

Overview of the Voice-over Rights

These are the [basic rules](#) for using Voice-over Rights in [Karbon](#).

Basics

At the start of each scene, the Player with the Agent that has the most Fortune in that scene earns Voice-over Rights (Narrator's choice in case of a tie). They may then use them once to do a voice-over narration, just as if their Agent was talking in the third-person to the players of the game. The voice-over must show how the Agent feels about something happening in the scene, or something connected to the action in the scene. When the player does this, they take a die of their choice from the Reserves. After this voice-over is done, they pass the rights to the player of the Agent with the next highest Fortune (their choice in the case of a tie). If their Agent has the least Fortune they turn over the rights to the Narrator.

If the Narrator has the rights to voice-over, they may voice-over for any agent in the scene. They take a die from the Reserves just like a player would, and pass the rights back to the player of the Agent with the highest Fortune.

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

https://wiki.wishray.com/doku.php?id=karbon:voiceover_rights&rev=1353275010

Last update: **2012/11/18 13:43**

