

Untitled the RPG

Play Aid

What It Is

1. Everyone at the table in turn writes something on a post-it note and sticks it inside the folder. This is the Maze, and each item must be important to The Player.
2. Everyone at the table then draws a card, face cards count as 10.
3. Everyone at the table chooses a Red face card as their Aspect.

What We Are

4. The Player divides the card score between **Hate** and **Humanity**
5. Chose a Red face card as your **Aspect** (red for blood, fire, danger, lust, love, and wrath)
6. **Hope** = 0

Aspect	Motivation	Towards
A♥	Hates	J♥
K♥	Protects	Q♦
Q♥	Loves	K♦
J♥	Wants	A♥
A♦	Fears	J♦
K♦	Loathes	Q♥
Q♦	Hates	K♥
J♦	Loves	A♦

What We Face

7. The Others' card score **Haze**
8. **The Aspect** defines the goal of The Others

What Initiates It

9. **The Player frames the first scene to find Hope**, attempted after the conflict is resolved, The Others may introduce themselves into the scene at any time
10. **Play proceeds** clockwise around the table with each person framing a scene

What We Do

Action	The Player	The Others
vs the Others	Hate - Humanity	Haze
vs the World	Humanity - Hate	Haze
Finding Hope	Humanity	Haze + Hate

The Spiral

Outcome	Consequence
Finds Hope	Hope +1
Mind Fails	Haze +1
Body Fails	Hate -1

Outcome	Consequence
Commit a Crime	Humanity -1
Restrain from Crime	Humanity +1
Commit Suicide	Humanity = 0

What Ends It

- **Hope > (Hate + highest Haze)** ends the Maze

What Decides It

- **Opposing card draws**, cards are totaled up and the winner gets to narrate the outcome
- **The Aspect Card** doubles the draw total, unless facing the opposite Aspect
- **Queens** let The Others add to the Maze
- **Jokers** let the player remove something from the Maze
- **Pairs** can be sacrificed to change the Maze
- **Parts of the Maze** introduced into a conflict to benefit one side adds a card draw to that side