

TECHNICOLOUR

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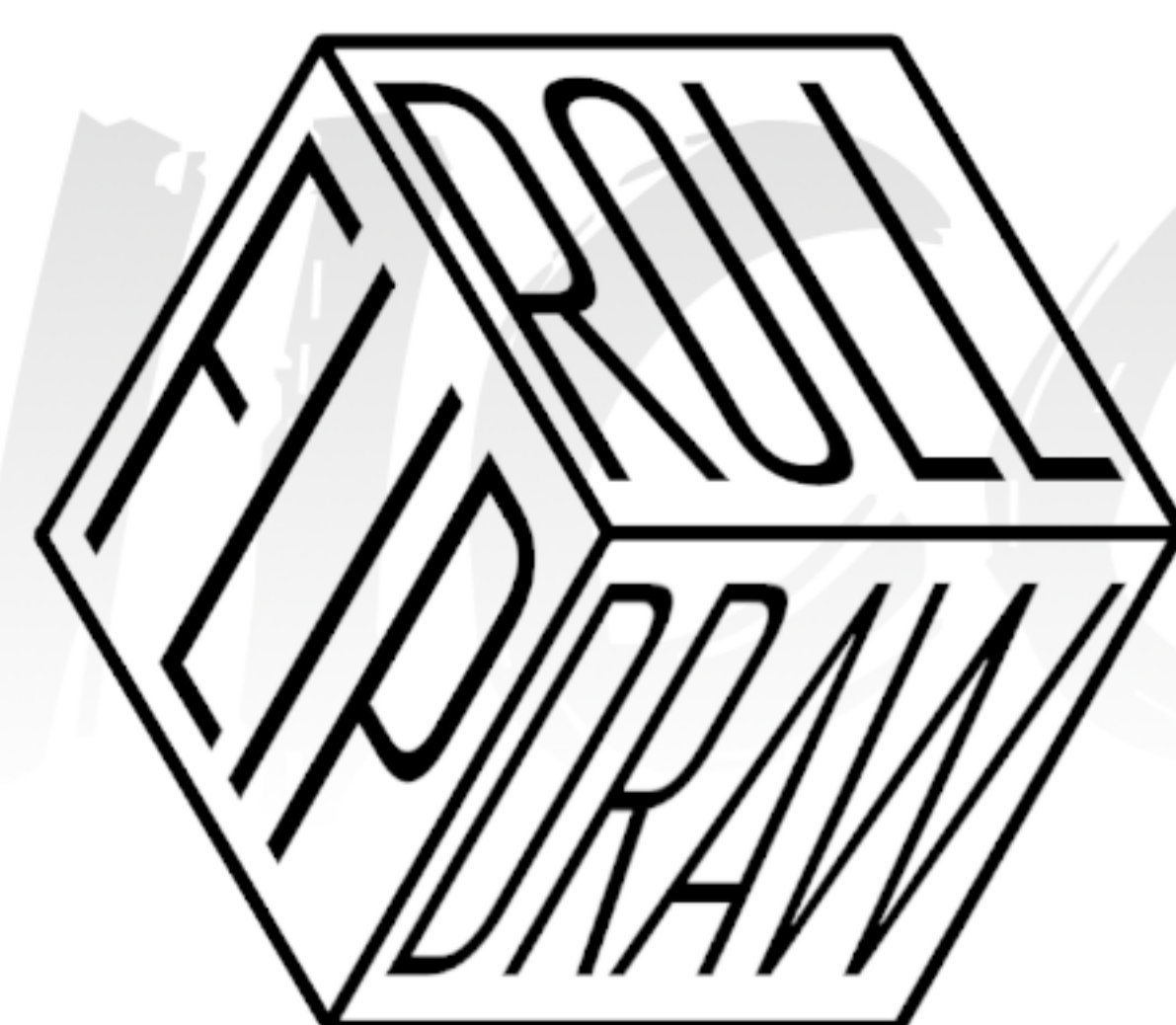
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# TECHNICOLOUR

In Technicolour, you play out the lives and relationships of a group of characters connected by a bizarre power gained when they were young, following them from adolescence right up to old age.

A freak event, at which you were the only people present, gifted all your characters with the power of teleportation. But there are a few catches...

- o you cannot control when you teleport - the power instinctively kicks in at times of intense emotion
- o you cannot control where you teleport to - you always travel to one of the others who was present at the freak event and has this power
- o you only teleport for a few minutes - after which you flash back to where you last were

It looks like you might never fully understand your powers, and why they work the way they do. But perhaps, with time, you can at least learn to control them. Perhaps.

Until then, there's no escaping the connection between you all.

## YOU WILL NEED

- o 3-6 players, one of whom is happy to act as a facilitator for the game
- o 2-4 hours (depending on how many players you have)
- o A clock or timer
- o Printouts (or equivalent) of the card sets at the end of this pack, or a standard deck of playing cards (instructions are provided alongside the cards on how to emulate them with a standard deck)

# FACILITATING THE GAME

Technicolour doesn't have a Game Master, but it does have a facilitator. The main difference between the facilitator and the other players is that the facilitator has definitely read this pack so that they understand how the game works and can answer queries other players have on how to play. However, they still play their own character, and they don't have any kind of authority over other players when it comes to defining events, describing what happens in scenes, or saying what is true of the world of the game.

There may be times in the game where questions come up as to what exists in the chosen setting, or what the characters do or don't currently know, or what players can and can't do in a given scene - things that would usually be directed to a Game Master. If these are directed to the facilitator, they should be clear that the group can decide their answers to these questions. Provided no one is contradicting the core information about the characters' powers laid out in this pack, anything the group agrees upon is fair game.

## HOW PLAY WORKS

A game of Technicolour has three parts of play: Defining the Event, Teleportation Phases and Transformation Phases.

Players begin with Defining the Event - describing the moment that their characters gained their powers, and building up a shared sense of their characters' young selves.

They then alternate between Teleportation Phases - discovering the moments their characters' powers are triggered, and playing out the unexpected meetings that occur - and Transformation Phases - charting the changes in the characters and their relationships that happens between teleportations. There are four teleportation phases, and three transformation phases.

After the last Teleportation Phase, there is a short closing round of play to conclude the game (see: Ending the Game).