

# TOCUAL REMIX!



**PROPOSITION 1:**  
CHANGE THE RULES!

• PLAY **all** the **gAMES**  
of the **collection** one  
after the **next** in **A** mar-  
athon, until **YOUR**  
nerves give **in!**

YOU WON'T BELIEVE ME, BUT I GOT TO THE RUINS! HOLY HECK, CRAZY STUFF HAPPENED TO ME ON THE WAY!

*Start at the end of your story  
and go back to the beginning, embracing  
inconsistencies!*

to stop important people from being late!  
PARRDOX BRISGRDE: the PCs are sent  
Play with the rules of THE RMTI-

**PROPOSITION 2:**  
PLAY **WITH OTHER**  
RULES!

- Play **WITH** the **RULES** of  
**The Disorder Suit:**  
each player **CON**TROLS a  
para**GRAPH!**

## THINK ABOUT WHAT YOU WANT AND PUSH THE BUTTON

1. Players can try the modules as many times as they want as long as they start from scratch every time. Only the actions of successful tries remain for future players!

2. Play with the rules of **LAST ESCAPE**: a try is not timed anymore but each action costs efforts from which you'll have a hard time recovering!

## THE STELE AT THE HEART OF THE PLAINS

- Instead of Presences, it's soldiers who are tracking down the PCs. They can be killed but only if a PC suffers a serious wound in return!

- Play with the rules of *Piracy & Poetry*: the PCs write the tale of their saga, that they will leave to the next travelers!

## THE EGYPTIAN JOB

- Play what happens after the heist: the PCs must now flee to Egypt!

- Play with the rules of **THINK ABOUT WHAT YOU WANT AND PUSH THE BUTTON**: the museum is a module from which you will have to escape!

## THE ANTI-PARADOX BRIGADE

· The PCs are time criminals about to do a heist: they can move through time, not through space!

· Play with the rules of **HERE** and/or **NOW**: PCs are fixed in time or space and move from scene to scene, mere witnesses or more!

## THE DOPPELGÄNGER EFFECT

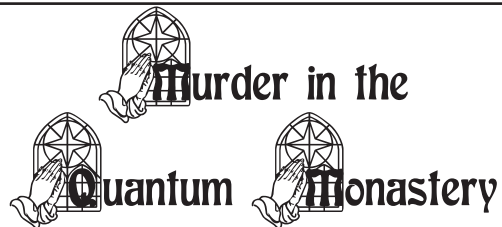
- Only use the system to disarm bombs, shadow someone or any tricky action: the rest is described narratively!

- Play with the rules **IT WAS A CLEAR AND SUNNY DAY** or **THE KEY TO THE MYSTERY**: the multiverse becomes more and more unstable as the game progresses, and things get stranger and stranger!

## FORTUNATELY, YOU WERE THERE

- Before each story, the calamities are announced: each couple of announce gives you a comfort. Therefore, some obstacles won't be overcome!

- Play with the rules of **THE DOPPELGÄNGER EFFECT**: play backwards, put the sticks back one by one!



## AFTER SCHOOL INVESTIGATIONS

## THE · CREATOR · AND · THE · CREATURE

1. Thus it is written: to play a more frantic version of the game, the Monks could draw a card as soon as they had played one. It was also possible to never remove any card from the table for even more chaos!

2. And one could play with the rules of **TOOTAL REXIX**: a new game was then switched upon every 5 minutes. Amen!

· The mood is no longer of a provincial high school but of film noir: adjust crimes and clues in consequence and don't pull your punches when PCs neglect their personal problems!

- Play with the rules of **ROBONIMALS: escape from the lab**: the PCs go through the city as they would through the lab, questions become those they ask to solve the case, and the Thing becomes the criminal running after them to put an end to their efforts!

- The game is the same, except you play by mail; describe your actions in each letter!

- Play with the rules of **THE INTERROGATION**: each character tries to understand the values held by the other, and the elements of the case become slices of life!

## IT WAS A CLEAR AND SUNNY DAY

OR

## THE KEY TO THE MYSTERY

- Play sorcerers trying to successfully summon a creature from beyond: on the papers are esoteric symbols which abound in the world, and when a paper is turned it means the ritual has begun!

- Play with the rules of **Murder in the Quantum Monastery**: even less control on reality's slow destructuion!

## Piracy & Poetry

- The Pirates explore space ne-  
cropolises here and there in the  
universe!

- Play with the rules of **HUNGRY CITIES**: during a halt or out at sea, Pirates are never sure of being quite welcome!

## HUNGRY CITIES

- The Travelers came to loot the City: its goal is now to drive them away!

- Play with the rules of the **DOPPELGANGER PROJECT**: the Travelers go from City to City!

## THE DOPPELGÄNGER PROJECT

- Each PC is stuck in a different reality. It's impossible to meet and transmitters are only for communication: use walkie-talkies!

- Play with the rules of **SATURDAY NIGHT FOREVER**: the PCs always visit the same reality, in a loop!

## SATURDAY NIGHT FOREVER

- The death of the CE is due to a psychotic killer: the game is now a slasher in which you must flee the murderer or eliminate them!

- Play with the rules of **PLAYED IN THE FREEZING NIGHT...**: each Nightmare pile is a time loop!

## YOU ARE A TREE

- You are a God, imprisoned in a statue: if the GM says so, maybe you can even escape it!

- Play with the rules of **The Seal will Be Broken**: you can try but things will only get worse under your watch!

## The Seal will Be Broken

- Each turn represents a new generation of Acolytes: eras go by as the game unfolds!

- Play with the rules of **YOU ARE A TREE**: the Acolytes have small powers, maybe enough to succeed in their task?!

## Death in Venice

- You play two lovers who are not made to end together: in each scene, they fall in the arms of someone else!

- Play with the rules of **POISON YOU PED with REVENGE**: in their letters, the nightlifer speaks of the past, Death tells of possible futures in icy missives!

## ROBONIMALS: escape from the lab

- The PCs are humans, victims of strange experiments; the place they try to escape from is a shared mental space!

- Play with the rules of **THE CREATOR AND THE CREATURE**: a single PC tries to flee from a Thing that wants to bring it back in the lab forever!

## THE TO DREAMS

- The Dream's goal is to guide two stray Empaths who try to find each other in an astral plane shaped by their thoughts!

- Play with the rules of **AFTER SCHOOL INVESTIGATIONS**: decipher the Symbol at the heart of the Dream and discover the truth about this oneiric place!


## *THE INTERROGATION*

- The game is now about a chase: each die corresponds to an obstacle or a means of transport instead of a value!

- Play with the rules of **VIOLENCE/SEX/POOP**: instead of overbidding on values, lose them with the wrong gesture!

## **VIOLENCE/SEX/POOP**

- Instead of playing a disgusting game, get classy and play the **Power Rangers!** Your attributes are like **DEDUCTION/PIROUETTE/LASER** and there you go, an easy-peasy hack!

- Play with the rules of **THE  TO DREAMS**: you're roaming in a creepy nightmare, better hope the Dream's in a good mood!

## **PLAYED IN THE FREEZING NIGHT...**

- The PCs are fearless adventurers, trying to save one of their own who was caught by an horrible nightmare!

- Play with the rules of **ONE MINUTE TO MIDNIGHT**: the cuddly toys lose strength (and pieces) as the Big Nightmare takes control of the city's zones!

## **POISON YOUR PEN** **With Revenge**

- The Detective doesn't know who the **Writer is**: at the end of each fragment of their report, they make a guess that the **Writer** secretly confirms or denies. After 3 wrong guesses, they must give up the case!

- Play with the rules of **THE DEAD BODY IN YOUR HEAD**: in each scene and as time goes by, one of the 3 roles is in the spotlight. The Victims all share the same secret!

## **ONE MINUTE TO MIDNIGHT**

- The PCs are humans, a few days or weeks before the end of the world: how will they accept it, as their resources are at their lowest?!

- Play with the rules of **THE STELE AT THE HEART OF THE PLAINS**: the robots are lost in hallucinated landscapes they unsuccessfully roam through until they turn off!

## *The Disorder Suit*

- The PCs are humans in a giant robot they stole from the base; they must find a monster terrorizing the city!
- Play with the rules of **THE EGYPTIAN JOB**: flowers can fuse to try to get by!

## LAST DUNGEON

1. One of the players plays the one who is dead: in their turn, they answer the questions as a ghost (they replace the word “comrade” by the word “companion”)!
2. Play with the rules of **YWBMBIGTTR** or **HHCSHTMOTW**: the players write memories on the pieces of paper, and everyone interprets them as they wish to describe the dungeon’s conquest!

## UNTIL DAWN COMES

- The PCs are amoebae, each a different future life form: only one will prevail!
- Play with the rules of **LAST DUNGEON**: the PCs answer questions (freely or by adapting the cards) and must go through 5 steps (spark, halo, glow, light, star) to affirm themselves!

## HERE & NOW

- Explore a representative fictional place, or the key moment of your favorite story!
- Play with the rules of **UNTIL DAWN COMES**: the constellations tell human stories from their point of view; maybe they sometimes influence how things go!

## THE DEAD BODY IN YOUR HEAD

- Instead of a LARP, the game is played as a RPG. Each PC has a Stress track: players choose which one is the most stressed at the end of a scene and increase their track by 1. Then roll 1d10: if the result is lower than a PC’s current track, they surrender to the police!
- Play with the rules of **Death in Venice**: in each scene, a player plays **A**, the other plays their murderer!

## LAST ESCAPE

- The PCs have the same common goal: to banish an Elder God acting up in the vicinity!
- Play with the rules of **FORTUNATELY, YOU WERE THERE**: the PCs recall memories of their youth!