

INSTANT GAME

BAREBONES Edition v0.3

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What is Instant Game? Instant Game is a tool for creating and playing new RPG settings on the spot. With the Instant Game charts and our flexible Instant Game rules set, you can roll up a completely original setting and plot, create and develop characters “on the fly,” and be ready to roleplay in just a matter of minutes. Trust us, it’s painless, as well as being some of the most exciting and challenging gaming you’ll find.

How does it work? The Story Master (SM) rolls on the Instant Charts on the last pages. The SM then puts the Instant Setting elements together to create a coherent world and assembles the Instant Plot elements into a workable storyline. The SM explains the setting and any needed character guidelines to the players. The players create characters based on the process below. Then play.

The basics of Instant Game play are given here, but the full rules are based on Stories System, available for FREE at the Animalball Store: <http://www.animalball.com/ab%20store.html>

Character Creation

Characters are defined by **Traits** and **Flaws**. Traits are positive, helpful things about your character and flaws are negative aspects. A trait can be anything that describes your character, including (but not limited to):

- *Skills* (learned talents that may be improved with practice)
- *Attributes* (Innate physical or mental qualities of your character—strength, agility, willpower, presence, beauty)
- *Powers* (psychic abilities, superpowers, magical gifts, cyberware)
- *Possessions* (any item or equipment—weapons, communications gear, vehicles, pets)
- *Others* (anything positive that doesn’t fit neatly into the above categories—contacts, wealth, group affiliation, reputation)

All traits come in three levels: Basic, Advanced, and Exceptional (see **Table 1: Traits**)

Table 1: Traits

Basic Traits	Advanced Traits	Exceptional Traits
<i>Basic skills</i> – familiarity and/or minor training	<i>Advanced skills</i> – considerable training/competency	<i>Exceptional skills</i> – at the top of one’s field
<i>Basic attributes</i> – above average	<i>Advanced attributes</i> – far above the norm; notable	<i>Exceptional attributes</i> – near the peak of ability
<i>Basic powers</i> – latent, unfocused, or otherwise weak powers	<i>Advanced powers</i> –	<i>Exceptional powers</i> –
<i>Basic equipment</i> – mundane yet useful equipment (standard weapons and gear)	<i>Advanced equipment</i> – more powerful and/or rare items	<i>Exceptional equipment</i> –

Characters start off with 1 Exceptional Trait, 3 Advanced Traits, and 5 Basic Traits as well as 1 Flaw.

At the SM's discretion, characters may take extra flaws at character creation. Typically, 1 additional Flaw earns the character 1 additional Advanced trait. Alternately, 1 Flaw may be traded for 2 Basic traits, or else 2 Flaws may be taken in exchange for 1 Exceptional trait.

On-the-fly Development:

In addition to the starting traits, each character also gets 1 Advanced Trait and 2 Basic Traits that may be used only after play has started. These "on-the-fly" traits may be assigned as the player sees fit. Flaws and exceptional traits may NOT be added "on-the-fly."

Instant Karma:

Also during game play, each character has 3 points of instant karma. At any point during the game, a player may choose to burn instant karma to influence a dice roll. BEFORE the roll is made, the player declares the intent to use karma, and then may add or subtract 2 from the roll for every point of instant karma spent.

Action Resolution

Anytime a character wants to accomplish anything in which the outcome is not already a certainty, use the following steps:

- 1) Player declares action
- 2) SM calls out a modifier (based on the individual, their skill, conditions, etc)
 - 2a) Player may ask for clarification of modifier, or may dispute, or remind SM of other factors (this will mostly be rare, but is included for fairness)
- 3) Player rolls dice, applying the modifier to the outcome
- 4) SM (with players) interprets results. High is good. Low is bad. The average, or "break point" is iffy.

Declare Action For the player, this is the most vital step in the process. Declaring an action should involve not only a description of what the character will be doing, but also an idea of what he hopes to accomplish.

Assign Modifier Once a player has declared an action, the SM will assign a modifier that represents

Table 2: Modifiers

+8 (or more)	[don't bother rolling]
+6 to +7	This should be really easy
+4 to +5	Relatively simple task
+2 to +3	Routine task
-1 to +1	Mildly difficult (around a 50/50 chance of success)
-2 to -3	Hard (expect failure, but you might get lucky)
-4 to -5	Long shot (maybe with luck and a good tailwind...)
-6 to -7	Roll and pray
-8 (or more)	[don't bother rolling]

how difficult the SM thinks it will be for the character to succeed.

Based on the player's description of the action, the character's capabilities, and the SM's knowledge of the situation, the SM comes up with a modifier that describes that particular character's chances of succeeding at that particular task. Table 2 provides rough guidelines for modifiers when using the standard 3d6 dicing option.

In general, traits applicable to a given task will provide a bonus of +1 to +2 per level of the trait. But that is only a guideline and not a hard, fast rule.

Discussion/Dispute of modifiers: It is perfectly acceptable for a player to question the SM's chosen modifier or mention additional factors that the SM may have forgotten. These discussions should be brief and friendly, after which the SM will make a final call on the issue. The SM's call stands and play moves on. If there are still further issues or perceived unfairness, then these should be addressed outside of the normal play session.

Roll Dice Roll 3d6, plus or minus modifiers.

Interpret Results The guiding principle behind interpretation can be summed up as: High... good. Low... bad. Very simply, high numbers mean good things happen for the character, and low numbers mean bad things happen. The higher or lower the actual numbers, the more extreme the results. The general idea is that 10-11 is the "break point" or average—right on the cusp between success and failure. Anything higher will equal success. Anything lower indicates failure.

The exact nature of those results is up to the SM and players

Critical Results: At the very top and bottom ends of the chart are critical results. These are very extreme results that are entirely optional, depending on the style of game you are playing. Typically, Miserable Failure and Great Success are more than enough to cover most situations, but at the SM’s discretion, even more extreme rolls may result in even more extreme consequences—things, good or bad, that are the stuff of legend. But again, that is up to the SM. For many Instant Games, it becomes unrealistic to allow such extremes and breaks the spirit of the game.

Table 3: Results Chart

Roll Result	General Result Description
18 (or more)	Critical optional – open to interpretation
16-17	Great Success – ideal; better than you expected
14-15	Success
12-13	Minimal Success – by the skin of your teeth
10-11	Push/Partial Success
8-9	Near Miss – oh so close
6-7	Failure
4-5	Miserable Failure – you make things even worse
3 (or less)	Critical optional – open to interpretation

Action Sequences

Most roleplaying games divide time into rounds or segments or turns, and every character has a certain number of allowable actions in those timeframes. Instant Game is not so regimented. Instead, action sequences in Instant Game are divided into story elements. That is, action moves from decision point to decision point, and a story element can be as short as a second or two or as long as many minutes or hours.

For that matter, even a fast paced piece of action may be summed up in just a couple of rolls, especially if it is not central to the plot or if it would slow down the main story to dwell on it too long. In a bar brawl, for example, if fighting is not really a

central focus of the game in question, then the players and SM could sum up the brawl with a single roll. If the players roll well, then the group can give a few sentences to sum up the dramatic and action-packed scrap, ending with the players’ characters coming out on top. A poor roll may indicate that the players’ characters lost and are now in the clutches of the evil desperadoes.

In the end, it is up to the SM and players to decide how much time and detail to invest in each scene.

Order of Actions: There is no particular “turn order” in Instant Game. Characters take actions as it makes sense for them to do so. If the zombie is lurching wildly towards Kelly, then she has about five seconds to take some sort of action before it gets her. The SM can make the call on exactly how much can be squeezed into those five seconds. And of course, as she acts, then her undead opponent has the opportunity to notice and change tactics as well.

If an exact turn order is needed—for example, in a heated conflict with several participants—then the group can determine Initiative by having each person roll once (with modifiers for appropriate traits at the SM’s discretion), and then taking actions in order from highest to lowest.

Opposed Actions

When two characters within the game are taking opposed actions, there are two main approaches used. If a player character is facing off against a minor NPC, then it is appropriate to just have the player make a single roll, and the SM can figure the NPC’s skills/opposition into the modifier.

However, if the opposition is a major opponent (or even another PC), then it is best to let both opposing characters make rolls, and then compare them to interpret the results. If both of them fail, then likely nothing happens. If one fails and the other succeeds, then interpretation is fairly easy. If both succeed, then the one with the higher result probably comes out ahead, although that might be mitigated if the opponent’s roll was pretty close.

Status, Fatigue, and Injury

The status of characters within a story changes on a regular basis. Characters get tired or wounded. They get drunk or drugged. They get distracted and

emotional. As with everything else in Instant Game, these changes in status should be based on the context and the interpretation of dice rolls. If someone has been pushing themselves very hard for a long time, the SM may declare that the character is fatigued, and then that will factor into future actions until the character can rest. Alternately, the SM may allow the player a roll to see how affected he is by the exertion and how well his character deals with it.

Injuries and wounds are handled similarly. Instant Game is not intended to be heavily focused on combat, but even still, people get hurt. Wounds and injuries, then, are simply described in real terms, and it is up to the SM to decide how much they affect performance and/or at what point a person's injuries become debilitating.

As a general guideline, when someone uses a weapon, the results of their action roll will give a good idea of how severe the injury is (see **Table 4: Wounds**). These rough results can be modified up or down depending on the size/power of the weapon and the protections available to the defender. A Moderate Injury with a steak knife, for example, will not compare to a Moderate Injury with a shotgun. Similarly, the Severe Wound from a handgun may

Table 4: Wounds

10-11	Push/Partial Success	Nick/Scratch
12-13	Minimal Success	Minor Injury; Largely Superficial
14-15	Success	Moderate Injury; as intended by attacker
16-17	Great Success	Severe Wound; Incapacitating; Critical if Untreated
18+	Critical	Critical Wound; Life Threatening

amount to just severe bruising if the victim is wearing a Kevlar vest.

Situational Rolls

When in doubt, roll some dice. Situational rolls aren't necessarily based on the actions or skills of a particular character, but they are used to determine what happens in the story when there are random factors involved and things could go in many directions.

As with any roll in Instant Game, high is good for the players and low is bad. The SM may apply modifiers to situational rolls. Anyone present may make the actual roll.

For example, the team enters a train car, and the SM needs to know if one or more of the terrorists is in the car at the moment. She calls for a situational roll. A high roll would mean the car is clear of bad guys. A low roll would mean that one or more is present. A near miss might mean that a terrorist is in the car, but he is looking the other way, and the players spot him before they step in. With a partial success, maybe there are no baddies about, but there is a conniving passenger who might raise an alarm. Again, let the context and the dice rolls drive your imagination.

Creating an Instant Game

There's lots of ways to create your own Instant Game, but they all come down to rolling on the instant tables until inspiration strikes. The "standard" method is as follows:

Create a World

- 1) Roll once on the Setting table
- 2) Roll once on the Tone table
- 3) Roll twice for Things

Combine the above elements to create a rough sketch of the game world itself. If desired, the players can be in on this portion of the setup. The Things in world creation usually refer to things that are known to all and integral to the setting. If the rolled Setting isn't specific about the tech level of the world or the population of the area or where exactly the players might start, then the SM has the option of rolling on the Tech Level, Population and/or Location tables to fill in these details.

Create a Plot

- 1) Roll once for Opposition
- 2) Roll twice for Actions
- 3) Roll twice for Things

The SM then works to combine these plot elements into a coherent story. Typically, the Actions and Things are grouped in pairs so that, for example, if your first Action was "steal" and your first Thing was "vampire," then possibly the plot involves stealing something from a vampire or something vampire related... or possibly even kidnapping an actual vampire. The Actions and Things don't *have* to be paired together like this—in fact you don't even need to use all of them—but usually trying the pairings first gives very interesting results.

Hints for applying the Instant Tables

Our preferred method of using this is to make all of the above rolls and then work to actually incorporate all of the rolled elements, no matter how awkward they may seem at first blush. That's how we got Easter Island-head mechas and drunken-monkey style fighting Ben Franklin and the Cherokee zombie shaman on the high plains. Items that seem impossible together at first tend to make the most fascinating games. Prepare yourself to utilize common genre elements in very unusual ways and try out several practice rolls as a group to get a feel for how it works.

But sometimes, despite your best efforts, you just aren't inspired. That's okay. If you haven't already, open up some or all of the development to your players. You'll be surprised at the directions they take things. Or if nothing's working, make some extra rolls at random and pick and choose from everything on the table. If worst comes to worst, just pitch it all and start from scratch. We're not proud.

On the other side of that coin, what happens when you have too many ideas, or you're inspired to take the world in a direction not indicated on the tables? Well, then we've done our job well in that case. If you're putting together the world from your first set of rolls and it immediately suggests an amazing plot, then go with it. Don't go ruining a brilliant idea with extra dice.

The whole point of Instant Game is that a group of friends can get together for an awesome evening of gaming without any prior preparation at all. Whether or not you use all of our tables or every roll of the dice is irrelevant. The important thing is that everyone comes to the table a blank slate and in 30 minutes or so a playable game world rises from the gathered potential.

Instant Glossary

The full version of Instant Game includes expanded tables, extra tables, and glossary entries for all table items.

Alien Occupied Earth (*setting*): It finally happened: we made first contact, and we were no match for the invaders. The aliens may be tentacled things from outer space, super-beings from an alternate dimension, or goblin-hordes swarming into our world through the newly opened Demon Gate. But no matter who they are, they are now our masters.

The players are typically humans/Earthlings seeking to free themselves from the yolk of oppression. Maybe the aliens are cruel masters who have openly enslaved mankind and ravenously devour our weak and young. Or maybe they are more insidious and approached us as friends and mentors--only slowly revealing their sinister intentions.

Alternate History (*setting*): Quick: pick any major event in the history of mankind. Now imagine that it went completely differently. Now envision what today's world would look like as a result. *BUZZ* Time's up... how did you do?

It seems daunting, but the down and dirty way to do this is to choose any major war and imagine that the other side won:

WWII. 1999: Nazi Europe prepares for the 21st century.

Civil War. 1904: The Confederate States of America ally with Mexico against the Union for the disputed Southwest Territories.

The Cold War. 1989: As the west struggles with the 2nd great depression, the USSR tears down the Berlin wall to celebrate a united Communist Germany.

But with a little more thought, there's an infinite number of possibilities. More recent history is easier, because it means fewer changes to consider, but if a brave SM wants to explore a world-spanning Greek

Empire under an Alexander who lived to a ripe old age, then who are we to stop them?

Amusement Park (*setting*): Come one come all to the greatest place on Earth (or any planet which values commercial-sponsored, large-scale recreation). An amusement park is exactly as you remember it: large rides, overpriced concessions, and musical reviews with questionable dancing.

But an amusement park does not have to be a rollercoaster haven. Depending on the game, it can encompass a turn of the century carnival, a high-magic series of enchanted rides, or a futuristic virtual reality with thrilling and dangerous experiences.

Assassinate (*action*): Intentionally kill for a higher purpose--maybe for political gain or power, or maybe just for money.

Beach (*location*): It's fun in the sun down at the old beachside resort! Who doesn't love the feel of sand gritting between your toes, the fresh salty spray from the waves lapping up on shore, or the coarse cry of the gulls echoing across the wind? Oh wait, I know who doesn't like that: the players investigating the Order of N'goth who have turned day into perpetual night and the waters red with blood. The beach isn't always a cheap and enjoyable form of recreation.

Camp (*tone*): Three words—over the top. The key to a campy campaign is to exaggerate and emphasize the obviously silly or contradictory elements of the setting and story and play everything with your tongue planted firmly in your cheek. As opposed to a farce or outright comedy, players in a camp game typically don't openly acknowledge the humor of the situation. Instead, they play as if their characters take this ironic setting as deadly serious.

Charismatic Leader (*opposition*): It's the cult of personality. Or maybe just a cult. It can be in a wilderness bunker or as part of a larger organization or government, but a single charismatic leader, typically with ideas that seem more than slightly crazy to the objective eye, has gathered a close cadre

of fanatics, always with the goal of expanding the leader's circle of power and influence.

Church (*location*): Any place devoted to worship, enlightenment, and/or spiritual betterment, be it Shinto shrines, Islamic mosques, or Catholic convents.

Correctional System (*location*): Jail, prison, reform school, the darkest bowels of the deepest dungeon, a forced labor camp, "re-education" facilities, detention. This is where the law has sent you to pay for your transgressions... real or imagined.

Defend (*action*): Something or someone of great value must be kept safe. Be on your guard, and know that someone out there wants whatever it might be as much as you do.

Epic (*tone*): Every step and every act you take creates ripples which effect the tides of the world. The gods watch you breathlessly, each hoping that your choices sway the fates in their turn.

Playing in the Epic tone means one thing: the fate of the world rests in the hands of the players. It is not what you would call light fare. The Epic style is characterized by very serious play, grand actions and consequences, and drama of the utmost importance.

Frontier (*setting*): The vanguard of human expansion. The players are explorers in a brave new world. Early homo-sapiens pushing northward against the neanderthals after the ice recedes... pioneers of the American west... Federated starcraft boldly going where no one has gone before. If it's not on our charts, then we want to be the first to be there.

Horror (*tone*): Sheer, unbridled terror. That is the single, overwhelming atmosphere of the Horror tone. No matter how powerful they are, no matter what futuristic or fantasy-styled genre it is set in, the players should always be fearful of their lives.

Although normally characterized by supernatural monsters (vampires, zombies, werewolves, etc.), the Horror tone can be used in any genre. Demonic hordes could hunt down characters in a far-future

mechanized world just as well as enlightened, renaissance Europe. Similarly, an immortal killer could be on a rampage in a primitive society, or in a fantasy high magic realm.

Infiltrate (*action*): Sneak or bluff your way into a complex, organization or nation. Intrigue, stealth and research all come together to pull off a successful infiltration.

Mercenaries (*opposition*): Some people will do anything for money. Mercenaries take this to the logical extreme and specialize in using deadly force... for a price.

Misguided Hero (*opposition*): The misguided hero thinks she's serving the forces of justice and goodness, but doesn't even realize the havoc and mayhem she's creating.

Mob (*opposition*): They might be carrying torches and pitchforks, or it might be baseball bats and rope. Either way, there's an awful lot of them and they seem rather angry.

Orwellian Future (*setting*): Don't look directly into the cameras. Everyone knows they're being watched, but the Authority considers it an act of subterfuge to acknowledge this fact by staring directly into cameras.

The Orwellian Future setting is a near-future world marked by an oppressive regime which is nearly always overly-militaristic. It monitors all its citizens' actions with an unblinking eye that records even the slightest infraction of laws that often seem arbitrary and cruel. Punishment for any infraction is severe: beatings, mental cleansing, eradication. The Authority's oppression fosters discontent in the few free-thinkers who realize the injustice-- but sometimes even your thoughts aren't safe from the Authority.

Parable/Moralistic (*tone*): Whether it's Little Red Riding Hood venturing through the Dark Woods, or Lusty Campers cavorting at Crystal Lake, the players end up in a tale of right vs. wrong; moral vs. immoral. This tone of gameplay gives rise as much to the urban legends of modern time as to the world of the Grimm brothers.

This style is presented with bright lines and stark contrasts-- there is always an obvious "right" decision compared with the similarly patent "wrong" decision. Innocents that take the solitary walk into the shadowy unknown (be it the shortcut through the woods or the dark alley behind the counselors' quarters) are usually beset by the vicious evils of the world. But if they are virgins they normally survive.

Road (*location*): Instant road movie. Whatever the setting, the location is "on the road." Literally hiking the highways or taking the train or the bus, the players are in transition from one location to another.

Swashbuckling (*tone*): Swing from any handy chandelier with a smile on your face, because when you're swashbuckling, the more dashing and daring your stunt, the more likely you are to succeed. The style and flair of any move you make is far more important than its practicality.

Swashbuckling heroes are handsome and charming, and even when they're bad, the ladies can't help but love them.

Teach (*action*): Impart knowledge upon others. Most often the students are children, but that's because most adults just don't realize they have so much more to learn.

Trade (*action*): Maybe simple barter in the local market, but could also apply to prisoner exchanges

or a swap of knowledge or favors. If you can buy it, you can also trade for it.

Wild Animals (*opposition*): Wild animals of all types can cause trouble: dogs, escaped gorrillas, dinosaurs, werewolves and even humans. The worst part is the tetanus shot you have to get after you've dealt with them.

Wilderness (*setting, location*): The year could be 2704, it could be 1400 B.C. Doesn't really matter, because your characters have stumbled into that part of the map labeled "here there be monsters". They could be following the trail of a bad guy, trying to retrieve a lost innocent, searching for something they saw crash into it or taking direction from a crudely drawn map, an ancient legend or an eccentric wanderer's diary in the quest for some kind of treasure.

The wilderness is more than just area which is untouched by civilization; it is a vast area of land (or sea or space or sky, for that matter) which is unmapped and defies attempts to tame it. Populate your wilderness with exotic man-eating plants, eerily intelligent-seeming animals, even a tribe of usually docile human(oid)s gone savage and feral. You don't have to have monsters per se, but don't let the players take anything for granted, either. The cute little squirrel-lookin' thing will gnaw your arm to the bone in under a minute. And that flower you just picked has already released a paralyzing agent into your body, and its leaves are spritzing the ground with a digestive enzyme so you'll start turning into fertilizer faster - maybe even before you're dead.

Instant Tables

Settings	Tone	Opposition	Actions
1 Alien Occupied Earth*	1 action/adventure	1 Big Business	1 Assassinate*
2 Alternate History*	2 anime	2 Charismatic Leader*	2 Build
3 Amusement Park*	3 b-movie	3 Crazed Loner	3 Defend*
4 Camping Out	4 Camp*	4 Desperate Citizen	4 Deliver
5 Classical (Greek, Roman, Pelloponesian)	5 Conspiracy	5 Evil Mastermind	5 Destroy
6 Contemporary	6 Despair	6 Force of Nature	6 Disguise
7 Desert Planet	7 Epic*	7 Invaders/Outsiders	7 Explore
8 Frontier*	8 fantasy	8 Law Enforcement	8 Fight
9 Industrial Revolution	9 gothic	9 Machines Gone Mad	9 Hide
10 Institutionalized	10 grim	10 Mercenaries*	10 Hunt
11 London	11 heroic	11 Military	11 Infiltrate*
12 Mechanized Planet	12 Horror*	12 Mindless Horde	12 Launch
13 Modern Day Las Vegas	13 Intrigue	13 Misguided Hero*	13 Purchase
14 Near Future	14 mystery	14 Mob*	14 Rescue
15 Orwellian Future*	15 Parable/Moralistic*	15 Monstrous Creature	15 Research
16 Post-Apocalyptic	16 paranoia	16 Political Group	16 Save
17 School of Magic	17 Pulp	17 Rebels	17 Scare
18 Sea Adventures	18 suspense	18 Security Forces	18 Steal
19 Space Colony	19 Swashbuckling*	19 Street Gang/Thugs	19 Teach*
20 Wilderness*	20 Tactical	20 Wild Animals*	20 Trade*

*These items contain entries in the Barebones Instant Glossary.

Things			
1 Advanced Intelligence	26 Ghost Town	51 Nightclub/Rave	76 ships
2 aliens	27 Government Agent	52 ninjas	77 Sleep
3 Alliance	28 Grudge	53 Note	78 space
4 Animal	29 Heaven & Hell	54 occult	79 special ops
5 anthropomorphic objects	30 Heir	55 Organized Crime	80 Sporting Event
6 Armory	31 Heist	56 Parallel Universe	81 steampunk
7 artificial intelligence/robots	32 high magic	57 People	82 Stronghold
8 Atomic Monster	33 Honor	58 pirates	83 supernatural
9 Blood	34 horror movie monsters	59 Poison	84 Supers
10 Bogeyman	35 Hostage	60 political intrigue	85 Survival
11 Demon	36 Illness	61 Powers	86 Territory
12 Disaster	37 immortals	62 Prayer	87 Time Travel
13 Election	38 Invention	63 Prisoner	88 Treasure
14 Elves	39 Leader	64 Prophecy	89 Treaty
15 Empire	40 Limbo	65 Psychic Powers	90 Troubled Youth
16 Epic Heroes	41 Lost Tribe	66 Research	91 Ultimate Weapon
17 Espionage	42 martial arts	67 Revenge	92 Undead
18 exploration	43 Mass Transport	68 Romance	93 Underground Pariahs
19 faerie	44 Mecha	69 Royal Bloodline	94 Untimely Death
20 Fantastic Monster	45 Mutations	70 Ruins	95 Vampire
21 Festival	46 Mystery	71 Sanity Check	96 Virtual Reality
22 Fire	47 nanotech	72 Sci-Fi	97 Wedding
23 Gang Warfare	48 Natural Disaster	73 secret agents	98 Werewolf
24 Garbage	49 Neutrality	74 Secrets	99 witch
25 Genetic Engineering	50 Newborn	75 Serial Killer	100 Zombies

Optional Tables

Location	Tech Level
1 Beach*	1 Primitive (no tech/stone age)
2 Church*	2 Bronze/Iron age
3 Correctional System*	3 Medieval
4 Docks	4 Renaissance
5 Farm	5 Civil War/Industrial Revolution
6 Forest	6 Early 20th Century (WWI/WWII)
7 Hotel/Inn	7 Electronic/Information Age
8 On the Road	8 Cyberpunk
9 Open Market	9 Interstellar exploration
10 Palace	10 Far Future
11 Park	Population
12 Restaurant/Pub	1 <20
13 Road*	2 100
14 School	3 600
15 Ship	4 3,000
16 Store	5 15,000
17 Theatre	6 80,000
18 Underground	7 400,000
19 Warehouse	8 2,000,000
20 Wilderness*	9 10,000,000
	10 Even more?

*These items contain entries in the Barebones Instant Glossary