

## Rehearsal System

### Timers

When players ask to rehearse an act, immediately give them one timer counting down from 5 minutes. They are out of play for that period of time, during which they should generally remain within the stage area. The players may talk with each other, even in character to an extent appropriate to the act being rehearsed, but cannot return to play until the alarm sounds.

If no timers are available, the rehearsal space is full, and they will have to wait for another rehearsal to finish before they start.

GMs are obliged to resolve rehearsals before the timer alarm goes off. Priority should always be given to the group with the lowest amount of time remaining. (In practice, resolving all rehearsals within the allotted time has never been difficult.)

### Resolution

1. The GM may question the players, together or individually, to find out if any secrets are being kept, or if any betrayals have occurred.
2. Each player chooses (not random) a card from a hand consisting of: Joker , 1 (Ace), 2, 3, 4, 5. This represents trust.
3. If either player plays a Joker, the other character is injured. The severity of the injury is determined by the risk of the act and the card played by the injured character; the higher the card played, the worse the injury, which could even kill the character. Do not continue to the follow steps. (There is no hard system for this. In three plays of the game, nobody has ever played a Joker.)
4. The GM calculates the base score for the rehearsal, and tells the involved players.
  - a. Each primary artist adds 2 to the base score.
  - b. Each understudy adds 1 to the base score.
  - c. Characters or pairs may receive bonuses according to GM discretion. (Not usually above 1 for an individual, or 2 for a pair of partners.)
5. The GM calculates the total score, and announces that to the involved players, and all onlookers.
  - a. Each player's trust score is based on the card chosen and any limitations. This table summarises the result:

	Joker	1	2	3	4	5
Betrayed*	0	1	2	1	0	-1
Partner is keeping a secret*	0	1	2	3	2	1
Is keeping a secret*	0	1	2	3	4	3
No negative feelings*	0	1	2	3	4	5

Betrayed\*: A character who has been betrayed by their partner, and knows about the betrayal, may not play higher than a 2 without penalty. Their limit is 2.

Partner is keeping a secret\*: A character who believe their partner is keeping a secret from them may not play higher than a 3 without penalty. Their limit is 3.

Keeping a secret\*: A character who is keeping secret something that would affect their partner may not play a 5 without penalty. Their limit is 4.

Otherwise, their limit is 5.

\* Assessment is always from the point of view of that character, but assessed by the GMs. If the character has reason to believe they have been betrayed, or that a secret is being kept, it counts. If the character is keeping a secret that they believe their partner would want to know, or to which they believe their partner would react badly, it counts; even if they believe they are doing the right thing by not speaking.

When the card played is greater than the limit:

trust score = limit – (card – limit),

or trust score = 2\*limit – card.

Otherwise, trust score = card.

- b. Total score = base score + sum of trust scores