

Background

In the 1860s San Francisco is emerging from an economic depression with the discovery of the Comstock silver lode in western Nevada. This boom will be richer and longer-lived than the California Gold Rush and began to make a real city out of San Francisco, and millionaires out of some of its citizens. The boom only fuels the justly deserved reputation for vice of every sort.

In the midst of this stand the Editors and their Newspapers; men of the highest ideals and passions who seek to make their influence felt throughout this growing city. None willing to back down, none willing to quite in this struggle of ideas leaving only one form of final arbitration: the Duel.

Character Creation and Character Sheet

Editor			
Name			
Standing			
Honour			
Ideal/Agenda			
Companions		Deadline:	
Newspaper			
Name:			
Circulation:			
Quality:			
Popularity:			

The Character sheets tracks 2 things: The Editor and his Newspaper.

The editors has the stats of

Standing:

The total of Honour and Circulation. This is your influence within San Francisco. When standing hits a certain preset value the editor has successfully spread his ideal/agenda throughout San Francisco and has won the game.

Honour:

The respect and admiration of you fellow citizens.

Ideal/Agenda:

What political agenda of idea that the character is tying to push through his newspaper. It has no numerical value.

Companions:

Companions represent the Editor's friends, newspaper staff, and others that he knows throughout San Francisco. This includes the staff of the newspaper who write stories and articles for the newspaper. Staff can be used to perform actions at a reduced number from the editor. Companions also the second that the character has to call on in the event of a duel. Companions cannot be advanced past 4.

Companions can be used for any action that the editor can perform. Companions advance towards the deadline separate from the editor but with each other. That is to say no matter the total number of Companions they can only perform 4 actions that add to their deadline. This can be kept track in the Deadline section after the Companions.

The Paper has the stats of:

Circulation:

Total of popularity and Quality. Recalculated at end of every edition.

Popularity:

The appeal of the paper to people based on its entertainment value alone. Scandals, muckraking, and similar things are the bases of popularity.

Quality:

The appeal of the paper based on the information it presents and how the information is presented.

Deadline:

How long till the next edition of the paper will be published. The player announces an action such as looking for a story that will gain him +1 Popularity and +1 honour. When the die roll for this is done his Deadline advances by one. At deadline 4 the player cannot perform anymore actions requiring die roll. A duel only adds one to Deadline regardless of the number of die rolls actually performed and can be performed even when the deadline has been reached.

Starting Characters

Each character starts with the following and fills in any blank fields

Editor	
Name	
Standing	9
Honour	7
Ideal/Agenda	
Companions	1
Newspaper	
Name:	
Circulation:	2
Quality:	1
Popularity:	1

Sample Ideals:

- Clean up the city.
- Philanthropist concerns for ...
- Condemnation of slavery
- A call for the emancipation of women
- Attempt to unit the people into a socialist movement
- Muckraking, exposing the wrongs in society.

Advancement

The main objective for a rolling editor outside of a duel will be trying to create or find a story fit to print. When an Editor tries to get a story for his paper he can attempt to gain as many points of Quality or Popularity as he wants. In addition 1 level of Companion or Honour can also be gained from the story.

On a successful roll to find/create a story the character advances the number of points that he went for. If he fails by more than 5 the points are instead lost.

Formula for determining target number:

Finding a story is $6 + ((1 + \text{Goal}) * (1 + \text{Goal}))$

Create a story the difficulty is $8 + ((1 + \text{Goal}) * (1 + \text{Goal}))$.

An Editor can attempt to follow an other editor in an attempt to copy his story. The roll for this is the same as for the original editor -2. The downside to this is the followed editor can accuse the following to a duel if they produce a duel from their roll.

Before the roll is made the player can decide to do the following:

- Muckraking
 - Muckraking adds 2 to the popularity but increase the difficulty of avoiding a duel by 2 and adds an Insult offence to the story.
- Scandal
 - A scandal adds 2 to the popularity at no difficulty increase but increase the difficulty of avoiding a duel by 4.

Causing Duels

When a story is created (see advancement) subtract the target from the dice total rolled and compare it to the table below.

Remaining	Effect
1-4	Accused for a Lie Offence
5-8	Accused for a Insult offence

Muckraking or Scandals affect this. So a roll of 28 with a target of 19 ($28-19=9$) would not cause a challenge. But if Muckraking was used for extra popularity 2 would be subtracted from the final roll along with the target ($28-19-2=7$). You would be Accused to an insult offence. A muckraking always produces at least one duel for the additional insult offence.

The accusation always leads to a duel unless the editor can convince the accuser that the duel is not needed. If the editor stops the duel before it reaches the grounds of honour he is considered to have backed down on his stand. The editor loses all Honour and Companions he would have gained from the story that caused the duel as well as 2 popularity.

Die Rolls

An editor always rolls 3d10 when he performs an action. A companion rolls 2d10. A companion can be assigned to help any editor or other Companion; this provides them with an additional 1d10 to roll.

All dice rolled are totalled and compared to the target number to determine the success of the action.

Each level in Companions allows the Editor to add 1d10 to a roll or use a companion at 2d10 to perform some task for the Editor.

Affects of honour on dice rolls.

Every 3 points of honour that an editor has allows him to reroll one die from a single roll per edition.

So an editor with 9 honour can roll his 3d10 and get a 5,8,2. Wanting a better roll he rerolls the 2 for a 4. The editor still has the option of rerolling the 5 or the 8 but he cannot reroll the die that was originally a 2.

Die Roll Difficulties

Roll Total	Suggested Task Difficulty	Sample Task
3	Easiest	
5		
7		
9		
11	Average for Staff/Second	
13		
15	Average For an Editor	
17		
19		
21	Difficult	
23		
25		
27	Extremely Difficult	
29		
30	Hardest Possible task for a single man	

Since there is no GM an editor performing a task general task decides what his difficulty should be based on the extent of the task he is performing. The editor should describe what he is out to do and the proposed target number and then the other players may vote to raise the difficulty or reduce the extent of the task being performed.

Editions

The game is broken up into Editions. Once everyone has reached their deadline the current Edition is published and the game moves onto the next edition. Edition last until everyone has completed their adventure or has reached the deadline.

Sequence of Editions

Return cards to deck that need to be returned

Shuffle and draw new cards for those who are not still holding one.

Recalculate Circulation and Standing from changes in previous Edition and card draws/returns.

Players begin trying to get stories for their paper until deadline is reached.

Event Cards

Each player draws one card at the beginning of an Edition. Cards with names in italics can be held for more than one Edition. Other cards from previous Edition are returned to the deck for shuffling. When these cards are held that player does not draw a new card at the start of the next Edition.

No player can hold more than one card at a time.

Mark Twain: This popular author agrees to publish some of his works in your magazine during his time in San Francisco.

+1 Quality, +2 Popularity. Lose when entering a duel.

Bummer and Lazarus: The Editor or his staff is graced with the presence of these famous dogs allowing him to write a story about them. May be returned if desired at editions end.

+1 Popularity. An additional +1 for every 2 Editions held past the first, but also +1 difficulty on articles for each edition this card is held past the first.

Scandal: +2 Popularity, -1 quality.

Social Event: +1 popularity

Running Article/Story X6: until roll is failed trying to keep story running.

Translator X2: +1 Quality. Lose on a failed role or when honour is lost.

Duel good X3: +3 on the die roll during the duel.

Duel bad X3: -3 on the die roll during the duel.

Distribution Good X2

1. +1 Pop

2. +1 quality

Distribution bad X2: Circulation is effectively 2 lower this edition.

Finishing the Game

When a character reaches 20 standing he is considered to have reached a point where his paper is in high enough circulation and he is respected enough that he ideal/agenda has been spread throughout San Francisco. The player then gets to narrate the results of this.

Rules of the Duel

The Rules of a duel are very complicated and few editors should dare venture into the wilds of San Francisco without knowing the rules that their lives and more importantly their reputation depends on.

Parts of a duel

Offences in order of severity: Insult, Lie, a Blow. Any of these given to a woman under the protection of a man is to be taken as one step more serious.

An insult is the least of the offences.

To accuse a gentleman of a lie is the second greatest of all the challenges.

A blow is the worst kind of action between gentlemen and can only be handled on the field of honour.

Accused and Accuser: The Accuser is the one who accuses the Accused of having offended him with either a lie, insult of a blow. If the accuser of accused is not played by another character the player across from him takes that roll until the end of the duel.

Wagering Honour

Both the accuser and the accused wager the same amount of honour at the start of the duel. The loser of the duel loses this honour and the winner of the duel gains it.

Rules

Rule 1. The first offence requires the first apology, though the retort may have been more offensive than the insult. Example: A tells B he is impertinent, etc. B retorts that he lies; yet A must make the first apology because he gave the first offence, and then (after one fire) B may explain away the retort by a subsequent apology.

Apologies: Apologies should only be given in the above order. To do otherwise costs the giver of the second offence 2 honour, and the giver of the first offence 1 honour.

Rule 2. But if the parties would rather fight on, then after two shots each (but in no case before), B may explain first, and A apologize afterward.

If done after 2 shots there is no loss of honour for either participant.

N.B. The above rules apply to all cases of offences in retort not of stronger class than the example.

Rule 3. If a doubt exist who gave the first offence, the decision rests with the seconds; if they won't decide, or can't agree, the matter must proceed to two shots, or to a hit, if the accuser require it.

The seconds of the accuser and Accused each roll 2 dice and add the honour of their editor. Whoever rolls higher determines the accepted order of offences.

Rule 4. When the lie direct is the first offence, the aggressor must either beg pardon in express terms; exchange two shots previous to apology; or three shots followed up by explanation; or fire on till a severe hit be received by one party or the other.

Rule 5. As a blow is strictly prohibited under any circumstances among gentlemen, no verbal apology can be received for such an insult. The alternatives, therefore -- the offender handing a cane to the injured party, to be used on his own back, at the same time begging pardon; firing on until one or both are disabled; or exchanging three shots, and then asking pardon without proffer of

the cane.

To give a blow costs both the giver and receiver of the blow 1 honour outright and a further 1 honour from the giver of the blow if he submits to the caning.

Rule 6. If A gives B the lie, and B retorts by a blow (being the two greatest offences), no reconciliation can take place till after two discharges each, or a severe hit; after which B may beg A's pardon humbly for the blow and then A may explain simply for the lie; because a blow is never allowable, and the offence of the lie, therefore, merges in it. (See preceding rules.)

N.B. Challenges for undivulged causes may be reconciled on the ground, after one shot. An explanation or the slightest hit should be sufficient in such cases, because no personal offence transpired.

Rule 7. No apology can be received, in any case, after the parties have actually taken ground, without exchange of shoots.

At this point both the accuser and Accused both lose 3 honour if they leave the grounds without having fired shoots.

Rule 8. In the above case, no Accuser is obliged to divulge his cause of challenge (if private) unless required by the Accused so to do before their meeting.

Rule 9. All imputations of cheating at play, races, etc., to be considered equivalent to a blow; but may be reconciled after one shot, on admitting their falsehood and begging pardon publicly.

Admitting to a in this case causes the lose of 1 honour.

Rule 10. Any insult to a lady under a gentleman's care or protection to be considered as, by one degree, a greater offence than if given to the gentleman personally, and to be regulated accordingly.

Increase all lose of honour for both the Accuser and the accuser by 1.

Rule 11. Offences originating or accruing from the support of ladies' reputations, to be considered as less unjustifiable than any others of the same class, and as admitting of slighter apologies by the aggressor: this to be determined by the circumstances of the case, but always favourable to the lady.

Rule 12. No dumb shooting or firing in the air is admissible in any case. The Accuser ought not to have Accused without receiving offence; and the Accused ought, if he gave offence, to have made an apology before he came on the ground; therefore, children's play must be dishonourable on one side or the other, and is accordingly prohibited.

If the Accused and the accuser both fire dummy shots they lose 2 honour in place of whet ever honour either would have otherwise lost.

Rule 13. Challenges are never to be delivered at night, unless the party to be Accused intend leaving the place of offence before morning; for it is desirable to avoid all hot-headed proceedings.

Rule 14. The accused has the right to choose his own weapon..

Rule 15. The accused chooses his ground; the accuser chooses his distance; the seconds fix the time and terms of firing.

Have the seconds roll their 2d10 and the player of the editor with the winning second dictates the circumstances of the duel.

Rule 16. The seconds load in presence of each other, unless they give their mutual honours they have charged smooth and single, which should be held sufficient.

Rule 17. Firing may be regulated -- first by signal; secondly, by word of command; or thirdly, at pleasure -- as may be agreeable to the parties. In the latter case, the parties may fire at their reasonable leisure, but second presents and rests are strictly prohibited.

Rule 18. In all cases a miss-fire is equivalent to a shot, and a snap or non-cock is to be considered as a miss-fire.

A total of 6 or less is considered to be a misfire.

Rule 19. Seconds are bound to attempt a reconciliation before the meeting takes place, or after sufficient firing or hits, as specified.

Rule 20. Any wound sufficient to agitate the nerves and necessarily make the hand shake, must end the business for that day.

Rule 21. If the cause of the meeting be of such a nature that no apology or explanation can or will be received, the Accused takes his ground, and calls on the Accuser to proceed as he chooses; in such cases, firing at pleasure is the usual practice, but may be varied by agreement.

Rule 22. In slight cases, the second hands his principal but one pistol; but in gross cases, two, holding another case ready charged in reserve.

If more than 3 honour can be lost or gained in the duel a second pistol can be provided.

Rule 23. Where seconds disagree, and resolve to exchange shots themselves, it must be at the same time and location.

After rolling the editors shots the players then proceed directly to rolling the seconds shots with separate dice then the calculate what injuries have resulted.