

Game by Beth Jackson, Beth and Angel Make Games

This game uses the Patchwork Potions system, created by bespoketacle and used with permission

If you took part in Ludum Dare 58, you can rate it here before October 24th, 2025, at 6 PM Eastern time.

Introduction

You are a mighty dragon. Your scales are impenetrable, you can soar through the skies with ease, and you can breathe fire hot enough to melt almost anything.

But you're cursed. After a lifetime of hoarding, you were cursed to lose your memories.

“If your treasures are so important to you, let them be all you have. Forever.”

Each day, you forget what happened the previous day. You often forget what’s going on while awake, even. Because of this, you’ve taken to writing in a journal about the things you experience. Or, at least the things you can remember by the time you journal them.

Unfortunately, it takes you so long to read through your journals that you forget half of what you’ve read by the time you’re done… So you can never remember ***everything*** you’ve written.

You also have a habit of making up grand stories and adventures about the treasures you’ve collected. Which is great fun, and makes you feel great pride! But that habit has bled into your memories, making you question what’s real or imagined.

It’s been so long, though, that you’ve learned to accept it. It’s such a habit at this point that you can remember that, at least: that your life is what you make of it, not only by your actions, but by creating those memories yourself.

The Last Dragon is a fantasy-esque game, in which you live in a typical fantasy-era world. There are no guns, villages and towns dot the world, and fantastical creatures are real. Feel free to play with that setting as much as you want, very few things in the game directly reference anything beyond those basics.

What You Need

- Two six-sided dice
- A copy of the game sheet
    - Image (for use with Paint or other digital programs) → The Forgetful Dragon - Game Sheet.png
    - PDF (for printing) → The Forgetful Dragon - Game Sheet.pdf
    - Alternatively, you can use a blank sheet of paper and write out the grid and squares for markings for the six feelings. Leave space to draw the hoard at the bottom.
- A way to journal (pen and paper or digitally)
- A collection of objects from around the house, preferably in an opaque container (one you can grab from without seeing what you’re grabbing).
    - Any objects work, but you’ll want **at least thirteen**.

- Choose objects that could exist in a fantasy-era world. Or, if you choose some that couldn't (like a watch or Nintendo Switch or something), give it a new meaning in this world. A watch might be a fancy bracelet, and the Switch might be a writing tablet. Or ignore this and include it as an anachronistic thing: fantasy-era stuff often includes magic, maybe a local wizard created a handheld gaming system!

The Six Feelings

First, you'll want to assign marks to each of the six feelings on your game sheet. A mark can be a color, an emoji, a simple drawing, or anything else. All that matters is that you can easily tell them apart: you'll be referring to the marks frequently.

Assign a mark to each of the six feelings by filling in the boxes next to the names of the feelings.

The six feelings are:

1. **Greed**: Dragons are greedy by nature, and you're no different. Despite a lack of memories, one thing sticks with you: you always need more.
2. **Sorrow**: A life without memories, without other dragons for companionship, and the "forever" part of your curse meaning you're immortal… it's all deeply saddening. You find yourself battling with this sorrow frequently as you create purpose and meaning for yourself.
3. **Joy**: The flipside to sorrow, there's no shortage of joy in your life either. A lack of memories means you're free to invent all sorts of wild stories, and you cannot prove yourself wrong. Immortality means safety from death, which is kinda cool sometimes! Plus, you never get tired of soaring through the skies, admiring the world around you.
4. **Fellowship**: Being quite certain you're the last living dragon, you're incredibly lonely. Sure, there are lots of people and animals out there, but… they're so small. And boring. Still, you sometimes need companionship so badly that you'll give them a chance. You often find yourself delightfully surprised, even!
5. **Pride**: What good is a collection of stuff if you aren't proud of it? You have a lot of other things to be proud of, too: you're clever, strong, brilliant, and even quite athletic.
6. **Adventure**: Being an immortal, powerful dragon who's greedy by nature, you often find yourself going on adventures to discover treasure. Even when you're in your cave, you invent adventures by (re)writing how you obtained the treasures you so happily own.

As you play the game, you'll fill in the squares (and central circle) of your Memories with these marks representing these feelings. As you fill in your Memories, you'll come to find these feelings more prevalent in you. When the game ends, you'll use the ending that matches the feeling you feel the most.

Pulling an Object

Throughout the game, you'll be told to "pull an object." What this means is that you'll take one of the objects you gathered in real life (randomly if possible) and then use that specific object in the prompt. Set this item somewhere outside of your collection of objects so you can't "pull" it again.

Adding to Your Hoard

Whenever you add something to your hoard, you need to draw it into your hoard. This means to draw a representation of this object in the space for your hoard: on the game sheet, it's inside the fancy frame in the bottom half of the page.

Don't feel bad if you can't draw. You're a massive dragon, and no writing instruments have been crafted for your gigantic claws.

Plus, I (the creator of the game) suck at art too! 😅

The Curse Is Complete

This is the beginning of the game. The remaining rules are explained after this introductory prompt.

You're carrying a particularly fancy piece of loot into your cave from your latest adventure. Beaming with pride, you step foot into the cave… to suddenly realize that you have no memory of how you got it or what it even is exactly.

Then, you remember that this isn't the first time this has happened. You forget things a lot, in fact… Except that you forget things. That's something you usually remember.

There are some other things you remember, too: that you love hoarding treasure, where your home is, and to keep a journal of your memories before you lose them. You do worry that if you break any of these long-held habits for too long, though, they'll be forgotten forever.

Roll a die for what emotion this treasure fills you with now.

1. Greed
2. Sorrow
3. Joy
4. Fellowship
5. Pride
6. Adventure

Then, roll your d6 again to determine what treasure you've brought back to your hoard under the matching heading below.

Once you've determined the treasure, write about why you think this object is so special and how you could've come to own it. Remember: you aren't remembering, so you can ***guess*** however you want, even if that doesn't match the emotion you're currently feeling.

Finally, fill in the circle in the center of your Memories with the ***mark*** you've assigned to that emotion. Then, draw this treasure in the center of your hoard.

Greed or Pride

1. A throne made of solid gold.
2. A crown, adorned with jewels that match your scales.
3. Several locked treasure chests. You know you can easily pop them open.
4. A magical mirror, with glass cut like the finest diamond.
5. A robe, somehow large enough for your massive form.
6. A magical pouch that, when turned upside-down, dumps out a pile of gold coins big enough that you could use it as a bed.

Sorrow or Adventure

1. A dragon egg, broken open. The lower half remains mostly intact, but the busted fragments of the top lie inside the otherwise empty shell.
2. An urn, full of fine dust.
3. A collection of artwork.
4. A tattered doll, singed and damaged.
5. A sword, broken inches above the hilt, along with a rended shield.
6. A music box.

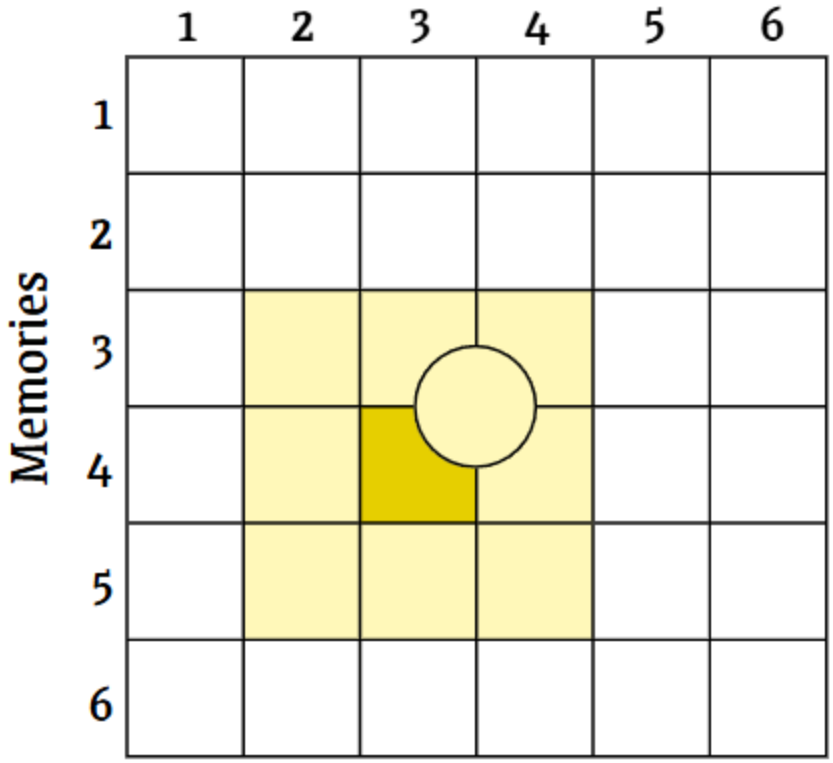
Joy or Fellowship

1. A colorful, beautiful tapestry.
2. A crown made of bright, aromatic flowers woven together.
3. A large aquarium full of colorful fish.
4. A pet, one that seems especially happy to be here with you.
5. A collection of tools that will allow you to create your own treasures.
6. A bundle of food and drinks, clearly meant for a dozen or more people to enjoy, but seems like the perfect amount for you.

How to Play

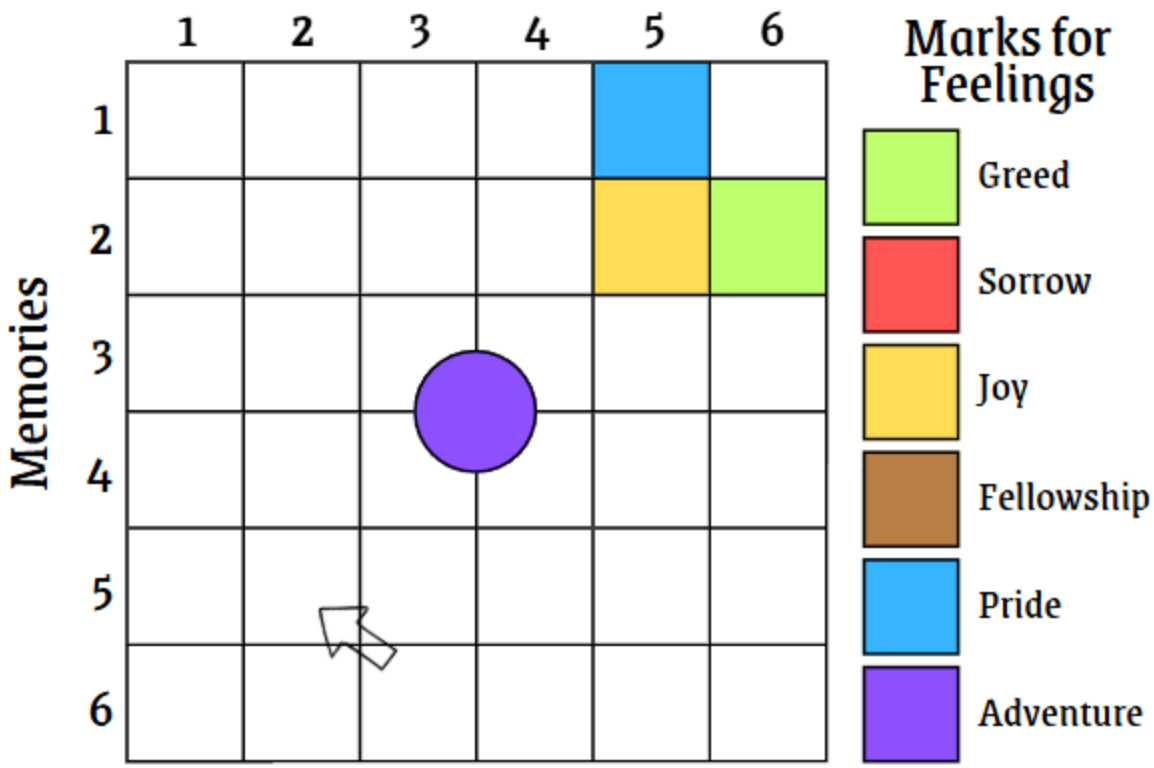
From here, you'll take twelve rounds to fill in your Memories (the grid on top of the game sheet). Each round, you'll roll your two dice and choose a grid square. For example, if you roll a 2 and a 5, you can choose the square in row 2, column 5, or row 5, column 2. Rolling doubles makes the choice easier...

Once the square is chosen, determine your prompt using the primary and secondary feelings associated with that square. The primary feeling is however that square itself is marked (if it's marked), and the secondary feeling is based on the markings in the spaces around it, not including unmarked squares. If there are an equal number of two or more feelings marked around it, you can choose from them.

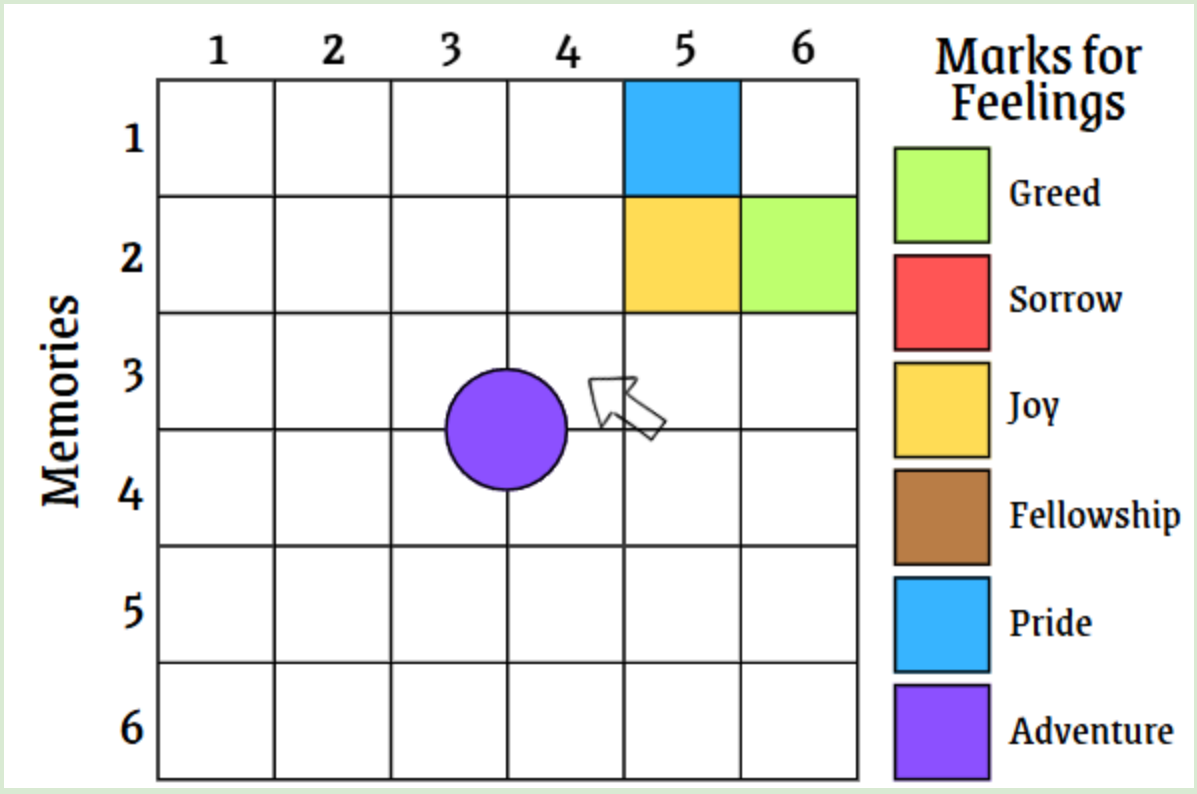


In the image above, the darker square is the selected square, at column 3, row 4. All of the squares (and the circle) in light yellow are the spaces around it. The circle is "around" the four squares in the center, and a square is "around" another if it touches it, including diagonally.

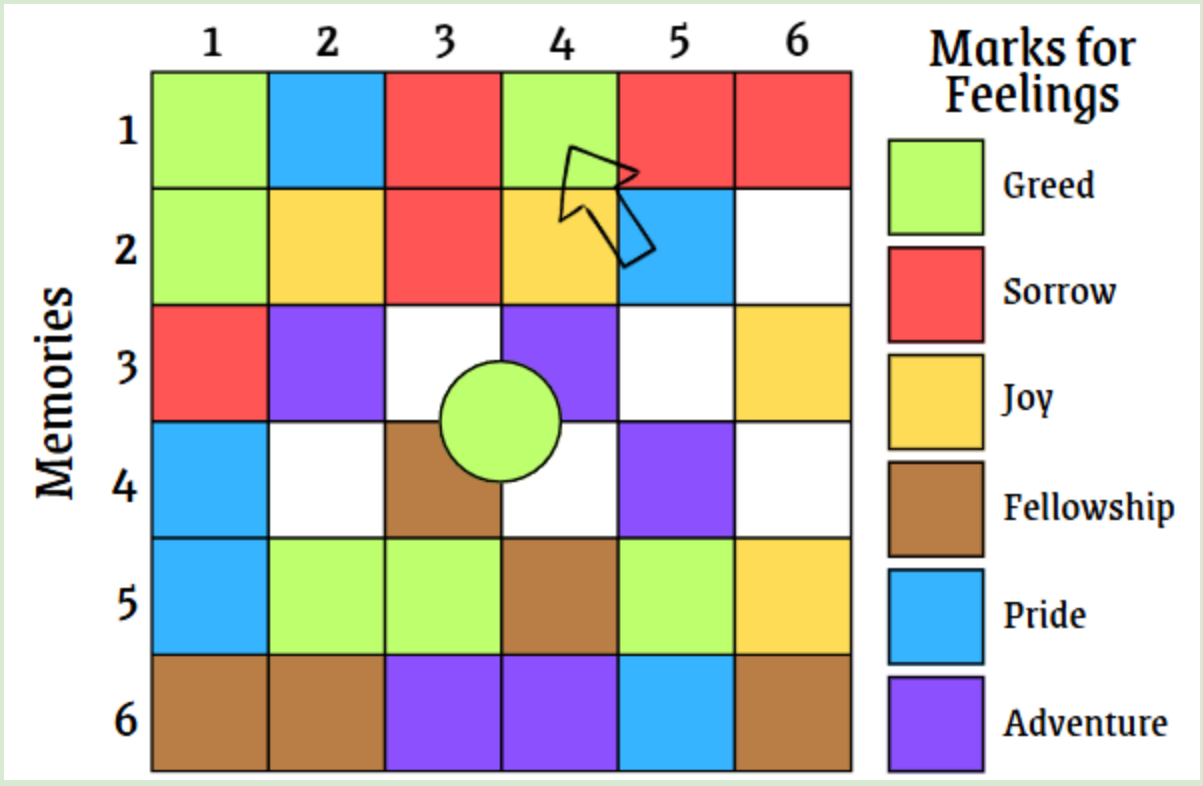
If the rolled square is unmarked, the primary feeling is "foggy." If all of the squares around it are unmarked, refer to ALL of the marked spaces of your Memories. As always, if there's a tie in the number of marked spaces in your Memories, you may choose from them.



In the example above, you've rolled a 2 and a 5 for the second time in a row. Last time, you used the square in the fifth column, second row (the orange square). This time, you'll use the square in the second column, fifth row (the one with an arrow pointing to it). That square has no marking, nor do any of the squares around it. Looking at your Memories as a whole, there's one square marked with Joy, Pride, and Greed, and the circle in the center is marked with Adventure, so you can choose from any of those four as your secondary feeling. The primary feeling is "foggy."



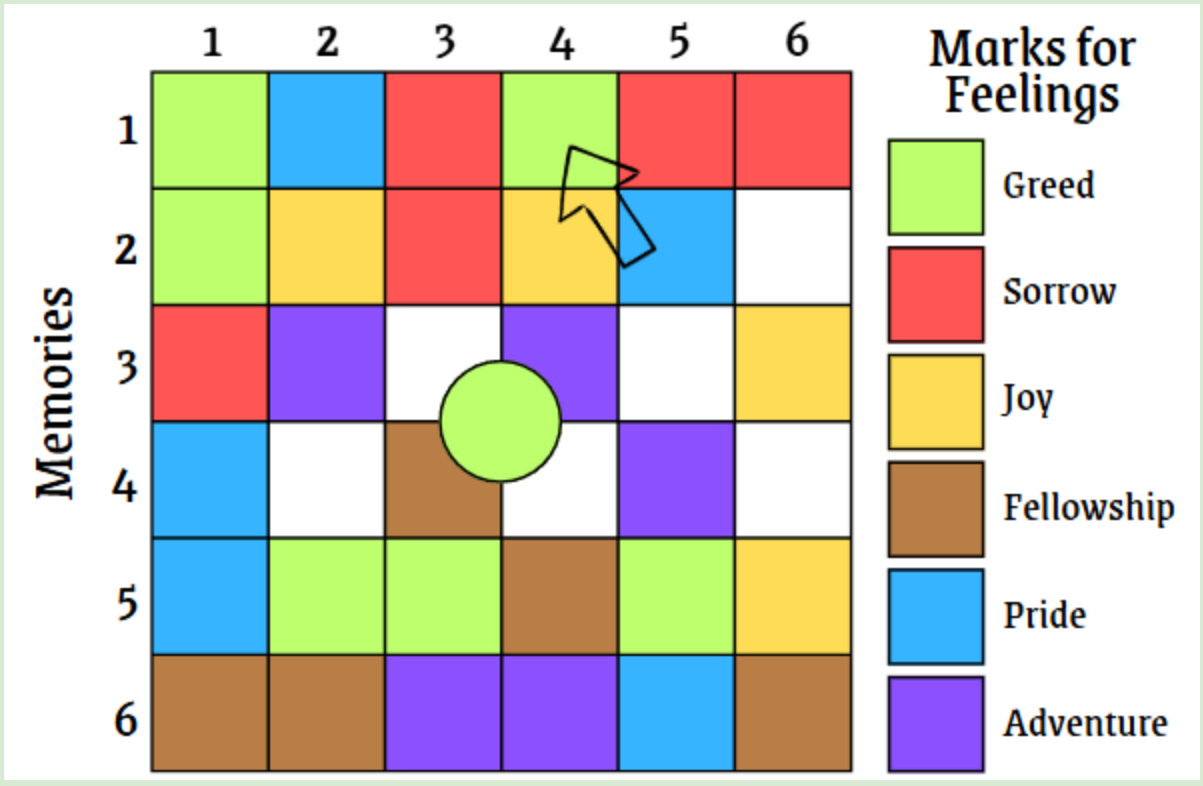
If you instead rolled a 4 and 3, and went with the square pointed to above, you would again use "foggy" as the primary feeling and would have to choose from Joy or Adventure as the secondary feeling, as each of these is near it.



In the example above, the game is almost over. You rolled a 1 and 4, and you're feeling greedy, so you choose the square being pointed to above at column 4, row 1. It's marked with Greed, so the primary feeling is Greed. The secondary feeling is Sorrow, because three of the five squares next to it are marked with Sorrow.

Once these are determined, flip to the tab matching the primary feeling, then read the prompt that matches the secondary feeling. Do whatever it says, and make sure you draw the treasure from that prompt somewhere in your hoard.

Finally, using the three feelings at the end of the prompt in marks <like this>, mark the nearest unfilled squares with these feelings in any order you wish. If the square rolled is empty, make sure that one is marked.



In the example above (the most recent one used previously), you cannot mark the square you selected because it's already marked. You can instead choose to mark any of the four nearest squares, each three squares away: column and row 3, column and row 4, column 5 and row 3, or column 6 and row 2. The other two blank squares are five squares away.

The game ends when you fill in the last square of your Memories. When this happens, read the "Ending the Game" tab.

Note: many of these prompts seem like once-in-a-lifetime kind of things, but remember that your memory is gone. Something may seem entirely new to you even if you've experienced it previously. Others can be explained as new by going to a different-yet-similar location.

Also, keep in mind that things are happening between these prompts. You just don't remember them!

To get the prompts, click the "Prompts" tab on the left, then click the feeling that matches your primary feeling for that prompt. If you don't see tabs on the left, click on the icon in the image below. It should be on the left side of the screen, at the top of the document.

Click one of the tabs inside this tab to find your prompts. This page just exists so I can nest the other tabs inside lol.

Foggy

Greed

Admiring an object from your hoard, you decide you want more of them. So, you fly off to gather more, to you can amass the greatest collection of them anywhere!

Pull an object. Why do you suddenly want more of them, so many that you'll have the greatest collection of them ever?

<Greed, Pride, Fellowship>

Sorrow

Casting your view over your hoard, you suddenly feel sorrow for an unknown reason.

Pull an object. What about it makes you so sad? How do you think you can overcome this feeling?

<Sorrow, Pride, Adventure>

Joy

Today, you feel the urge to walk to a specific place in your hoard. When you do, a sense of joy overcomes you. The excitement is enough to make your whole day better, and even forget about your curse.

Pull an object. Why does this object make you feel so happy? How can you bring this feeling of joy forward in your life so you can keep feeling this joy?

<Joy, Pride, Adventure>

Fellowship

You literally roll out of bed and, before your eyes, there is something. It's a gift you received from someone, you think, or maybe something you meant to give someone? Somehow, a sense of gifting is associated with it, that's all you know for sure…

Pull an object. Who do you think gave this to you, or who were you going to give it to? Why?

<Sorrow, Joy, Fellowship>

Pride

You're wandering around your hoard when you notice something prominently displayed. This object clearly means a lot to you, or meant a lot… or you think it did, at least. Whether it's the way it's displayed or the object itself, though, you feel delighted to have it. Like you had to work hard to get it, or it was a challenge to find…

Pull an object. Describe the special display you've created for it (and make sure to include it when you draw this in your hoard). What makes it so special? How do you think you came to own it?

<Greed, Sorrow, Pride>

Adventure

You're flying over a beautiful view when you realize… you don't know why you're here. Was this your destination, or merely on the way to somewhere else?

Pull an object. Somehow, this object is a flash of memory you just had as you were flying, guiding you to your destination. Where is it? How do you get there? What do you collect from this space?

Draw both the object you collect there and the object you pulled in your hoard this round.

<Greed, Joy, Adventure>

Greed

Greed

“More.” The word is in your mind when you wake up, and it’s there with you all day, even as you try to sleep. It’s a companion now, and you can’t escape it. So you give in.

For days, your only meaning in life is filling that void in you that craves more. Gathering everything you can to fill in your hoard. You’re still selective: you won’t fill it with junk! But the hoard grows and grows…

Pull an object. In your greedy madness, you accidentally managed to pick this up. It surprises you: although it’s far more ordinary and less valuable than the other treasures you found, it somehow silences your greed. You’re content now.

Write about this object. What about it could’ve silenced the cry for more?

When drawing it into your hoard, draw it amongst whatever other treasures you found recently.

<Greed, Sorrow, Joy>

Sorrow

You return from a successful mission of accumulating treasure when a memory hits you: you did a lot of damage. You remember screaming, burning structures (or was it trees?), and utter chaos. Not chaos for you, of course: humans can’t harm you, nor can fire.

You feel incredible guilt. You aren’t even sure if the memory is true, but you can’t imagine why you’d do this to yourself if it wasn’t real…

Write about your guilt. Imagine what it is you could’ve done, what damage you might have done, how far you potentially set these people back, all because you wanted more stuff.

You get an idea just then: people often offer you tribute to “appease” you, not realizing that you couldn’t care less about harming them. Aside from just now, apparently… But who says you can’t give them tribute, too?

Choose something valuable from your hoard and cross it out. You deliver this in the cover of night to a nearby village. Then roll a die:

- 1-2: Something about this place seems like what you saw in your memory, and things are… bad. You still can't be certain that you caused it (you may have seen the damage and then corrupted the vision in your broken memory), but you feel guilty nonetheless.
- 3-4: This space looks nothing like your memory, and you see no real damage anywhere. Just some normal wear and tear. So either this is the wrong place, or you entirely invented the memory.
- 5-6: Thankfully, your memory has intensified the terror: there ARE a couple of burned-down trees, but it seems like that's it. You leave the tribute anyway, wanting to show them you're sorry, that any damage at all is still damage.

Write about this tribute, considering what you just saw as you left it.

<Sorrow, Fellowship, Adventure>

Joy

You look upon your hoard and feel… overjoyed. Days, weeks, months, years, maybe even decades or centuries peppered with greed have amassed you a literal treasure trove of wealth. You rarely feel like you have enough, but today you do.

This joy is fed by looking upon your collection… and it's replaced by sorrow the moment you look away. So you can't help but look upon it. Hunger and thirst are meaningless in your appraisal of your treasure.

Time passes. Who knows how long: you can't see sunlight from here. But, either way, the sense of joy lasts until you pass out, falling asleep from sheer exhaustion.

Pull an object. This one in particular brought you joy. Draw it in your hoard, then write about the dreams you experience after staring at your precious treasure for so long.

<Greed, Joy, Pride>

Fellowship

Flying through the skies one day, you realize something important: treasure is generally valuable because people give it value. So, not only do people create the treasures, they then make the treasure more valuable by making it so rare, or giving things special status.

Without people, it's nearly impossible for anything to have value, and no one would be around to make the stuff in the first place!

You decide to befriend a small, local village. They consider you a god(dess), and they're stunned by the gifts you bring them. They're among the more meaningless items you've collected, but apparently, they don't see it that way.

Describe a couple of these gifts, and why the villagers find them to be so valuable.

After some time passes, one of the villagers approaches you with a gift! You're so happy to see your investment paying off, but then… you see the gift.

Pull an object. Draw it in your hoard with a symbol around it to represent their friendship or that it was a gift.

Write about this gift. It's ordinary, not special at all. You know that it means a lot to the villager based on how stunned everyone else is that they're giving it to you, but it pales in comparison to everything you own based on quality alone. Yet… the personal value this person gives it really does elevate its value to you, too.

You were clearly right about humans not only creating treasures, but also giving them value. You just didn't realize ***how*** much of the value comes from emotional attachment.

<Greed, Joy, Fellowship>

Pride

You look upon a single item in your collection when you realize: it's incomplete!

Pull an object. Draw it in your hoard.

Write about how this object is incomplete. What is it missing? Does it have a paired item, or is it missing a part?

The desire to have this item on display, completed, overwhelms you. You immediately go out, fuelled by desperation and rage, to get the rest of it.

Write about what it takes to find this accompanying part, object, or whatever. Then, draw the accompanying part, object, or whatever in your hoard so that the original object is complete.

<Sorrow, Pride, Adventure>

Adventure

You read about a secret cave full of treasure, and after spending far longer than you'd care to admit finding it, you finally did! It's real!

Unfortunately… the opening to the cave is small. Like… you can't even fit your head inside. But you can see LOTS of stuff in there!

You reach out to a town near the cave to hire some humans to help. They're great at getting into small places, and all you have to do is give them some of the stuff they haul out. Any percentage is better than zero, and you have to know what's inside.

After bringing the humans to the cave and watching their progress throughout the day, they bring a huge pile of treasure outside. More than you can even carry to your hoard in a single trip!

It surprises you when one of the humans thanks you for being able to explore the cave. They explain that this cave was actually a home for their ancestors, and that simply being in there was a huge gift. They then ask for only a single item.

Pull an object. Describe what this object means to them, how their ancestors likely used it, and why this is so special out of everything. Draw this object in your hoard with a gift box around it to signify that it was given away.

You may then decide how to divvy up the treasures you've found: you can keep it all, give it all to them, or do anything in between. Write about this decision and how it affected everyone.

<Fellowship, Pride, Adventure>

Sorrow

Greed

You’re admiring your treasures when a sinking feeling rises inside you: you don't have enough. Or you have enough, but it's the wrong stuff. Or the stuff doesn’t matter.

You think about what matters in life, and it quickly sinks in that greed isn’t the way. It’s fun to gather stuff, sure, but what good is any of it?

Pick one of the objects already in your hoard, or make up a new one (and draw it in your hoard). What about this object makes you sad? What can you do about it to make you happier? Write about that.

<Greed, Joy, Pride>

Sorrow

You awaken this morning, drowning in depression. Nothing goes right, and nothing brings you any kind of joy.

You decide to leave your cave and fly around for a while, but you’ve seen it all before… Nothing is new, nothing surprises you.

What will you do with the rest of the day to try to make it better? Or will you just allow the depression to overwhelm you without a fight? It’s practically inevitable anyway… Pull an object and use it as inspiration, but don’t add it to your hoard. Write about all of that.

<Greed, Sorrow, Adventure>

Joy

Centuries from now, a therapist might explain that you have bipolar disorder, but you just think you have “weird days.” Today is one of them.

Shortly after waking up, you accidentally destroy one of your treasures. Pull an object and draw it, broken, into your hoard. Explain why this was special to you and how you got it.

Then, you go out to brighten your day, only to discover a human waving at you. You land a safe distance away and talk to them. Apparently, they have a plan that'll enrich you both: if you come here every day, just before sunset, you can carry people through the skies as the sun sets and they'll pay you for it! Guaranteed treasure sounds great, and you accept.

At first, you love it! A steady flow of trinkets and gold is lovely. But a couple of weeks later, you hate it. You feel like your life is meaningless: you're doing so little of what you're capable of, and the sense of adventure is entirely gone. This obligation is destroying your life, and you quit in a rage. When you get home, you rip the note off of the wall that reminded you to go to your "job."

The relief that floods you in that moment is the greatest joy you can remember! You soar through the skies, far higher and faster than these pitiful humans can handle, and celebrate.

Write about what it feels like to fly through the skies, above and through the clouds, in this moment of freedom. Can any of the treasures in your hoard offer you a similar joy to this?

<Joy, Fellowship, Adventure>

Fellowship

Pull an object.

This object, you think, belonged to someone you hurt before. It was accidental, of course, you'd never purposely hurt a human. Humans are too small and ignorant to be capable of harming you, so why would you harm them?

But your size, strength, speed, and ferocity sometimes accidentally hurt people when you don't expect them to be nearby…

Draw the object in your hoard, and write about how you obtained it. How did you harm someone in the process of getting it? What did you do about it?

<Greed, Sorrow, Fellowship>

Pride

You're sitting on an oversized throne —basically just a pile of rocks, really— feeling… empty. You don't feel sad, but you do feel like life has no purpose. Or, if it did, you've forgotten it. You've forgotten most things, really. Even though you journal about your life so you won't forget it, you often forget things before you can even write them down.

And besides, it's exhausting to read so much of the past. Heck, you forget what you've read before you're halfway through the journal anyway.

So, you decide to take up the art of, well, art. Your giant claws don't hold art supplies well, so you trade some of your treasures for some specially made ones.

It takes time, but you start converting your journal into a grand tapestry, turning the words into art. It's far easier to look at an image of your memories than to read them, and now this "masterpiece" is the first thing you see when you enter your cave! Best of all, you focus on only the positive memories, so you're welcomed by only the best, most epic things.

Draw a tapestry of artwork, pulling from previous journal entries. Feel free to add additional art from "memories" you haven't written down, too. Draw this in your hoard or near it.

<Joy, Fellowship, Pride>

Adventure

You're following clues from a book of yours to a long-lost, ancient place, hidden at the top of a mountain. You finally get there after days or even weeks of research when you discover that the cave is empty. There are markings on the walls, art from the people who lived here, but nothing else.

Then you notice claw marks across the ground. Excited, you wonder if another dragon might be nearby! Perhaps you were wrong about being the only living dragon!

You travel further into the cave, which is massive. Then you come across a horrific sight: you find the dragon, dead, on the ground. Or, rather, you discover their bones. There are spears and arrows buried in the walls, clearly thrown and shot there, and broken weapons lie on the ground.

Somehow, these humans actually managed to killed this dragon.

Pull an object. It’s the only thing you find here, buried under some rubble nearby. Explain why you think this object was special to this dragon, and how you feel about the clear murder of it. But keep in mind that you’re safe: your curse includes immortality, you’ll never forget that.

<Sorrow, Pride, Adventure>

Joy

Greed

Carrying a pile of treasure back to your cave, you feel… awesome. Look at you, a big, strong dragon, kicking butt out in the world! You've got a whole cave full of great stuff, and you're an incredible decorator, too!

In fact, it's kind of selfish to keep this magnificence to yourself, isn't it?

You take the next few days, offering the people nearby "museum visits" to your cave. For the low, low price of their most valuable possessions, you'll fly them to your cave, let them look around, and then fly them back.

Not many people take you up on it. You overhear some saying that you probably just want to eat them, which is super gross. But then a family comes to you, saying they'll do it. They get on your back and fly to your cave, walking around in awe. Their minds are clearly blown by how amazing you are.

After they finish, they offer you their treasure. Pull an object. This meager item is their most prized possession, which makes you see them in a new light. You have all of this, and they have so little… yet they paid for this privilege anyway.

You offer them the choice of any object in your cave in exchange, but they turn you down. They say that the real treasure was simply seeing all of this, and that if they had something so valuable, they would worry someone would attack them to steal it. But this memory will live with them forever.

You hear the youngest child excitedly talking about what they loved the most on the flight back to their home.

Write about what this family's home is like, and how it feels to have been a part of this memory with them. What was that youngest child's favorite part, anyway?

<Greed, Fellowship, Pride>

Sorrow

Today is a storm of emotions. You wake up excited for the day, and then get depressed when you break one of your favorite treasures, considering yourself a clumsy, no-good jerk. Then you fix it with ease and feel brilliant before a knight comes and challenges you to a duel. He says he's here to save a princess, which is super weird because you'd never have a human as a pet.

You sigh and head outside, ready for the fight. Worse, he's on horseback with a lance. Poor horse…

To save the horse from potential harm, you invite the knight in to explore. The knight does so quickly, calling to the princess the whole time, before giving up. They apologize and say that it must've been a prank or something. Maybe a hazing experience.

The knight leaves, but not before giving you a small gift in apology. They were going to give it to the princess as a sign of their love.

Pull an object. This is what the knight gave you, and was going to give to the princess. Write about how this is somehow related to human courtship.

<Sorrow, Joy, Fellowship>

Joy

You don't always believe in luck, but today you do. Everything goes right! You wake up happy, you actually manage to floss everything out of your teeth quickly after breakfast, you stumble upon a treasure cave by accident mere minutes into your flight today, and then you fall over one of your treasures in your hoard, but it somehow comes out in BETTER condition than it was before!

With all of this luck, you decide to do something TRULY adventurous today.

Pull an object. This is the object that you tripped over and improved somehow. Draw it into your hoard and write about how it's better now. Then, write about your adventurous day. What did you do today, knowing that everything was going to go your way?

<Joy, Pride, Adventure>

Fellowship

You're flying high in the skies, enjoying yourself, when you notice two big groups of humans fighting one another.

You land nearby, the wind from your wings knocking numerous people over, in an effort to make them stop as quickly as possible. The sight of you terrifies them in a way that fighting one another doesn't, which is odd since they're being so aggressive with one another, and you have no intention of hurting anyone.

You let out a growl, asking them why they're fighting, and their answer is… pathetic at best.

Write about why these two groups were fighting. Who were they, and what caused the fight? Were they trying to hurt each other, murder each other, or just lead one of them to leave or something?

After a while, they decide to part ways. One of them drops their weapon, and you grab it, bringing it back to your hoard.

Pull an object, and draw it in your hoard, where it'll never harm anyone again. Write about how you think this was used as a weapon.

<Sorrow, Fellowship, Adventure>

Pride

You're admiring one of the items in your hoard when it feels like a flash of memory hits you. You don't know if you can trust it or not, but you hope so, because it's a good memory.

Pull an object. What good "memory" do you now associate with it? Draw it and some kind of representation of this memory in your hoard.

<Greed, Joy, Pride>

Adventure

An ancient scroll you've been looking at for days has bothered you. You couldn't figure out the clues for where it was talking about, but today you woke up and an idea came to you. You think you know where it is! Unfortunately, it's a day's flight just to get there…

You spend the next day flying there, excited but wet. It rains most of the way there, and the rain makes the skies humid and gross.

The next day, you arrive where you think the scroll was talking about, only to discover that humans have picked it clean. Holes are dug everywhere, with trash left behind. It's a mess.

Pull an object. This single thing was left behind, and you do your best to remember this place well via this object. This is a reminder that, while you may often feel greedy and hoard-y, you also do a far better job of preserving things than humans do.

Draw the object into your hoard and write about your experience here.

<Greed, Sorrow, Adventure>

Fellowship

Greed

In a stroke of genius, you come up with a plan. You decide that you'll choose your least favorite treasure and trade it for something, then you'll trade that thing for something, all the way until you get something incredibly valuable!

Pull an object. Write about why you want to get rid of this thing, how you came to get it, and your goal object to trade for in the end.

Then, write the story of how, via a chain of trades, you go from this object to the object of your dreams.

Finally, draw this dream object in your hoard, and cherish it. Celebrate your title as the ultimate barter king/queen!

<Greed, Pride, Adventure>

Sorrow

You look around your cave and realize that the hoard has grown huge! Too huge, in fact: it's difficult to move around without damaging anything…

You remember hearing about humans selling off unwanted possessions, and you decide to do the same. You gather as many as you can and bring them near a marketplace, setting them out in front of you with price signs. Not many humans are brave enough to approach, but once a few buy things, the others get braver.

You know that you're trading these treasures for far less than they're worth, but at the moment, they're a nuisance to you, so getting anything at all for them is a win.

With one item left, a child comes over to you and explains that they cannot afford it, but would love to give the gift to their parent. One of their parents died, and the other is raising them alone. Today is their parent's birthday, and they know their parent would LOVE this thing.

You can’t turn them down. You let the child take the item, and then see them give it to their parent, who is absolutely delighted. The smile on their face is better than any of the money you earned.

Pull an object. That’s the item the child gave to their parent. Write about how it all went and how you feel now. Draw the object in your hoard inside a gift box to represent that you gave it away.

<Sorrow, Joy, Fellowship>

Joy

In the middle of the day, an elderly person wanders into your cave, shocked to find you and your cave of treasures. They explain that they’re old, so old that they’re certain to die of old age soon.

Over a chat, they share that they’ve wanted to climb this mountain their whole life, but were too scared. They had no idea you were here; they just wanted a place to sit and relax after the climb.

They say that they hope their trek up the mountain inspires people to realize that it’s never too late to chase dreams. They say it’ll always be a cherished memory, and ask for your favorite memory. Sadness overwhelms you as you can’t come up with anything.

The elder gets closer and explains that they can barely remember anything either, but that memories aren’t the most important things. It’s our actions, the things we choose to do each day, that define us.

That evening, the elder passes away. You carry them to a nearby village and explain the situation, before they’re laid to rest. You hear many people shocked that the elder managed to climb the mountain, especially at their age. It gives you hope that they’ll inspire people, as they had hoped.

Pull an object. You lay this in the ground with the elder as a gift, as thanks for their mark upon you.

Write about your gift and why it was meaningful to give. Describe how you feel after this conversation and the elder’s passing away.

Draw the object, laid to rest with the elder, in your hoard.

<Sorrow, Joy, Fellowship>

Fellowship

You're out, flying through the skies, when you see a shadow. A HUGE shadow. Like… REALLY huge.

Out of curiosity, you rise above the clouds and discover a dragon! In this moment, you realize: you're not the last living dragon after all! And they seem just as surprised to see you, too.

The two of you find the nearest land and talk. The entire day passes as you discuss what it's been like for you both, all alone. This other dragon is just like you: they hoard treasures and are cursed to forget, too. They, too, journal to keep their memories alive as much as possible. They, too, were cursed with immortality. And they struggle with their mental health as well.

It feels wonderful to know you're not alone. Even if a lot of what you experience isn't great, the fact that you're not the only one who goes through it makes you feel better somehow.

The two of you eventually part ways, but not until you've spent all day together as friends.

On the way home, you forget all of the details… but you remember that you're not alone. You remember that there's another dragon cursed to forget out there. You remember these things long enough to journal about them, so even when you forget, you'll have it archived.

Draw the dragon on a canvas in your hoard. The details of what this dragon looked like are foggy, so use your imagination.

<Joy, Fellowship, Adventure>

Pride

A bird enters your cave, flying around until it gets your attention before it lands nearby. It tells you that there's a tournament happening nearby, and would like you to be a judge. The bird laughs a little, saying they're looking for competitors too, but you clearly have too big an advantage…

You shrug and agree to it, making your way to the clearing beside the forest where the tournament will begin.

Write about the tournament. What other animals are judging because they'd be too good at the games? Are you the only fantastical, legendary creature there? What challenges do the animals have to take part in, and which ones win? Do you have a favorite competitor, or a least favorite?

Once the tournament is over, the animal running the tournament gives each of the judges a medal too. It's the same as the first-place medals in each event, but clearly crafted specifically for the judges.

Draw this medal in your hoard.

<Greed, Sorrow, Pride>

Adventure

You're on the way outside when you see a piece of paper stuck to the wall of your cave. It mentions a sick, dying child who wants nothing more than to feel like a grand adventurer, and the child's parents thought that slaying a dragon might be a great end to the child's dream adventure.

You decide to help out, but when you get there, the child refuses. They don't want to harm you, even in pretend.

You get the idea to take the kid and their parents on the type of adventures you normally go on. You fly (slower and safer, of course) around the mountains, looking for somewhere to explore.

Write about your adventure with these people. What challenges did the child face, due to their sickness, that held them back? How did you and the parents help them overcome those challenges and make them feel more "normal?" Where do you go, and what do you find to explore?

Pull an object. You and the family found multiple things, but this one was the child's favorite. What is it, and why?

<Greed, Pride, Adventure>

Pride

Greed

A lifetime of gathering treasures has filled your hoard, which makes you happy. But your grandest treasure of all is your journal. Or rather, journals. You have numerous journals, many of which are full of notes from adventures and experiences.

Today, it becomes a challenge to experience as much as you can, so you feel validated in filling even more pages.

What do you do today to speedrun meaningful experiences, experiences worthy of journaling? How does the day go?

Draw a collection of journals in your hoard. You can draw them on a bookshelf, or on pedestals, or however you preserve them.

<Greed, Joy, Adventure>

Sorrow

A lifetime of gathering treasures has filled your hoard, but… what even are these things? You can't remember how you got them or even what they are exactly. Without a sense of memory, nothing means anything.

You sit there feeling sorry for yourself when your eyes come across a book: "Nihilism and You: Why Meaninglessness Is Good, Actually." In reading it, you learn that nothing has value at all to humans, technically. But that's GOOD, because you can give life any meaning that you want, and the meaning you give it is valid.

You quickly realize you've been doing this without realizing it, as you invent what different things mean to you or how you got them.

Draw the book in your hoard. Then, write about what meaning you want to assign to life. What's your purpose as an immortal dragon, cursed to forget?

<Greed, Sorrow, Fellowship>

Joy

Rather than collecting treasures, today you decide to try to create one. You've always wanted to try your hand at writing something other than your journal, but with your bad memory, you'll never be able to write anything long, like a novel. You'd forget the details along the way and write something contradictory for sure.

But something short? You can do that!

You settle on writing a short story or a poem. Pull an object, then write a short story or poem inspired by that object. When you're done, draw something that represents what you just wrote.

<Sorrow, Joy, Pride>

Fellowship

One afternoon, as you're cooking yourself a lovely meal, a few goats enter your cave. They tell you that they smelled incredible food and were hoping to share the meal with you.

You've seen goats before: they proudly stand on the narrowest, steepest edges of the mountain, and sometimes make their way all the way up here. But you've also seen them eat the grossest stuff —paper, garbage, and worse— so you're not sure if this is a compliment or an insult…

Either way, you invite them in to eat with you, and they REALLY enjoy it. They tell you that they rarely feel this full and have never tasted anything this good before.

Write about the meal. What did you serve? What did they love about it?

One of the goats leaves you a gift. They found it on the mountainside, they said.

Pull an object. Write about its journey somehow all the way up the mountain, then draw it in your hoard.

<Sorrow, Fellowship, Pride>

Pride

Flying through the skies, you feel… content. You're an immortal, massive creature, probably the richest one that exists. And the riches aren't just boring gold, they're cultural riches, too!

Honestly, you feel so content that you don't even seek out more treasure today. You just fly around, enjoying the sun on your scales and the wind as it hits you. Then, you spot the ocean nearby, and curiosity strikes. You've explored the skies and the land for farther than you can see, but never the oceans… At least not that you can remember.

Suddenly, you emerge from the water with no memory of how you got in there. But you're holding something incredibly special.

Write about what you think happened underwater and how you got the treasure. Draw that treasure in your hoard.

<Greed, Pride, Adventure>

Adventure

You're wandering through the woods late at night when you hear human voices. One of them seems to be telling a story to the others, who are horrified. It's a cheesy, simple story, clearly made up to scare them.

That's when you get the idea to show them what horror really is. You let out your loudest, most terrifying roar, sending an eruption of fire into the air well above the trees (you don't want to burn the forest down!).

There's silence for a moment, and then all of the children scream, running out of the woods.

Pull an object. This object was dropped by one of the children, and you claim it as a treasure. Draw it in your hoard.

Days later, you're in the woods again, and the children are back too. But this time, adults have joined them, and they have weapons. One of the children is telling a story again, but this time it's about YOU.

Write the story that the child is telling about you. Embellish it, make it as ridiculous and wild as you can. Don't worry about writing well: a child is telling the story, and they aren't exactly great at storytelling.

The next day, you visit the village nearby and explain that you meant no harm; you merely wanted to give the kids a good scare. It takes all of your charm and silver-tongued words, but eventually they understand.

<Joy, Fellowship, Adventure>

Adventure

Greed

As you're flying through the skies, you see a village smoldering. As you land, the wind from your wings extinguishes the fire, but… no one is around. You do see arrows embedded in the dirt all around, though, and you assume that the village was attacked. The people here were either taken or escaped.

You take back to the air to figure out what happened, and see a group of people running away from the village while another, in the opposite direction, is carrying a bunch of stuff. Apparently, they've raided the village, and you assume they'll be back for more.

Then it hits you: maybe your greed can be a good thing here. If you go down there and take everything of value, not only will you get lots of awesome stuff, but the raiders will lose all of it!

As you gather up everything you can find, you're struck with a decision: will you take this stuff for yourself, or give it to the villagers who fled? You can also do both: take the things you really want back to your cave, then bring the rest to the villagers, explaining that you collected everything that was left there. They'd never know you took a finder's fee!

And with your bad memory, you can just write in your journal that you found this stuff in a cave somewhere, or that it was a reward for doing good deeds, and you'll never remember the truth.

Write two journal entries: one of them being what you do with the things you gathered from the village, and the other being what you actually write in your journal.

<Greed, Sorrow, Fellowship>

Sorrow

You're lying on the pile of stones you call a bed one day when a raven flies into your cave, drops a letter on you, and then flies away.

It says:

You were cursed for your greed
To collect things, not memories.
To remember and find clarity
Try charity.

You feel elated by this letter! You gather up a bunch of your favorite possessions and go to the nearest village, leaving them in a huge pile. But nothing happens… So you try it again, donating many of your possessions to another village.

This goes on for most of the day —donating things over and over, enriching all of the local villages— until your hoard is mostly empty. In fact, all that remains are the things you've drawn in your hoard…

You go to sleep, feeling like this was all a prank.

You awake the next morning, and your memories are returning! You look around your hoard (or what remains of it, at least) and can remember every detail of how you got them. Suddenly, they seem far less incredible… You've been telling yourself all of these grand stories in your journals, often making things up that are so much greater than the truth.

And as your memories return, so do memories from before your curse.

You were absolutely a greedy dragon. A dragon full of rage, too. You would swoop down, destroying whole villages that dared not to give you proper tribute. Sometimes you'd reshape whole mountains just for fun, or out of boredom.

You even told humans to hide valuables in caves and other exotic places like a game of hide-and-seek! No wonder you find things so often…

But then, one day after you razed a large city, a single survivor put a curse on you. They cursed you to forget everything, so that you could collect trinkets and treasures, but never memories.

You deserved this curse.

Over decades and centuries, people forgot about your terror. In your loss of memory, you forgot about your terrible ways. In hindsight, the curse was more of a blessing: these memories pain you more than you knew was possible.

Suddenly, your only goal is to get the curse back. You can't live with yourself while you can remember your old ways. You remember some places where you had humans hide things that you haven't visited yet, and gather up everything you can find, as quickly as possible. Within a single day, your hoard is back to being mostly full, although there's an emptiness in finding these "treasures."

Before you go to bed, you decide to write about these finds and the last few days, hoping that whatever you write will be your only “memory” of this happening. But as you begin to write, a feeling of deja vu comes over you: this has happened before. Once a year, for many, many years, a raven has come to you with a letter and started this chain of events.

You hope that next time you’re strong enough to keep the curse lifted. That you can live with your past ways and use them to shape you into a better dragon for the future. But, sadly, you’re not strong enough this time…

Write about your last few days and the “treasures” you found. Pull an object, draw it into your hoard, and write about why that specific item is especially valuable. Remember: you’ll forget the truth tomorrow, you can make up whatever you want, and that’s what you’ll “remember” when you read through your journal.

Is there anything you do to the cave before you go to sleep and forget?

<Greed, Sorrow, Joy>

Joy

You’re tired today. But you quickly realize that, even though you already have these treasures, it could be an adventure to write new stories about how you obtained them! Fantastical stories of wild quests and brilliance.

In this order, write a short story or poem about each of the following items:

- Choose one object already in your hoard.
- Pull an object (and draw it into your hoard).
- Make up anything (and draw it into your hoard).

<Joy, Pride, Adventure>

Fellowship

One day, as you’re flying through the skies, you drop your journal. You’d started taking it with you so you could write things down before you got home, since you often forget most of the details by then, but losing the entire journal is far worse. That’s weeks, or even months, of memories that you’ve just dropped!

You land quickly in the middle of the woods, your mighty wings destroying a wide swath of trees. But you can’t find it anywhere! After looking for long enough that you forget what you were doing, you return home, the knowledge of the missing journal lost too.

A while later, you're flying over a village when your ears pick up on humans acting out a play. Curious, you land at a safe distance and move closer to listen.

The play is about a great adventurer, a superhuman person who can fly and is invincible. They scour caves, explore forgotten places, and uncover ancient ruins that help fill in human history. These objects are hidden in a cave of solitude, where one day they'll be donated to humanity as a whole.

"Huh," you think to yourself after the play ends, "that kinda sounds like me." You fly off back to your cave to journal, not knowing that these humans have based the play on your lost journal. Heck, you still don't even remember losing the journal at all.

Write about the play. What changes did the humans make to fit them? What parts did people love? What parts did you enjoy?

Pull an object. Lots of that object were thrown on the stage to celebrate the play, and you happened to get one that missed its target (by a LOT!). Draw it in your hoard and write about why you think this object specifically is associated with the play.

<Sorrow, Fellowship, Pride>

Pride

You're looking through your journal one day when you come upon a day when you explored a cave about two hours away, and there was so much stuff inside that you couldn't carry it all. You decide that today is the perfect day to go get the rest of it!

Your journal said that, to get to the treasure inside, you had to get past a whole slew of puzzles and challenges. Sure, you could just wreck your way through them all, but it's so much more fun to succeed at challenges. Besides, you'd never wreck something ancient and historical like that!

You make your way there and, sure enough, this cavern is a gauntlet of physical and mental obstacles.

Write about the obstacles you face and overcome. Are any of them difficult for you? Remember that these obstacles were likely created for humans, so some things might be easier or harder for you

Pull an object. This was on a pedestal somewhere, and taking it off the pedestal set off a particularly nasty trap… So, even though it might be kinda weird or seem useless, it must've been really valuable at some point in the past. Draw this object on a pedestal in your hoard and write about the adventure of claiming it specifically.

<Joy, Pride, Adventure>

Adventure

It feels like you've wanted a truly grand adventure for a long time, to explore far away from home, and you're sick of putting it off out of fear. Why are you so afraid, anyway? You're immortal!

Well… you could forget where your home is, and never find it again. That's kind of terrifying… But even if you forget, you'd just forget that you forgot sooner or later, and make a new home anyway.

After some back and forth, you make up your mind to go on the adventure. You write a detailed note describing where your home is and carry it with you as you fly away. You fly for days, quickly needing the note (and additional notes on what directions you need to follow to get back as you travel) to remember where home is.

A bunch of time passes, and you find yourself in what seems like a whole new world. This is the first truly new thing you've experienced in as long as you can remember, which admittedly isn't very long.

Write about what this place looks like from the skies and/or once you land somewhere. What makes it so different? Is it a good or bad difference?

Pull an object. You happen upon it when you notice a rock on the ground that has what seems like someone's name and a pair of years written on it. It almost feels like a shrine of sorts, but the object calls out to you, so you take it. Draw it in your hoard and write about why you think it was there.

<Greed, Fellowship, Adventure>

Ending the Game

Once the game ends, see which mark fills your Memories the most. If there's a tie, choose one of the tied marks. Then, write one final journal entry using the matching prompt that follows:

Greed

Despite all of the things in your hoard, you want more. You NEED more. It's all that matters: you're a dragon, after all, and you call this place your hoard because hoarding is what you do!

Sadly, with each new object you gather, you feel your mind slipping away a little more. Or at least, some might consider that sad: you don't care at all! You only care about filling your cave with stuff, who cares about memories? The present and the future are all that matter, and with enough loot, you can shape them into whatever you want.

Imagine yourself a year from now, after giving in to pure greed. Draw some of the spectacular treasures you find over that time in your hoard. Write about what these things look like and how they make you feel. Make up stories of how you gathered them, since you certainly can't remember.

Now, pull an object. This object is your most prized possession. You've given it incredible meaning to your life, and reinforced that story so often that it's one of the only things you never forget. What's the legend you've told yourself about this object? Be as over-the-top and epic as possible here, then draw an idealized version of it in your hoard.

Sorrow

Sadness overwhelms you. Many of these treasures aren't really treasures after all; they're sad memories given physical shape. Whether they're your memories or someone else's doesn't matter, and you'll never know anyway. Heck, the memories might even be false; perhaps these aren't sorrowful objects at all, perhaps your heart misinterprets what these things are in the first place.

Pull an object. This object has sparked an intense, life-altering choice for you:

- You can start ascribing new memories to these objects, ones that are more positive. Even sad objects that appear to symbolize loss can be viewed as celebrations of their life, after all!
- You can leave your hoard behind and move on. You'll forget entirely about this sorrow soon enough without seeing them surrounding you every day.

Write about the decision you make, where it takes you, and how this object helped you make your choice. Whichever choice you make does wonders for you, and you feel far happier: there is no right or wrong decision here. How do you feel a year from now, having solidified your actions since the choice?

Joy

You wake up and realize that you feel… happy. In fact, you've felt happy more often than not lately. The contentment you feel makes you decide to take a break today and just relax.

Weirdly, as you stop focusing on trying to remember things, you start remembering things. They're just tiny little things at first: things that wouldn't even matter to most people, but they matter SO much to you.

Then, you get a particularly powerful memory about one object in particular.

Pull an object from the objects you've pulled previously. Then, roll a d6:

- If the number is 3 or less, you realize that whatever you remembered before is true, or at least close to true. This new memory goes along with it, but fills in a lot more information.
- If the number is 4 or higher, you realize that whatever you remembered before is entirely untrue. Perhaps a single, minor detail is true, but the gist of your "memory" is false. But replacing falsehood —even if it was a good falsehood— with truth is a greater gift than you could've hoped for.

Write about this new discovery, as well as the excitement you feel over having a memory return. How can you try to get more memories to return?

Fellowship

When you awaken today, you head outside to feel the sun on your scales.

Outside, you realize how perilous the journey to you is. You assume this was a positive thing before —that making the trek so difficult meant that very few would dare to come to your hoard, if they even knew where it was— but now it feels lonely.

You take a trip to a nearby village, landing a safe distance away. You approach and discuss the idea of having the builders there create roads to you, and make it easier for people to come visit. They tell you it'll take a long time, and cost a great deal.

But they have no idea that you can afford absolutely anything! You're freaking RICH!

You carry a couple of them to your hoard and tell them that they can take whatever they want in exchange, and you quickly learn that they value many of the things you do too. They say they'll take several of your most prized possessions to begin the work, but will probably need more as time goes on.

What objects would hurt you the most to lose? These are the ones they want… Will you make the trade —these objects, and probably more in the future, for the potential for humans to come visit you— or pass it up?

- If you take the deal, cross these objects off from your hoard. They're gone now. Write about what life is like hosting parties for humans and having them visit more regularly in the future.
- If you don't take the deal, consider why. Perhaps you worry the humans will become greedy, asking for everything you own over time, purposely working slowly. Perhaps you worry that more visitors means more attackers, trying to raid your hoard. Or perhaps you think that dragons and humans shouldn't interact so much after all.

Pride

As you walk through your hoard, you feel immense pride. No one else could've gathered all of these treasures. No one else could've even obtained half of them, and yet you've done it all.

You know your job isn't done, but now that's what it feels like: purpose. This is a museum of your feats, even if it isn't open to the public. If you can ever figure out how to lift this curse, you'll become mortal… and when you die, this cave will be a memorial to your magnificence. In the meantime, it's your job to make it as magnificent as you can.

To kick off this newfound purpose, you decide to start with a particularly challenging treasure.

Pull an object. You don't have this yet, it's the thing you desire. Something about it is especially incredible: perhaps it's magical, has an epic legend associated with it, or has historical significance. Heck, maybe all three!

Describe this object of your desire, as well as where it is and what you'll have to do to get it. This won't be some minor feat; the story of getting it will be as valuable as the object itself.

Write that story. Then draw it, on display to behold, in your hoard.

Adventure

Over time, you come to realize that the adventures behind gathering treasures bring you more happiness than the treasures themselves. The idea of songs being sung about your deeds excites you more than someone coming upon your shrine of awesomeness.

Because of that, you decide to take on a challenge: to explore the world outside your mountain, far beyond what you've seen before. Or at least, where you can remember going. You don't know where you'll go or what will happen, but being untethered and released into the world is EXCITING.

Write two journal entries:

- One should be a grand adventure. Use as much creativity as you can to truly explore a massive, sprawling adventure.
- One should be a relaxed adventure. This is a sensory adventure, even though it'd likely be somewhat ordinary to you (as a player). But to you (the dragon), it's a lovely new experience you'll cherish.

Once both are written, draw two new items in your hoard: one from each adventure. They can be grand, magnificent finds (like a gemstone, a fish thought to be extinct, or an ancient relic), or simple, ordinary ones (like a cool rock or stick).

Feel free to pull an object for either or both of these things.

Designer's Comments

You don't have to read this, it's not part of the game. It's just some stuff about making it, future plans, etc.

COVID Woes

Angel (my partner) and I got COVID around September 20th. This came about a month after Angel had surgery and was in the hospital for days. We were still recovering from that and getting back on track when this sickness hit…

And even now, as we finished Ludum Dare, we're still fighting it. Ugh.

But I LOVE Ludum Dare, so there was no way I was missing it. If Mike can keep running the jams despite what's going on in his life, I can still join by making something!

This game got done earlier than usual (around 2 hours before the deadline) BUT it isn't playtested, and my foggy brain has likely led to grammatical errors and issues with consistency that I didn't notice. Angel helped a lot, reading through it and pointing out all sorts of issues I'd had in here, but since she's sick too and only had a couple of hours to read through it… 😅

Keeping It Simple

At the beginning of this jam, I told myself I'd take it easy. This would be something I could easily create and wouldn't take a bunch of playtesting, polishing, etc.

And that's good, because even this much work has really run me down. I've crashed (energy-wise) twice, and we even went to sleep much earlier than normal yesterday.

This has been a great way to ease into game creation again. After Angel's surgery, we made a few things, but most of them are still waiting to be playtested. Then we got sick and a lot more time passed without making anything… just lots of Stardew Valley co-op. I'm not complaining about that!

But Maybe too Simple...

I hate myself for that lol. I envisioned this as a half-page zine, and far shorter than it is. As it is, not including this section, it's almost 30 pages in total. Whoops!

With only half a day to spare, I didn't even try to get it into zine form. Instead, I just spiffied up the Google Doc and went about my way.

This is also why the game is called "The Forgetful Dragon," by the way. I wanted a far better title, but just stuck with the placeholder. 🤷‍♀️

The Patchwork Potions System

I actually used the Patchwork Potions system for a Ludum Dare game before: *The Grinning Hill*. When we were coming up with game ideas, the Powered by Sentinel SRD was the first thought, but we're literally in the middle of making a game about memory loss with that system right now, so it felt too similar.

Angel recommended the Patchwork Potions system as a replacement, and I loved the idea, so that's what we did! And I think it worked out really well, too. :D

The Future

Well, first I need to playtest this. And I feel like I got in a good rhythm with the prompts about 75% of the way through, so I'd love to rewrite the prompts at that level of quality. Actually build toward a more structured narrative that splinters off more than what I actually executed on here.

It also needs to get out of Google Docs! It belongs in a zine, like so much of our other work.

Finally, the game sheet needs to be fancied up big time. It's plain as heck right now lol…

As I read through this again, I honestly think it'd be funny to have a way to replay the game using your old hoard. I mean, you can't remember the past, why not have what you already did as a "journal" or something that "future" you can read through and use for their memories on a second, third, fourth, etc. playthrough.

I think that'd be especially fun if you could use "journals" from other players, too. Like if you played it and uploaded your journal, then I used your journal to play my game, etc.

If you're at all interested in our work or the future of this game, come join our Patreon (it's free, we use it like a blog, although there are paid memberships to subscribe to our game releases) or our Discord server!