

Don't Rest Your Head: Bazaar Nights

This is a set of materials to run a quick (hopefully 15) demo of **Don't Rest Your Head**. It assumes that the person running the demo is already familiar with that product, but makes no such assumptions about the people who show up to play.

What You'll Need

- 1-3 players to demo for. (3 is suboptimal; one-on-one is what has been most tested of this kit)
- 9 white dice for Discipline (3 per player).
- 18 red dice for Madness (6 per player).
- 18 black dice for Exhaustion (6 per player).
- 12 "whatever" dice for Pain.
- Copies of the character sheets.
- Pencils.

The Protagonists

This demo kit supports up to three players, who may choose from among the included characters – **Amelia Earhart**, **Jimmy Hoffa**, and **D.B. Cooper**.

Take some time to read over their **What Just Happened's** and familiarize yourself with their talents (repeated in brief here). The Just Happened stuff is going to form your starting point for each protagonist.

Amelia's exhaustion talent is **Moxie** (bonus when doing courageous and daring things that nobody has or is willing to attempt), and her madness talent is **The Last Thing You'd Expect** (... is her; she can sense where trouble is, and show up at a moment's notice regardless of distance).

Jimmy's exhaustion talent is **Deal's a Deal** (gets bonuses whenever enforcing a formal deal), and his madness talent is **Disappearing You** (he can make minor aspects, major aspects, or an entire person disappear – maybe temporarily, maybe permanently).

D.B.'s exhaustion talent is **Escape** (self-explanatory), and his madness talent is **Truth to the Rumors** (whatever someone believes him capable of is something he can actually do, if he puts his mind to it; dependent upon what his "target" believes he can do).

Running It

Start all the protagonists off at an Exhaustion level of 2, rather than zero. This guarantees they'll get some exhaustion action going on right out the gate.

Go over the rules with the players, at least in brief; if you're comfortable doing so, you can put this off and give them the rules as they need it during play.

Once you're ready to go, put their What Just Happened situations into motion (more on this shortly as well) and run through to a reasonable conclusion. Most of their opening predicaments are immediate, and solvable, so this should not take much time.

Try to run it long enough so that at least one occurrence of each of the following events takes place during the course of things:

- **Exhaustion dominates** (causing Exhaustion to increase by one).
- **Madness dominates** (causing a Response to be triggered).
- **Discipline dominates** (allowing a Response to be cleared or Exhaustion to be reduced).
- An **Exhaustion Talent** is used.
- A **Madness Talent** is used.

These events do not need to occur for every player; they just need to occur within the game, so the players can see it happening and, if desired, ask questions about what's going on there.

Rules Used in the Demo

We're going to ditch what happens when Pain dominates, and thus set aside the whole Despair and Hope cycle. In fact, in that light, set aside the whole idea that Pain can dominate, since that has no effect.

If you get comfortable enough running this demo to add that back in, great, but it's not the central meat of what we want to show off about the game inside of 15 minutes.

Here's a summary of the rules in force. Note that not all of these need to be explained to players right off the bat... in particular, the dominating effects can

be saved until they actually happen in play, etc.

- Whenever a **protagonist rolls**, he rolls all of his Discipline and current Exhaustion dice. The player may at his option include from zero to six Madness dice to improve his result.
- Rolling a 1-3 is counted as a **success** for each die. Total successes indicate how well you did.
- If the player meets or beats the successes the GM rolls with Pain, the player **wins**. Otherwise he **fails**.
- The highest dice of each color the player rolled are compared to determine whether Discipline, Exhaustion, or Madness **dominate**.
- Once per roll, before rolling, a player can choose to **increase his Exhaustion** by one.
- When **Discipline dominates**, you can clear a Response or reduce your Exhaustion by one.
- When **Exhaustion dominates**, the character's Exhaustion increases by one.
- When **Madness dominates**, the player must choose a Response to check off. If it's **Flight**, the very next action must be one of fear/avoidance; if it's **Fight**, the very next action must be one of anger/aggression.
- **If the player fails**, the GM can increase Exhaustion by one or check off a response, triggering the usual effects (above); but this can't happen twice on the same roll, so if Exhaustion dominates, the GM can't also increase Exhaustion, etc.
- If the player runs out of Responses, **he snaps**, which will mean his character goes completely crazy, more or less ending his involvement in the demo. Similarly, if Exhaustion goes over 6, **he crashes**, which means he either dies or falls asleep, which is just as bad.
- The particulars of **Exhaustion and Madness talents** are explained on the sheets; refer to them there for their specific functions.

Bringing It Together

You've got one to three characters in the same location (the Bizarre Bazaar) as your starting point. Each of them has something going on that could come into collision with the others (you may need to bring in the rules on Helping if it comes down to it, but maybe not). Collision is A-OK, here, as it gives everyone plenty of time to be on screen.

Even if not all the protagonists are in play, you can still bring in the threats from their What Just Happened's for the other protagonists to tussle with.

The Tyger

Amelia is facing the Tyger, a large ethereal tiger-beast that has ruptured its way into the Mad City. Wreathed in ghostly flame, it has come to the Bazaar and is turning the landscape and its inhabitants into jungle and jungle creatures (poof; you're a monkey). The Tyger's transformative power runs as a **Pain:6** if someone's defending against it. Actually banishing it or defeating it is extra difficult – **Pain:12**.

Amelia's really going to have to push it to deal it a serious blow – or get some help – though taking the thing on singlehandedly is definitely an act of Moxie. D.B.'s madness power will be ineffective against the thing – it has no idea of his reputation – but he'll do fine evading its transforming power (with his Escape talent). Jimmy's madness power (“Disappearing You”) is probably a good fit for banishing the thing, and he's got a protection racket going that may obligate him to help protect the shopkeepers getting Jungle-ified.

In collision with other story elements, the Tyger is definitely going to be a fairly vexatious presence for Officer Tock (below); he'll most certainly lose some of his lieutenants and needle nose dogs to the Tyger's power.

Officer Tock

D.B. is trying to escape Officer Tock, who's shown up with some Needle Noses and Clockwork Lieutenants. All are as presented in the book. The Needle

Noses (**Pain:5** for tracking, **Pain:3** for sewing bits of you to other things, like the ground) are the vanguard, followed by a bevy of Clockwork Lieutenants (**Pain:1** apiece, add 'em up). Finally, Tock himself is **Pain:8** to everyone, but **Pain:10** to DB because he has a warrant for DB's arrest. He's outside of District 13, so no gain there, but since the Bizarre Bazaar is open, it's clearly Thirteen O'Clock. Should events make it outside of the thirteenth hour, Tock's Pain level drops by two.

As noted above, if Amelia's in play, the Tyger will help complicate the chase. If Jimmy's in play, he could have any number of motives here – stay out of Tock's way, or figure out how to subtly interfere with Tock's efforts without getting spotted (this is Jimmy acting in his role as an operative of the Wax King; make sure to prompt him about that!). Whether DB will be able to enlist either of them in help to evade Tock is entirely on him to figure out. Jimmy will almost certainly be involved to some extent; see his section, below.

Jimmy's Racket

Jimmy is something of a free safety here. If DB is in play, then the “stop thief!” that Jimmy hears as his opening bit is probably Officer Tock (or, rather, to start, his functionaries) running down DB. No need to make the thief an NPC – Jimmy's already got all he needs right there. Again, this is a good time to quickly remind him of his allegiance to the Wax King and the fact that the Wax King doesn't much like anyone from District Thirteen, like Tock.

If Amelia's in play, the Tyger's going to be showing up shortly, and that's probably going to draw Jimmy's attention eventually, since this whole “protection racket” of his means he'll occasionally have to, y'know, protect people. And the Tyger is most certainly attacking some of Jimmy's clients.

If Jimmy's the only character in play, or to give him something to do before the Tyger threat stumbles into his area of the Bazaar, it's time to give him a little

storyline of his own.

The thief can be several thieves, actually, Paper Boys (**Pain:2** apiece). Working in concert, these newspaper-mache troublemakers should give Jimmy a bit of a run as he tries to get whatever they've stolen back. Assuming he defeats one or more of them, they'll be pretty pissed, and will threaten to put him in The Paper. Just a couple minutes later, unless Jimmy does something about it, he's going to show up in a headline that will come true (**Pain:10**), ala “Extra! Extra! Missing Mob-Tied Union Man Found And On The Run Again From Mafia Goons! Read All About It!” At which point Jimmy's story can be rounded out with some running and/or headbashing involving mobsters with tommy guns popping out of highly improbable places.

Wrapping It Up

Again, the point here is to get a tour of the mechanics and to bring each of the mini-stories for each protagonist to a relatively quick conclusion.

That doesn't mean one shouldn't complicate their situation – with only one player, you may in fact need to, in order to make sure the tour of game rules is complete.

The actual playing part will probably take around 10-15 minutes, I'm guessing (this figure will get more solidified the more this demo gets run), with maybe a 5 minute buffer to absorb interruptions, set-up, and conversations about the rules.

When running for fewer than 3 players (which is honestly optimal for time concerns), run them up to the point of making a dice decision, roll it, and show how that works; then say “okay, if these dice were showing this instead” and run through the various combinations that would trigger the different dominances... I've usually only run this as a one-on-one thing, so the mix is usually 30% setup and explanation of character sheets, 40% play, 30% hypothetical rules scenarios that didn't come up during the brief section of play.

MY NAME IS . . . *Amelia Earhart*

AND I AM . . . *Lady pilot/Two-fisted protector*

WHAT'S BEEN KEEPING YOU AWAKE?

Ever since I crash-landed in the Mad City, I've taken it upon myself to protect the helpless here. But there's so much work to do in that regard... No time to just slow down, and sleep.

WHAT JUST HAPPENED TO YOU?

I've gotten wind that something awful is coming to the Bizarre Bazaar. While that place has plenty of predators there, it's also full of prey. I can't let that happen. And now I see it coming towards me: A giant tiger, burning bright!

WHAT'S ON THE SURFACE?

I've never had a chance to toss my pilot outfit in favor of more "normal" garb. Not that there's anything normal in this place...

WHAT LIES BENEATH?

I'm torn between feeling like I MUST protect the people here, and turning back to an ordinary life, trying to find some permanent way out of the Mad City, even if it means returning to a world I no longer recognize.

WHAT'S YOUR PATH?

Give in to the urge to rest and turn away, or stay focused on my mission to protect the innocent?

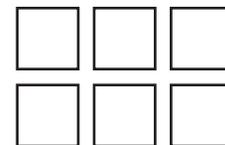
DISCIPLINE



PERMANENT MADNESS



CURRENT EXHAUSTION



RESPONSES



TALENTS

EXHAUSTION TALENT

MOXIE. If it's something dangerous – something that nobody's attempted before, or few are willing to attempt – I CAN attempt it, and do better than most!

MINOR USE: SET MINIMUM SUCCESS TO EXHAUSTION LEVEL

MAJOR USE: ADD EXHAUSTION LEVEL SUCCESSES TO THE RESULTS

MADNESS TALENT

THE LAST THING YOU'D EXPECT. Namely, me. I can appear where I'm not expected, no matter how far away, at a moment's notice. I can sense where trouble is, in order to find my way there.

ROLL ANYWHERE FROM 1 TO 6 MADNESS DICE.

1 DIE: SEEK OUT PEOPLE MOST IN TROUBLE.

2 OR 3 DICE: GET SPECIFIC ABOUT TROUBLE

4+ DICE: MAKE AN UNEXPECTED APPEARANCE!



MY NAME IS . . . *D. B. Cooper*

AND I AM . . . *A hijacker/thief on the lam*

WHAT'S BEEN KEEPING YOU AWAKE?

I've been on the run ever since I dove out of that plane with a sack full of cash. Even in the Mad City, the authorities are after me ... though that may be due to some other acts of thievery I've pulled off since.

WHAT JUST HAPPENED TO YOU?

Officer Tock, the clockwork Chief of Police around here, has run me to ground in the Bizarre Bazaar. I've got to stay one step ahead of him and his minions, or I'm in for it, deep.

WHAT'S ON THE SURFACE?

I look sort of bland, like a guy out of the 1950's. Slicked hair, neat suit, occasionally sunglasses. But now and again a smirk crosses my lips...

WHAT LIES BENEATH?

I'm notorious. I hijacked a plane full of people, demanded ransom, got it, and then dove out at twenty thousand feet. Since then I've come to be addicted to my reputation – always looking to add a little something to the legend.

WHAT'S YOUR PATH?

One of these days my notoriety is going to catch up with me. And at that point I'm gonna have to make the decision – turn my back on what I've been, or get caught and maybe get dead?

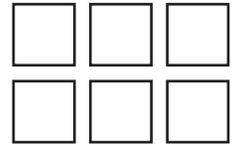
DISCIPLINE



PERMANENT MADNESS



CURRENT EXHAUSTION



RESPONSES



TALENTS

EXHAUSTION TALENT

ESCAPE. Whenever I'm trapped, I'm especially good at getting out of the situation.

MINOR USE: SET MINIMUM SUCCESS TO EXHAUSTION LEVEL
MAJOR USE: ADD EXHAUSTION LEVEL SUCCESSES TO THE RESULTS

MADNESS TALENT

TRUTH TO THE RUMORS.

If someone is aware of my reputation, they'll have some ideas of what I'm capable of. Whenever I turn on the juice, I am in fact ENTIRELY capable of what he thinks I'm capable of!

ROLL ANYWHERE FROM 1 TO 6 MADNESS DICE.
1 DIE = RUMOR SUGGESTS A SMALL ADVANTAGE.
6 DICE = THE RUMOR IS SHEER FANTASY!



MY NAME IS . . . *Jimmy Hoffa*

AND I AM . . . *Deal-Maker/Unionizer/Mafia Man?*

WHAT'S BEEN KEEPING YOU AWAKE?

Certain of my associates let on that the Mad City was a place I could hide away from my troubles back in the "real world". These days I ain't so sure I made a good deal – I've seen so much bad stuff here I ain't comfortable shuttin' my eyes.

WHAT JUST HAPPENED TO YOU?

I'm workin' the Bizarre Bazaar – got me a protection racket goin' with some of the shopkeepers here. And from over my shoulder, just now, I hear, "Stop! Thief!" – Looks like it's time to start workin' for a livin'.

WHAT'S ON THE SURFACE?

Middle-ish aged man with a distinctly blue-collar face hovering above a suit and tie. Hard eyes and body language sayin' Don't Mess With Me.

WHAT LIES BENEATH?

I've cut a deal with the Wax King – looks like he's running his own protection racket of a sort. I'm not just in the Bizarre Bazaar to make some money – I'm planting the seeds of revolution.

WHAT'S YOUR PATH?

No matter how far I get away from my past, something always seems to be pulling me back in. I've traded the mafia away for the Wax King – what I really need to do is break away from all of this and strike out on my own. But a deal's a deal...

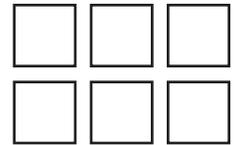
DISCIPLINE



PERMANENT MADNESS



CURRENT EXHAUSTION



RESPONSES



TALENTS

EXHAUSTION TALENT

DEAL'S A DEAL. Whenever I make a deal, it sticks. Any formal deal I'm a part of, I get to use this talent to enforce it, whether it's with my fists or something "softer".

MINOR USE: SET MINIMUM SUCCESS TO EXHAUSTION LEVEL
MAJOR USE: ADD EXHAUSTION LEVEL SUCCESSES TO THE RESULTS

MADNESS TALENT

DISAPPEARING YOU. You messin' with me? I can make parts of you disappear – like your sense of direction, or your winning smile. Torque me off but good and maybe you'll find yourself missing even more.

ROLL ANYWHERE FROM 1 TO 6 MADNESS DICE.
1 DIE = MINOR ASPECT CAN BE TARGETED
3 DICE = MAJOR ASPECT CAN BE TARGETED
6 DICE = ENTIRE ENTITY/OBJECT TARGETED

