



FATECLOCK

A storyteller game

by

Tomas HV Mørkrid

Gamesheet made by Meguey Barker

Created as part of the Reversed/Engineer challenge hosted by Kevin Allen Jr.

Evocations and Explanations

This is the manual for the **FateClock** storytelling game. The game is made for 3-6 players. To play it you need copies of the gamesheet (one for each player), some pencils, an eraser and a normal deck of playing cards. A nice place to sit would also help. Somewhere quiet and undisturbed, preferably. Be sure to enter the game in a positive frame of mind. Say YES to the initiatives taken by your fellow players. Play along. Have a good time!

Read this manual through, loudly, before starting the game. I recommend that all of you take turns reading. Carry out any instructions given in the text. It will instruct you to fill out statements on your gamesheet, naming riders and ridden, draw cards for strenght and create a secret name. Do all of this when it is instructed in the text. When you are through reading, you are ready to play the game.

Purpose

The **FateClock** game aim to let you, the player, delve into ideas of leadership, history, conflict and humanity. The real content of the game is largely left to you, the players. The method of the game will make this easy for you. By describing in simple words what your personalities and peoples do, and how they react to eachother, you will make our old world come alive, as if it was something brand new.

In **FateClock** you will be able to make history more interesting than it ever was. You may change it, abuse it and take every artistic liscence you have heard of. Please do! But beware! You are not free to do as you like all the time. The other players may support your actions and sentiments, but may even ally against you. Conflicts may ensue, and graaave consequenses. If you go too far, if your mentality deceive you, it may be that **YOU** end up as the ultimate evil of our world...

You may be evil. You may be good. Your fate in this game is unknown. Whatever this game do to you; play along! Do it to the entertainment of yourself and the other players.



The Mentality

Each player in the game will control a *mentality*. That is; in the **FateClock** game you are an unsubstantial and eternal being, one of the sources of souls in our world. The souls however, are different from you. They are one with the world through their bodies, with senses and emotions. They have a life, and mortality. The *mentality* only live through the personalities and peoples it manipulate. You spawn souls, and then you possess them. That is what you are; a creator and claimer of souls.

"A claimer of souls"!? Makes you sound like the devil himself!

- Well, rest assured that in the context of this game it will make sense, and it is perfectly harmless. It will be laden with a smallish bit of evilness, but not more than any ordinary soul can possibly handle. Please refrain from too much critical thought while reading the game, and read on...

The purpose of claiming souls is to play with them. To experience their feelings. To have the material existence of a body. To sense the world. To understand, explore, dominate. There are as many reasons for claiming a soul as there are different mentalities, and different souls. The mentality itself cannot experience joy or sadness. It cannot taste anything. It has no tingling skin or sexual desires. But all these phenomenons is accessible for the mentality, when it is part of a soul.

And more than that. Your mentality will possess some great personalities in the world, and through each personality it will possess the people too; a nation, a tribe, a gang, slaves, merchants, philosophers, sailors, soldiers, hookers and hores, or any kind of group with a shared identity. You will be the

mentality of the people too, their collective will to dominate other groups, to wage war, to install peace, to create development, deepen their insight, explore the world or similar objectives.

Rider and Ridden

In the **FateClock** game a **mentality** is a kind of being, defined by four statements and nothing more (initially). The name of the mentality is unknown to itself, so in each of the historical epochs it will be known by the name of the personality and people it possess.

A personality is known as a **rider** in the game. Who you possess will change from throughout the stages of the game. You may be the egyptian taxcollector Tutsep in the ancient epoch, and king Richard Lionheart in the medieval epoch. In the epoch of exploration you may choose to be Vasco Da'Gama. You may be Madame Curie in the industrialization, and a Heinz the Baker in the modern epoch. And then, when faced with the challenge of finding a soul to possess in the futuristic epoch, you may choose to be Flash Gordon (hard to find historical personalities there, you know).

For each rider you will also find the people that he/she controls, those that are named **ridden** on the gamesheet. The egyptian tax collector may have his clerks under him, or the subjects which he tax. King Richard may have his soldiers under him, or his court, or the whole english nation. Vasco Da'Gama may have his ships and crew under him, or all portuguese seacaptains. Madame Curie may have a hospital under her control (I really don't know if she ever had, but it is not important to make this game historical correct), or she may be said to be the leading star of the whole medical establishment of her period. Or maybe she is the leader of all scientists of the time. Heinz the Baker may be the guild leader of all german bakers, or the secret inspirator of the preussian revolution. Flash Gordon may be guild leader of all futuristic heroes, or the hero of the powerhungry "adolfians" (he's high, he's blond, and he may well be a devout disciple of "The Holy Hitler" in this game).

The people or group you control is called the **ridden** in the game. Both the rider and the ridden is yours to command as you see fit. You may have them act by themselves or in cooperation, or you may have them act against eachother. We will discuss the relationship of rider and ridden later in this manual.

Vague concepts are flying around your head in a bewildering way! Mentality! Rider! Ridden! Flash Gordon and "The Holy Hitler"!!! What's next!?

- If you do not see how these fit together, please consider it a befuddlement of the nice kind. I promise you; next you'll see that all of this will fit as a glove around your head...

Shaping your Mentality

I am. I feel. I see. I want. By filling out these simple statements on the game sheet, you will find your mentality in the game. The "mentality" is only these four statements, and how you let them influence you during gameplay.

Possible statements

I am hungry. I am mighty. I am fiery. I am a tormentor. I am weakwilled. I am sickness spreading. I am rules. I am what you are not. I am free.

I feel empty. I feel juvenated. I feel for mortals. I feel dirty. I feel when something is wrong. I feel nothing. I feel time as a river. I feel like doing something.

I see truth. I see darkness spreading. I see no evil. I see the sun rising. I see who you are. I see weakness. I see the shadow of the great man. I see origins. I see flowers.

I want love. I want more. I want silence. I want this to be over. I want you. I want no opposition. I want to be mortal. I want all bodies of mine to die.

Feel free to create your own statements. Find inspiration with the other players and their riders. You will play FateClock together, so riders that is linked to eachother in some way is nice. If it feels like the statements come together, then you have the right mix.

Example of mentality

I am the core.

I feel bodies as dirt.

I see subordinates.

I want a final.

How in the name of patience can the designer of this game expect you to play anything as unsubstantial as this!?

- Oh... I know it's flimsy, and I am sorry! Of course this "mentality" thing is an affront to such a substantial being as yourself. But please; consider it an oportunity for your own substance to come forth and shine! I really do expect your magnificent inner self to manifest itself in this game...

Choose your statements now! Set them down on the gamesheet. When each and every one of the players have done so, you may read on.

Choosing riders and ridden

For each of the six epochs of the game you will choose one rider and one ridden. The **rider** is a personality. The **ridden** is some people connected to this personality. You will create six pairs of rider/ridden. You will do this in cooperation with the other players. This is how you do it:

1. Select a starting player. That player choose his rider/ridden for the ancient epoch.
2. The next player to the left choose his rider/ridden for the same epoch, but must relate these to the choice of the first player somehow (a relationship that makes some sort of conflict possible).
3. The next player to the left does the same, until all players have done so.
4. The player to the left of the starting player become the starting player for the next epoch. That player choose his rider/ridden. The other players follows suit. Do this until all players have filled all their epochs with rider/ridden.

In a six player game each player will be starting player for one epoch. If fewer players some of them will be starting players for two epochs. The starting players should try to choose rider/ridden in historical settings that most of the players have some inkling about. Rome may be a good choice, ancient China may be a very bad one. Help eachother out if anyone have problems finding their rider/ridden.

"Help"! Do the gamedesigner really expect you to help your adversaries in the game!?

- Well... eh... yes. It's like the old proverb; by treating your foe as a friend, you may make him into one. This game is not about winning, it's all about being friendly and... eh... and maybe a tiny bit about being the greatest evil ever seen...

Choose your rider and ridden now, for each of the six epochs in the game. Do it by the rules laid out in the four numbered paragraphs given above. Set the names down on your gamesheet. Place the ancient epoch on top, and the future farthest down. When all is ready, commence the reading of this manual.

Example of interpretation

Mentality: I am justice, I feel imprisoned, I see death everywhere, I want peace.

Rider: emperor Ceasar of Rome

Ridden: the mighty Legions of Rome



How do I, the player, interpret this in play?

"Justice" may give Ceasar selfjustification and may make the Legions believe in their struggles to extend Pax Romana. "Imprisoned" make Ceasar bent for more conquest, but make the Legions tired (no end to battles, no rewards). "Death" give Ceasar a real sense of paranoia, and make the Legions face defeat. "Peace" will make Ceasar very often find his rest in a villa outside Rome, while the Legions may go into negotiations with the enemies of their own accord.

You may interpret it otherwise, of course. You will not write down any interpretation, but have to use your instincts as the gameplay develops. You will interpret your mentality in regard to the rider/ridden, and in regard to the happenings of the game. Try to internalize your mentality, and let it act through your rider/ridden at all times. Be focused, be open, and respond to the actions of the other players.

Bollocks man! "Internalize my mentality"!? This certainly ain't a run of the mill action game! And where's the excitement in mulling about like this!?

- Exitement derives from insecurity, unpredictability and engagement. At least two of these may be perceived as negative, possible all three. However: this is a game. It is essentially harmless. So you may allow yourself to be quite as straightforward and impulsive as you ever were, while bollocking with chaos...

Action, Interaction and Conflict

As you certainly observe there is conflict in the "Example of interpretation" given above. The conflict is between Ceasar (more conquest) and his Legions (no rewards). There is conflict within the Legions too (belief in their struggle, but tired of it). By mixing the rider and the ridden with his mentality, the player may have his hands full with the conflicts of his own.

And then we have to consider what the other players have chosen too. Have one of them chosen the German tribes, lead by the great Chief Hrafagostir? Is there a player with senator Cruxious and the Citizens of Rome? Have one player opted for the Wife of Ceasar (and called her Priscilla) and the Women of Rome?

It may be that you are the starting player of this epoch, and have chosen Ceasar/Roman Legions. It will give you the initiative of this part of the game. That is; you may start the storytelling of this epoch. However; you may be certain that "your" story will see conflict coming from all directions almost immediately. Your "mighty" Ceasar will soon be the focus of a vortex of strife. That is really alright. It is what this game is about. It may even play out to focus on the wife of Ceasar too, or maybe the "womens liberation" of ancient Rome. Whatever happens; please try to keep a cool head and act "ceasarly"!

How do you tell a story?

First of all: you don't! Do not try to tell a story!

I know; this a labeled a "storyteller game", so an advice like that don't make any sense...

Blimey!!! Not one single phrase of this game makes any sense!!! The designer must be totally out of his mind!!! Does he really believe this game will be played by any human being not already on the verge of megalomania!?

- Hmm... that is a good question! Really, it is! It is very interesting to ponder where the actual verge of this game is. I'd like to see you on the verge of this game, and beyond...

(Verge: an extreme limit beyond which something happens...)

I maintain the advice: do not try to tell a story. Make it simple for yourself. Take an action, and tell it in the most simple way:

- *My rider; Pharaoh Tutmoses, will have the people of Egypt, my ridden, give him the stones to build a pyramid!*

After you have taken an action, look to the others for reactions. This may be a reaction given by another player:

- *My ridden; the slaves of Egypt, will try to revolt against the brutal pharaoh!*

This naturally leads to a conflict, if you do not stand down with pharaoh (stating that the pharaoh see how another great pyramid will lead to disaster). If both of you persist, you will find out who is strongest in the ensuing conflict, and then the player of the victor will state what happen. You may be the victor, stating this:

- *Pharaoh Tutmoses crushed the revolt! Half the slaves are dead! But the rest have worked like... slaves! Giza has been built! The pharaoh is very pleased with the new pyramid! It is a great symbol of his might!*

The next thing happening may be something like this, stated by another player:

- *My rider; Hatshepsut son of pharaoh Tutmoses, tries to have his father assassinated, to help him make use of the great pyramid of Giza! (heh-heh)*

You may answer:

- *My son! My only son! I feel that you are hostile to me! Why! Have I not given you my love?*

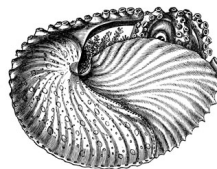
- *Father; you mistake me! I merely grow old enough to ponder the great example of my father, the great pharaoh! It makes me grave, but not at all hostile!*

- *Oh! My son! Forgive me!*

- *My rider embrace his father, while fishing out his knife and stabbing him in the back!*

You have restated you intention to kill the pharaoh. Conflict ensues, and is resolved, and the winner tell the tale...

Etc. Etc.



Interaction is a bit... unpredictable.

If you happen to have Caesar as your rider, as indicated in an example of this text, then you may start the game by saying that you give your legions the command to subdue the German tribes. This is certain to meet with some reaction from the player of the German tribes (most people take issue with strange armies marching about...). It may even be an issue with other players, like the senator Crassus, or the wife of Caesar, or whatnot. The senator may enter into a discussion with Caesar, and the wife may join in, and it may become an engaging household-political-discussion, made by the three of you on the spur of the moment. It's as easy as making a real conversation, but you will all be flown way beyond the borders of fantasy!

You may be able to predict who will react, and you may predict their individual reactions too, but how in the name of creativity are you going to predict the outcome of it all!?

The answer is simple: by the use of cards.

Cards!!! I'd rather play a game of poker, if it's all about playing cards! How in the buffeting world of drama could there be any link between playing cards and storytelling!?

- Burl Ives, the Irish folksinger. His classic hitsong about the soldier playing cards in church, the priest berating him for it, and the gripping tale of the soldier, about the cards and the bible. That's the link, a beautiful one, if I may say so.

- I consider cards to be the most reverent randomizers of this world and the next...

The strenght of rider/ridden

Whenever there is a conflict ensues, you will use the strenght of you rider or ridden, or both, and add a card to find the outcome. Highest sum is the winner. Here is how you find the strenght of your rider and ridden:

1. One player turn the top card of the deck.
2. All players note the card value on their sheet. The value of a red card is noted on a **rider**. A black card is noted on a **ridden**. Aces count as 1, knights, queens and kings as 11, 12 and 13. 13 is highest and best. All players use the same card values, but while you may decide to use a red 8 on your rider of the ancient era, another player may use it on his/her rider in the modern era.
3. Continue this until you have noted a number on all riders and ridden.
4. When each and every rider/ridden has been given a strenght, all players will note the value -12 in the central **FateClock** field of their gamesheet. This is the initial fateburden of the mentalities, and it subtracts from your startvalue in conflicts of all epochs.

The heavy burden of fate transfers to the game in the following way:

"John the Player" has noted 3 on his ancient rider, and 5 on his ancient ridden. His fate is -9. When in a conflict with his rider he will start out on a measly -6 ($3-9 = -6$). Using his ridden will give him a startvalue of -4 ($5-9 = -4$). Using both in the same conflict will give him a startvalue of -1 ($3+5-9 = -1$).

"John" has to beat his adversary to win a conflict, but he also needs to get a positive result to win, so "John the Player" will be wise to use rider and ridden together in any conflicts during the ancient era (if he like to win, that is).

"If he like to win"!? There is three fields on witch all players like to win; sports, games and marriages! So how in the name of fair competition could anybody be in a game without the will to win!?

- Oh, please!!! I've said it before; this game is not about winning, it's all about being friendly!

"Not winning"!? "Being friendly"!? Yes, the designer said it before, but no sane man will believe the communistic mumbo-jumbo of a crazy game designer!

- Well, then I must advice on insanity as your only solution. Honestly; I am a bit fed up with your ongoing critic now. Could you please try to hold teeth for tongue until you have read the whole manual?

Mph... that's a fine designer, that is, talking to the readers like that, insulting us and whatnot... but OK, we'll be silent. You won't get one word of advice from us hereafter!

- Good!

Start turning the cards now, and note strenghts on your gamesheets. Give the last finish to the number-process by noting your initial fateburden, -9, in the central **FateClock** field of your gamesheet. When all players have done this, you may read on.



Cards and conflict

Whenever there is a conflict in the game, you will use cards to find the outcome. Each and every conflict in the game will be between the mentalities of the players. If no player oppose your action, you are free to go through with it, whatever it is. In this game you may conquer the world by one sentence alone, if the other players let you (maybe they got other plans for you...).

On the other hand; if Ceasar wish to conquer the world, and his wife is fed up with conquest and war, and the player of his wife wish to make a conflict out of it, then it may go either way. Let us see how it may fare:

- Player of Ceasar: *Ceasar want to conquer the world! He gives his Legions the order of conquest!*
- Player of Ceasars Wife: *His wife protest, saying that he has to make time for household chores!*
- Ceasar player: *Ceasar protest this, saying that his wife will stay home, while he is conquering the world!*
- Wife player: *No, I will not! I challenge you!*

The player draws a card; a red 6, which combines with the Wife strenght of 7, to a total of 13, minus her fateburden of -9 = 4. The result is four, a meager sum.

- Ceasar player: *Hah! That will never do!*

The player draws a card; a black 2, which combines with the Ceasar strenght of 8, to a total of 10, minus his fateburden of - 8 = 1.

- Ceasar player: *But-but...*
- Wife player: *Hah! I won the conflict, so I will tell the tale! Ceasar wants to conquer the world, but his wife stops him. He is bound to take more interest in housekeeping, and she makes him. He will do his share of household chores after this clash, and when all come to all he is quite happy to do it. As he is the leader of the Roman empire, this sets about a great change in the known world, making women equal players in politic as well as domestic issues.*

The other players roll their eyes to this liberation of women 2000 years before time, but she won and that's it; women has been liberated in ancient Rome. What consequences will it have for the world? For history? For the game? The players now will have to take women into consideration for all future actions, of course, being gentlemen about it...

"Being gentlemen about it"!? Really, being a gentleman is all about being superior to women! It's laughable to think that we should take the absurdity of ancient suffragettes like gentlemen!

- Well, forget about "gentlemen" then. Try to be gentle about it, being a man or a woman. It's the gentle part that is important, not the gender. Let the tale spin it's way. If it goes in ways you find slightly challenging, then live up to the challenge and try to explore the consequences...

Losers tale

If both sides lose a conflict, the telling of the tale is given to one of the other players. Any player will do, but usually the first to grab the word is the one to tell the losers tale. He/she will now have the pleasure of telling how both parties in the conflict come short of their goal, and end up in misery.

Hey! Both parties in a conflict can't lose! There has to be a winner!

- Oh, really? How come so many conflicts ends up with both parties being hurt then?

But...

- No buts! Think about it; a lot of conflicts ends up with everybody a loser, by losing someone they love, being impoverished, filled with hate or robbed of possibilities. This is a game of conflict, so you should try to imagine how it may affect the personalities and peoples you play.

Of course, the way both parties lose a conflict in this game, is by both of them getting a negative result after drawing cards. You always lose when the sum of fate, rider/ridden and cards is negative.

Oh, and you always drop in fate when getting a negative sum (if the negative sum resulted from a black card, you drop two points; one for the negative sum and one for losing by a black card).



Alliances

In conflicts with several parties the chance of makeshift alliances are always present. In this game such alliances are simple. The initiative always stays with the mentality involved in the conflict in the first place, but the player will get to draw one card extra for each allied mentality voicing support for his/her cause. After drawing a number of cards, you will choose one of them.

This heightens the chance of drawing a high card and win the bout, of course, and you get the chance to choose red cards rather than black ones. The black ones are tied to fate, so you may wish to avoid them.

Changes in fate

In the center of the **FateClock** gamesheet the clock of fate is ticking downwards. It start at -9, but during the game it will sink. As the fate of a mentality sink, it makes for stronger rider/ridden, of course. However; if the fate drop to zero the mentality is taken over by evil, and the world may end.

The fate of a mentality may change whenever it is involved in a conflict. If you win by a black card your fate may drop by two points. If you lose by a black card your fate may drop by one point. Your fate will never change if you won or lost by a red card. It is up to the other player in the conflict to decide this. He/she may simply point a finger directly at you when the conflict is over. That simple gesture signify that your fate will drop (by one or two points). If they point at the floor, your fate remains the same.

In the same way you may point at your opponent, if he/she had a black card during conflict, to make it clear that his/her mentality is sliding towards an evil fate. You don't have to justify your choice. If you point at your opponent, then the fate will drop.

Win with black card = drop 2 in fate?

Loose with black card = drop 1 in fate?

Red card = no change.

The Last Chapter

I am a player. I feel excited. I see possibilities. I want a good game.

The **FateClock** game is as simple as life itself. You have to make it up as you go along. Life's an improvisation, a chameleonic process driven by ad-hoc decisions. Without a creative mind your everyday life would fall to pieces. And sure; sometimes it don't add up. You miss the small target of happiness, and end up in the abyss of despair.

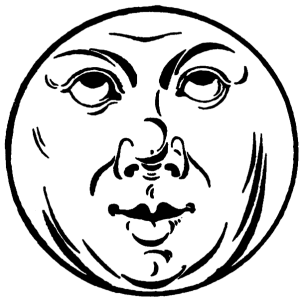
Oh no! Here he goes again! This designer-dude is nothing but a would-be philosopher! "The abyss of despair"! Give us a break man! The only good thing about these last ramblings, is that the designer has named it "The Last Chapter"! Please let it be true!!!

- True. It really is the last chapter. In this chapter I will reveal the evil end of the game, and thus it feels right, in a way, to point you toward an abyss of despair. I sincerely hope that the fated player will be able to put a little despair into it, when narrating the evil ending of the game...

And that shall make all of us feel better!? The designer has decided the ending of the game already!? Fine! Great! But wait... where's the interactive part of this? Where's freedom of choice for the players and whatnot? You know; a normal games designer will leave the storyline to the players!

- I know. This game is different. Let us celebrate the difference! And let me finish this chapter, so you may play the game!

Don't think about evil, initially. It's not important for the first two or three epochs. Go about the conflicts of the game with ease and confidence, and try to make your mark on history. Have a nice time. Don't worry! Be happy!



How to end an epoch

It is a fine tradition that each and every player will have the scene at least once during each epoch. Let all players have their say. Talk to each other, create conflicts with all other players, and see what happens. Prod and pine and punish each other, with a jolly evilness in all your ways. Let the story bring you all to places none of you imagined before the game started. Go with the flow!

By crossing your arms over your chest, in a kind of X, you signal that your rider and ridden is out of the narrative, and that you expect the present epoch to end quite soon. The very second another player cross arms in an X too, this epoch is over. No conflict or narrative may be continued beyond this point. The end is immediate and total. Proceed to the next epoch.

Two players cross their arms = end of epoch.

If there is no next epoch, due to the fact that you have played the last epoch of the game, the Future, then the game will end. That is the good ending of the game. However; an evil ending is more likely...

The abyss of despair

As your fate level drop and the conflicts become more and more marked by modern contraptions of war and violence, you may start to imagine an abyss hidden deep in your mentality. This is the abyss of despair. It is evil lurking in your shadow. It is your decisions coming back to haunt you. It is the end of the world, armageddon, ragnarokk, the final reckoning.

To most modern people evil is an abstract. We do not believe in Christ, have no belief in an almighty God, and regard the Devil as nothing more than a fantasy character necessary to the heroic antics of "saving the world".

Well, in this game you won't be the heroic saviour. Rather you'll get the chance to engulf the world in darkness, and when you do there will be no heroes to save it. You will be the sole narrator of the world, as it sink into hell. Your hell, created by your mentality as it has freed itself from the shackles of fate. You will be the allseeing, omnipotent and ultimate evil being. That may be your destiny.



Name the Lord of Evil

The one mentality which has its fate level reduced to zero first, will become Lord of Evil. If two mentalities reach zero at the same time, then the one going farthest below zero will become Lord of Evil. If they are equal, then they will battle it out between themselves, drawing a card and using the rider and ridden of the epoch in question. The winner will become Lord of Evil.

As this happens the one player who knows the name of the mentality gone evil, will reveal it. This is the name of the Lord of Evil. It may be anything, from Lucifer to Evilesque, or Beelzebub, Stinkoor, Love, Jaggerdoom or whatnot. It is up to you, the players, to name the Lord of Evil.

Each one of the players will find a name for the ultimate evil now, in secret. Note the name on the back of your gamesheet, and don't show it to anyone. Read on after all of you have done so.

Then you will turn the gamesheet and fill out the last paragraph, the one that reads:

_____ **knows my name.**

Write the name of another player on the line. Do this openly, and make sure no player write the same name on this line. The player you name on the line, is the one which has your mentality's evil name on the back of his/her gamesheet, to be revealed in the case you are the one transformed into the Lord of Evil.

Use the name

This is the end. When you use the name of your mentality no other player may speak or stand, or do anything, until you have finished your tale of how the world succumb to your evil. Your mentality is still eternal, without death, but it is corporeal now, and heavily influenced by the riders it has possessed. You may use these as avatars in the armageddon you are describing to the other players.

You don't have to make it a long tale. It may be short as hell. You may choose to state something like this:

The world is mine! I, the evil lord Jaggerlove, will rule this world! No end will come to my evil! There will be only evil in this world from now and to eternity! I am Jaggerlove! Jagger-love!!! Jagger-love!!! Jagger-love!!!

You may, of course, make use of more extreme measures, describing in detail how your mentality is engulfed by the shadow of itself, and how the core of your mentality goes evil, marking the world for darkness in it's own, very unique way. Or you may opt for an approach inspired by the game you've had, weaving the events of the game into your narrative of the last reckoning...

It's up to you, oh great Lord of Evil!

Reality is history.

This is all a game.

Let your mentality loose!

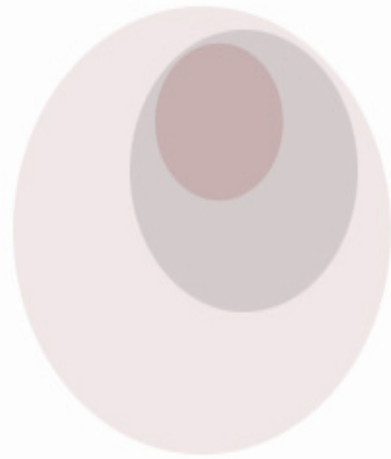


I am

I feel

I see

I want



Rider



Ridden

_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

FATE

CLOCK

_____ knows my name.