

THOUGHTS ON REMOTE PLAY

The core mechanic of **The Time of the Old Gods**, playing a game of marbles together, is not something that cleanly translates to remote play in a seamless and accessible way. We propose three alternatives which could allow remote play. These are presumably not the only alternatives, these are just ones that have occurred to us and may be useful if you'd like to play this game without a physical gathering.

Shooting Marbles, Alone

Every player would set up their own circle of ten marbles at home and over a voice call they could take turns at attempting to shoot marbles out.

The rules of these solo marbles would work just like the regular rules for in-person play, the only difference being your circle is not affecting other players.

Instead of playing till all marbles have been allocated it's best to decide when you want to stop. This may be when 15 marbles have been allocated, or it may use another number, or be more based on when you all feel ready.



Spinning Coins

Each player would have a coin with them, it doesn't matter what kind of coin as long as it can be spun and has two distinct sides.

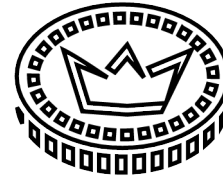
Instead of shooting marbles a player spins their coins and counts how long it spins for. They then pick and answer a knockout prompt, with the time of their spin mattering as opposed to marbles knocked out.

They make note of whether the coin was heads or tails, heads corresponds to Hot Marbles scored and tails corresponds to Cold Marbles scored.

After each spin as well as answering your chosen prompt you record however many Hot or Cold Abilities are being earned for the next phase. (A seven second spin that lands on heads would be worth two Hot Abilities for instance.)

Before spinning a player should call heads or tails, if they call correctly they spin again (and call again), if they call incorrectly spinning passes to the next player.

- ◇ Under 5 Second Spin - First Marble Knockout Prompts
- ◇ 5-10 Second Spin - Second Marble Knockout Prompts
- ◇ Over 10 Second Spin - Third+ Marble Knockout Prompts



Rolling Dice

Players, either using a dice or a dice rolling app, roll a d6 each. The highest roller is the player who picks and answers from a picklist. They roll again to see what picklist they answer a prompt from.

An odd number equals Hot, while an even number equals Cold. After answering the chosen prompt a player should record how many Hot or Cold Abilities have been earned for the next phase.

After this all players, including the previous highest roller, roll again to see who answer next. You can be flexible with this if it seems the dice (as in the random numbers, not the authors of this game) are overly favouring or excluding someone.

- ◇ 1 and 2 - First Marble Knockout Prompts
- ◇ 3 and 4 - Second Marble Knockout Prompts
- ◇ 5 and 6 - Third+ Marble Knockout Prompts

