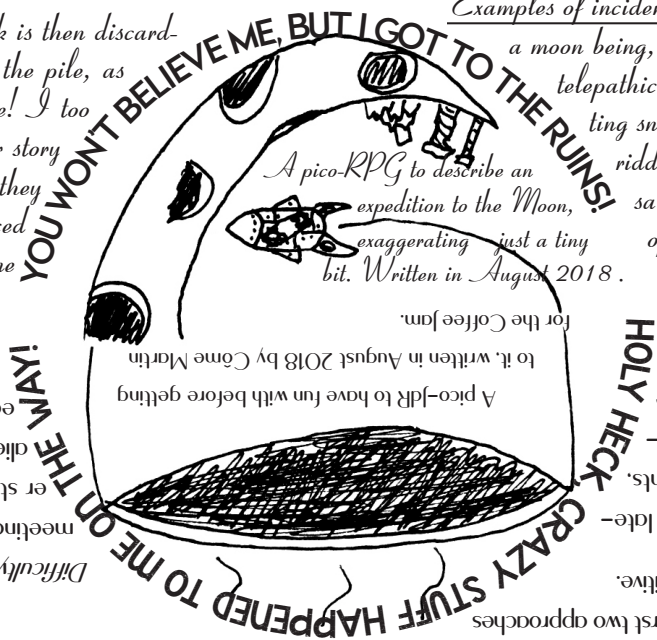
Then, someone says "That's insane, because crazy stuff also happened to me on the way!". The others propose difficulties by choosing among the papers (make some more if needed). Narration works as in the first turn: speakers can stress out the fact they confronted the same difficulties, describe a scene again but from another point of view, question the previous story... When everyone narrated the crazy stuff which happened to them on the way, another turn can be made if someone says "By the way, did I ever tell you about the incredible incident of last month?": or someone says "Alright, shall we get to it?" and the game is over.

again but from another point of view, reveal they were part of the same expedition, imply the dishonesty of their predecessor... However, no one can ever describe what the ruins look like or what is to be found there.

When everyone has narrated their journey to the mysterious Moon ruins, players write their Explorers' names on the incidents still in the pile which they've created. One of the Explorers then accuses another of lying about a precise point of their tale (probably the one showing them to their best light), and insists on them telling the truth about it. The accused Explorer then draws a new incident on which their name isn't written, which replaces the one about which they were accused or which adds new narrative elements to it. After having justified themselves, they can discard this new incident or put it back into the pile.

They then too accuse another Explorer, who have to justify themselves following the same rules. Accusations pile up, and so do poor excuses, until players run out of incidents, or until one of the Explorers realizes it's time (for tea, for the lecture of an esteemed guest, for a nap...). Discussion then concludes and the game is over.

Examples of incidents: an attack by giants, meeting with a moon being, an airship breaking down, a flock of telepathic birds, a Martian invasion, forgetting snacks, an earthquake, a wizard telling riddles, the irruption of a boring socialite, sabotage by an enemy, a sudden access of depression, an impassable mountain...



A pico-JDR to have fun with before getting to it, written in August 2018 by Come Martin for the CoffeeJam.

The process is repeated until the latecomer has narrated three incidents, confronted with three different approaches. The difficulties overcome with Coffee are thrown away.

Confronted to a difficulty, the latecomer may have been Clumsy, made a Blunder, or used Coffee. The first two approaches are probably negative and the third positive.

The others each propose one thing which might have happened to the latecomer on the way; they choose one by saying "Yes, that's exactly it!" and then describe how they faced this difficulty. They can also say "Nope, are you kidding?!" and describe freely what happened to them. Every proposition, retained or not, is written on a piece of paper.

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