The Quiet: Part 1, is a collaborative adventure game created by interactive artist Risa Puno and longtime D&D enthusiast Avi Dobkin in response to the COVID-19 crisis.

The Quiet is a story that will be told in two parts. Each part is a complete adventure that can be experienced on its own. It tells a full story that will be part of the larger narrative when both parts are complete, like a movie and its sequel.

- **Number of Players**
  - This game is designed for 3-5 people.
  - One person chooses to play the Narrator and the others each play a Character.

- **Overall Game Structure**
  - In Part 1: the Narrator runs separate sessions of the same adventure for each of the 2-4 Characters. Each Character plays one-on-one with the Narrator.
  - In Part 2 (coming soon): all Characters will play together in a single session with the same Narrator.

- **How Long It Takes to Play**
  - Learning how to play should take about 45 minutes for the Narrator and 15 minutes for each Character. (The Narrator only needs to learn how to play once, even when running the adventure in different sessions for multiple Characters.)
  - Each adventure session in Part I should take about 45 minutes to play. The Narrator plays one-on-one with each Character. So if you have 1 Narrator and 3 Characters, then that Narrator will play three separate 45 min sessions with each Character.

Getting Started

Step 1: Decide who is playing the Narrator and who are playing the Characters

- **Would you rather be guiding or deciding during the game?**
  (The Narrator does the guiding, and the Character does the deciding.)

  - **Playing the Narrator**
    - The Narrator's main responsibilities are presenting the situations to the Character, running the game mechanics, and narrating the results of the Character's actions.

- Often, it helps if the Narrator is a person who likes rules and organization, as they will need to keep track of many more things than the Character. The Narrator is also the one who helps shape the story—they get to choose what words to use when describing the world and what happens within it. While the Character makes the final decisions, the Narrator gets to choose the outcome of those decisions.

- **Playing the Character**
  - The Character is the center of the story.
  - The Character decides what actions they take in response to the story that the Narrator presents. The story changes based on the decisions they make.
  - The Character's main responsibility is to use their imagination to make decisions in response to changing situations.

- *Still not sure if you want to play the Narrator or a Character?*
  - Read over the Narrator Guide and the Character Guide to determine which would be a better fit for you.

Step 2: Download and read the game documents before your adventure session

- The Character will need:
  - Character Guide
- The Narrator will need:
  - Narrator Guide (read first)
  - Adventure Guide
  - The Scroll (might be sent to Character during game)
- *The Narrator has information that the player shouldn't see. If you live in the same home, play using different devices.*