GAME MASTER MOVES & DIRECTIVES

PLAY TO FIND OUT WHAT HAPPENS

PRINCIPLES

This section introduces the 16 GM principles and how to apply them to the game.

WHAT TO DO
Play to Find Out What Happens
Ask Provocative Questions and Build on the Answers
Be a Fan of the Player Characters
Involve Everyone in the Game
Be Honest with the Players
Breathe Life into Characters and Places
Cause Interesting Trouble for the Characters
Respond to Character Actions to Spin the Story Forward

WHAT TO AVOID
Don't Let the Game Become Boring
Don't Trigger Moves without Support in the Fiction
Don't Deny Success without Good Reason
Don't Over-Prepare
Don't Focus on One Character
Don't Refer to your Moves by Name
Don't Let the Story Stagnate
Don't Forget What Matters to the Players

GM MOVES

This section lists the moves the GM can make.

Hard Moves: Make a Hard Move when a PC misses on a roll or fails to get out of danger.

Advance an Enemy's Plot
Deal Damage to Someone
Demonstrate Someone's Weakness
Deny Access to a Resource
Introduce New Enemies

Someone or Something is Captured
Someone Takes a Debility
Something Hazardous Appears
The Current Milestone Passes (for good or ill)
Use an NPC's Instinct

Soft Moves: Make a Soft Move when a PC succeeds at a cost or has a partial success.

A New Threat Looms
Add a Complication to the Story
Make the PCs Double Back or Delay Them
Mark a Use of a Resource

Offer an Opportunity for a Cost
Put Someone in Danger
Something Points Away from the Milestone
Take Advantage of an Existing Weakness or Debility

HANDLING DRIVES & RELATIONSHIPS

This section discusses the GM's role in using Drives & Relationships in the game.

DRIVES
Note which Drives the Players have Chosen
Characterize Drives as People, Places, or Things in the Story
Scenes should Provide an Opportunity to Trigger a Drive
Remind the Players to Tally xp for Triggering their Drives

RELATIONSHIPS
Note which Relationships the Players have Chosen
Provide Context for Relationships to be Triggered
The Players Push for Opportunities to Trigger Relationships
Remind the Players to Tally xp for Triggering their Drives

On average, Drives & Relationships should be triggered once per scene.

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ASK PROVOCATIVE QUESTIONS AND BUILD ON THE ANSWERS

FIRST SESSION CHECKLIST

This section lists things to do during your first session of Infinite Galaxies with a new player group.

- Talk about what sort of game the group wants; tone, content, setting, story

- Discuss how Infinite Galaxies works – the basic mechanic, moves, players driving the action

- Provide move sheets to the players

- Provide playbooks – players each select one playbook for their characters

- Briefly describe each playbook and its purpose

- Guide the players through the process of character creation; selecting packages, assigning ability modifiers, selecting an Origin, selecting equipment, selecting Relationships

- During character creation, take note of player choices for future story opportunities

- Explain how experience and advancement works in Infinite Galaxies – talk about Relationships, Drives, and Milestones

- Provide the character and vessel equipment lists

- Ask questions about each character and record the answers for future use

- Take a break!

- During the break, consider how the PCs get together and how to quickly involve them in something interesting

- Reset the discussion of setting, story, and the characters themselves

- Whatever the game evolves into, make sure to include – where possible – story elements the players have provided

- Note opportunities for future story and plot elements to be introduced or expanded

- At session's end, ask each player for their thoughts on the game – take special note of concerns and address them immediately, if possible

- Note any Milestones or Clocks that have not been resolved – these should be in play for the next game session

HAZARDS

These are common hazards that one might encounter in a sci-fi setting.

Extreme Cold: Unprotected characters are *put in danger* and may take cold damage, the amount of which depends on length of exposure (1d6 to 1d10 or more). Only special armor protects against this damage. Planets with extreme cold may also have high wind speeds, which can cause other problems.

Darkness: Lack of light may be a common hazard. While it does not cause direct damage to characters, it may cause groups to be separated or to spend resources (either to light the area or to otherwise find their way in the dark environment).

Electricity: Unprotected characters take electrical damage – only special armor protects characters from this damage.

Fire / Heat: Only special armor protects characters from this damage. Heat can cause Debilities as well.

Gas: Gas attacks may not cause direct damage, but can knock out characters or cause them to take debilities. Gas in an area causes characters to be *put in danger* – holding one's breath or using a gas mask can avoid the danger.

High Altitude: Unprotected characters may suffer from lack of oxygen and/or feelings of vertigo. Characters are *put in danger* when they are at high altitude and may pass out or lose access to resources.

Radiation: Characters may be *put in danger* from exposure to radiation coming from an accident or some form of attack. Only special armor protects against radiation damage. Radiation may not always cause damage; it could also cause a loss of resources or Debilities.

Space: Outer space is its own hazard. It includes not only extreme cold, but also a vacuum. Extreme cold is detailed above; outer space is somewhere between -270 and -454 degrees Fahrenheit. Outer space has no friction and no breathable air for most beings. The vacuum is also deadly. Unprotected characters are *put in danger* due to all of these factors, any of which might result in taking damage or losing resources. Robot characters are unaffected by most of these dangers.

Underwater: Characters without assistance may be *put in danger* merely because they can't breathe. Going far underwater can also introduce a danger of high pressure, which can crush people or things.

CREDIT EQUIVALENCE

Use this handy table to determine the equivalence of various amounts of Credit in the game.

1-Credit:	Average person's week's pay, hotel room for a week, starship docking fee, Utility Belt
2-Credit:	Average person's month's pay, Laser Pistol, Flexsteel Armor, fashionable clothing
3-Credit:	Standard service robot, ship's passage to far-flung location, annual taxes for a family
4-Credit:	Avg. person's annual pay, extensive cybernetic implants, Matter-Antimatter Engine
5-Credit:	Interstellar communications array, small air vessel, Starbreaker Gun (vessel weapon)
6-Credit:	Annual income for a small business, annual income for a spaceball star player
7-Credit:	Small luxury land vessel, annual income for interstellar gangster lord / corporate CEO
8-Credit:	Wealthy estate on a habitable planet, small fusion planetary reactor
9-Credit:	Annual income for a small mining colony, stock starfighter
10-Credit:	Stock merchant transport, annual income for a merchants' guild
15-Credit:	Stock gunship or frigate, purchasing a small mining colony
20-Credit:	Annual income for a small interstellar corporation, luxury or custom space cruiser

GAME MASTER MOVES & DIRECTIVES

BE A FAN OF THE PLAYER CHARACTERS

SCI-FI IDEAS

PEOPLE

Aggressive Cyborgs	Greedy Tycoon	The Princess!
Alien Anarchist	Haughty Merchant Prince	Psionic Puppeteer
Aloof Science Officer	Headstrong Daredevil	Psychic Warrior
Ambitious Noble	Helpful Translator	Pudgy Security Guard
Artist from an Alien Culture	Holy Mother	Refugees from a Dying World
Befuddled Professor	Hostile Natives	Replicant
Charming Troubadour	Hurried Public Servant	Resistance Leader
Cool Gunfighter	Insidious Alien Horde	Respected Space Marshall
Cruel Overlord	Jaded Mercenaries	Rocketcycle Gang
Crusading Zealot	Know-It-All Kid	Scheming Traitor
Curious Exobiologist	Loyal Bodyguard	Shadowy Assassin
Didactic Historian	Master of Ancient Swordfighting	Slick Pickpocket
Distracted Chaos Theorist	Metal-Faced Thug	Snake-Skinned Concubine
Elegant Performer	Modest Apprentice	Street-Smart Bounty Hunter
Elite Special Forces Team	Naive Farmboy	Telepath for Hire
Emotionless Onlookers	Nervous Navigator	Time-Traveling Explorer
Enigmatic Monk	Pedantic Lawyer	Trophy-Taking Hunter
Envoy from a Hostile Civilization	Planetary Dictator	Unapproachable Beauty
Gangly Hacker	Power-Mad Mastermind	Washed-Up Pilot
Genetic Supersoldier	Precocious Sidekick	Weary Military Officer

PLACES

Abandoned Transport	Ice Planet	Seamy Bordello
Arcology Planet	Institute to Preserve Civilization	Semi-Autonomous Space Station
Asteroid Field	Invisible Base	Spaceball Stadium
Automated Factory	Itinerant Space Casino	Space Bazaar
Central Command Center	Jungle Planet	Space Marine Academy
City Built from Starship Debris	Luxurious Space Resort	Star System Threatened by Supernova
Cryogenic Storage Unit	Mega-Prison Fortress	Stasis Module
Desert Planet	Mining Colony	The Terminus
Dream Chamber	Ocean Planet	Underwater Arcology
Floating Base	Orbital Research Station	Unstable Wormhole
Forest Planet	Orbital Defense Platform	Ventilation Shaft
Galactic Library	Planetary Oracle	Weapon Foundry
Gas Planet	Refueling Waystation	
Hollow Moon	River of Quicksilver	

THINGS

Amnesia	Ghost in the Machine	Prototype Combat Robot
Bio-Engineered Starship	Gigantic Monster	Psi-Powered Starship
Biomechanical Resurrection	Gravitational Field	Psychic Singularity
Brain in a Cube	Hyper-Electric Storm	Raucous Celebration
Clone-Breeding Program	Illegal Spice	Religious Mysticism
Colossal Volcano	Imprinted Memories	Robot Uprising
Cure for a Pandemic	Interstellar Communication System	Scout Ship
Cyber-Neural Programming	Interstellar Mafia	Self-Aware Crystal
Cyborg Animal	Intrusion Countermeasures	Sentient Plant Life
Decaying Orbit	Invasion!	Space Dragon
Dinosaurs!	Lightning Field	Space Merchant Caravan
Discredited Noble House	Locus of Antimatter	Strange Monolith
Dying Star	Low Gravity Stabilizer	Synthetic Skin
Electromagnetic Pulse	Makeshift Communication Device	Telepathic Marine Creature
Empire in Decline	Mechanized Battle Suit	Time Dilation
Escape Pod	Memory Wipe	Transplanted Brain
Eugenics Program	Monolithic Corporation	Undiscovered Humanoid Species
Extradimensional Portal	Mysterious Device Humming with Power	Unexpected Black Hole
False Utopian Society	Overpopulation	Unidentified Transmission
Faster-than-Light (FTL) Drive	Planetary Civil War	Uplifted Animals
Force Field	Pocket-Sized Reactor	Worldwide Famine
Fountain of Life and Death	Positronic Brain	Xenomorph
Genetic Mutation	Powerful Exoskeleton	
Germ Warfare	Precognitive Software	