

MRCZ AND BACKUP PROFILE

MRCZ PROFILE	
Name	
Purpose	
Tier	
MRCZ Flow	
Tags	
Needs	
Founders	
Notes	



USER 1 BACKUP PROFILE	
Key ID:	User Name:
Clade:	Generation:
Geneline:	
Experience:	
Interface (see MRCZ Tiers for restoration procedure)	
Biomonitor (1): wetwork, medical, alert	
Long-Term Memories	

USER 2 BACKUP PROFILE	
Key ID:	User Name:
Clade:	Generation:
Geneline:	
Experience:	
Interface (see MRCZ Tiers for restoration procedure)	
Biomonitor (1): wetwork, medical, alert	
Long-Term Memories	

USER 3 BACKUP PROFILE	
Key ID:	User Name:
Clade:	Generation:
Geneline:	
Experience:	
Interface (see MRCZ Tiers for restoration procedure)	
Biomonitor (1): wetwork, medical, alert	
Long-Term Memories	

USER 4 BACKUP PROFILE	
Key ID:	User Name:
Clade:	Generation:
Geneline:	
Experience:	
Interface (see MRCZ Tiers for restoration procedure)	
Biomonitor (1): wetwork, medical, alert	
Long-Term Memories	

SESSION PROCEDURES

BEGINNING AND ENDING A SESSION

Start of Session Procedure

First Session

If this is your first session, consult the First Session heading of the Superuser chapter for details on how to get started.

Profile Sheets

Give the user profiles to their respective owners.

Memory Upgrade



If this is your second session using these profiles, users may take one long-term memory and upgrade it to an experience. Erase the long-term memory from its slot. Increase the relevant experience by 1. You can increase an experience from 0 to 1, 1 to 2, or 2 to 3. You may not increase the rating above 3.

Users perform this upgrade at the start of each continuing session.

Attaboys



Distribute attaboy tokens, one to each user and one for the superuser. You may award an attaboy during the session when you think another user has done something cool. The recipient receives 3 flow. You may not attaboy yourself. You can only earn one attaboy per session.

Begin

The superuser reminds the users where they were when they last left off and presents them with the current problem that they must tackle.

When Do I End a Session?

The easiest way to end a session is with a MRCZ tier challenge or Aggregate-triggered review. Users may call for a tier challenge at any time. If no review is called for, it's best to end a session if one of the following conditions have been met:

- user flow has gone up overall
- everyone's either got what they wanted or at least tried and failed
- everyone has a couple of short-term memories they can play around with.

In subsequent sessions after your first, a session runs about three hours. In that time each user should have the chance either to initiate or be the target of two challenges.

End of Session Procedure

This is the order of actions at the end of a session:

- All bugs are discarded. No hazard points are carried over from session to session.
- MRCZ flow increases 1 point for each user whose current flow is higher than his starting flow.
- MRCZ flow decreases 1 point for each user whose current flow is lower than his starting flow.
- To determine if your MRCZ mates' flow increased or decreased, consult the next heading, End of Session Flow for MRCZ Mates.
- Transfer each user's current flow to his starting flow for next session.
- Each user may erase long-term memories as he sees fit.
- Each user may upgrade short-term memories into available long-term memory slots.
- All other short-term memories are discarded and erased.
- Collect attaboy tokens.
- Return to your bunks, take a bio break, etc.

End of Session Flow for MRCZ Mates

If the users have additional members in their MRCZ, they'll want to know if their flow has stayed the same, increased or decreased during play. It's not necessary to track every flow expenditure for every member outside the users. Simply draw one card from your deck to represent the rest of the members. A geneline or experience card indicates their flow stayed the same. A freemarket card indicates their flow has increased. A hazard card indicates their flow has dropped. If their flow dropped, the MRCZ flow drops by 1. If their flow increased, MRCZ flow increases by 1.

Make this draw at the end of the session, before factoring MRCZ flow. Be sure not to reshuffle before drawing.

