

Baron Munchausen

London Explorers Society Application Request Form



Question I : What is your Name?

Question II : What is the Silliest Nickname you have ever Received?

Question III : Do you hold any Additional Honourifics or Titles?

Question IV : Who was the Most Interesting Person you have ever Met, and Why they were So Interesting?

Question V : What is your Favourite Food?

Question VI : What was your Greatest ConQuest?

Question VII : What is your Preferred Quadruped?

Question VIII : Name any Countries, States or Cities you have been Officially Banned from Returning To.

Question IX : What Languages can you Speak?

Question X : List Three Trophies you have Collected upon your Adventures, and a Brief Description of each one.

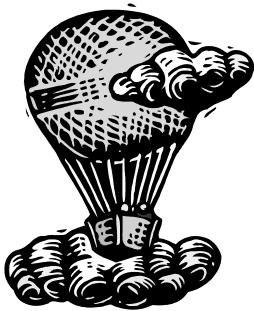
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Baron Munchausen

Gentlemen (and Gentle Ladies) Rules



'Tis the 18th Century A.D. A group of nobles are gathered in the rooms of the Explorers Society in London, with a good stock of the finest beverages to help pass the long evening by entertaining each other with tales of their travels and surprising adventures. Little respect is paid to historical details, scientific facts or the bounds of credibility.

Each player must choose a title for themselves (such as 'The Duke of Suchandsuch', or the 'Earl of Wherever'), and begins the game with 2 coins. This is their 'purse'.

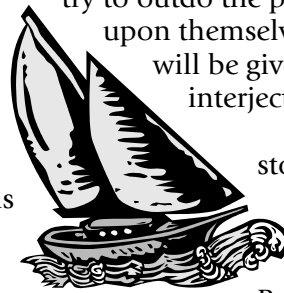
The host will turn to one of the nobles, and ask them to tell a story on a particular theme by saying, "So, Baron, tell us the story of..."

The player must respond with "Yes", in which case they must tell the story, or "No, my throat is too dry for that story", in which case they are allowed to forfeit their turn. The host will then address the person to the player's right and gives them a subject for a story in the same way.

In telling a story, each player should be bigger, wilder and brings more glory about 5 minutes is good. A warning teller. After 5 minutes the host will

try to outdo the previous story-teller, with a story that upon themselves. Stories should not be too long – will be given at the 4 minute mark to the story-interject and the tale will end.

Other players may interrupt the elaborations on points of their story. This purse – their 'stake' – to the story-teller followed by the relevant objection. put amusing obstacles in the way of the with no coins may not interrupt.



story-teller with objections or is done by pushing a coin from their and saying, "But Baron..." Interruptions should be used to Baron's story, not to nit-pick. A player

A member of the audience may offer an interruption as well by raising their hand. Only one interruption from the audience may be accepted by the story-teller per story.

The story-teller must accept the interruption (and the stake) and explain it or build it into their story, or they may disagree with it. They are allowed to ridicule the asker for believing anything so stupid and for doubting their word, but this may result in a duel! The interrupting player may counter by adding another insult, and so on. The host may interject or force a duel if the interjection draws on for too long.

The only interrupting that is not allowed is, "But Baron, weren't you killed?" or anything else suggesting that the story-teller should have died, because the response to that has to be "No".

A story finishes in one of two ways. Either the story-teller concludes it with a vow as to the truthfulness of the matter or an offer to duel anyone who does not believe their word; or one of the other players drinks a toast to the Baron's health and their story. The host will then address the person to the player's right and gives them a subject for a story.

If a duel occurs, the players involved must face each other before all assembled and use rock-paper-scissors to determine who is right. The loser must retract their comments that led to the duel and forfeits a coin to the victor.



(Summarised from "The Extraordinary Adventures of Baron Munchausen" © Hogshead Publishing)