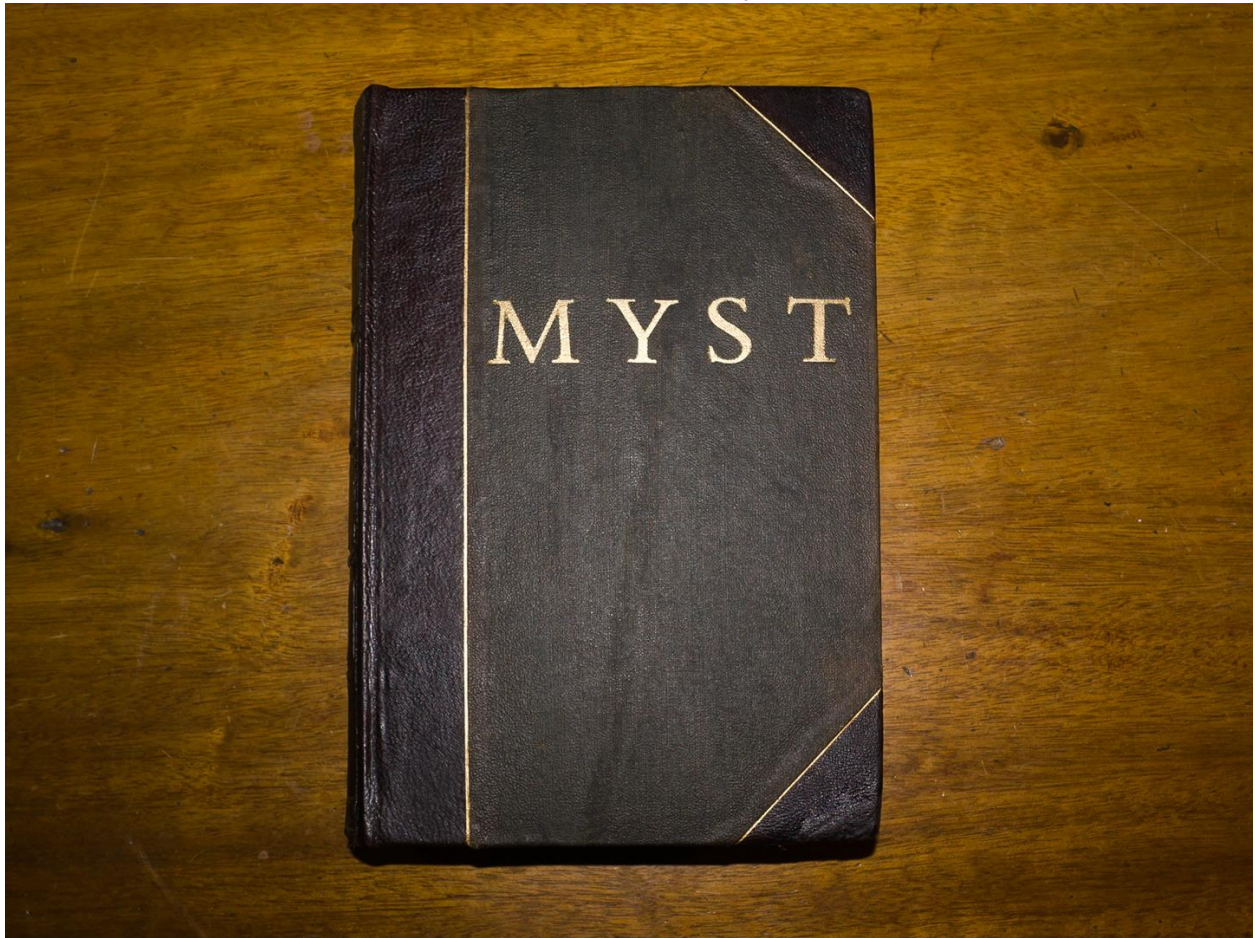


Myst

A SomethingAwful
Forum/Discord Reality Game



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And featuring the vocal talents of Retro Futurist as Atrus

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Basic Rules

These rules apply to all players for the entire game. By signing up to play, you are effectively toxxing yourself to abide by the spirit and letter of these rules.

1. There will be ~20 player characters, with varying capabilities that will shift as gameplay proceeds. Players with extensive Myst knowledge have no direct advantage over those with none, but it might be worth glancing at a wiki.
2. Consider the board at the bottom of this post. Each colored area represents a distinct 'space' on the island of Myst. All characters will, of course, begin on the dock.
3. At the beginning of the game you will only be allowed to speak to/interact with people or objects occupying the same space as you. In some cases, sound carries - you have no control over this. Be cautious with any potentially noisy activity.
4. You cannot discuss any element of this game with anyone else (save myself and my gracious comod, obviously) via any means apart from those provided to you in-game: the channels which you have access to on Discord, and this thread.
5. This thread represents a game-wide communication channel. You can say whatever you'd like, even ask for assistance with puzzles or other problems (using your words) - but everybody will hear you.
6. There are no "tribes," no "heads of household," no "bachelorettes" -- no formal organization whatsoever: we're talking Lord of the Flies status here. If you want to stay together, stay together. If you want to split up, split up. Just keep in mind that many victory conditions are mutually-exclusive.
7. Absolutely zero deadposting or spectator posting once the game has begun. Not even for fun - the fact that you are dead will not be known except by you, your murderer, any witnesses, and the mods. At least until your body is found or your absence is noted.
8. Do not make pre-game alliances or discuss this game before we begin. You won't even know what your victory conditions are until we begin so this would be folly.

9. Do not post chat logs or screenshots (yes, including of puzzles - use your words), in Discord or in-thread. In the eternal words of Cena, "Please do not be a shitbag."
10. No matter how much work you did to solve a puzzle, if someone steals the reward from you by beating you to the punch on grabbing the item, the item is in their possession. You'll have to resolve that yourself.
11. It's worth reiterating: this is a game of subterfuge, cleverness, secrecy, and betrayal.
12. Each daily cycle will be handled in as orderly a manner as possible. The exact time of the daily cycle will be uniform, but modified to best suit the players' schedules rather than my own.
13. Failure to submit any actions before the deadline will result in your character not moving or doing anything for that period.
14. Failure to submit actions or at least reach out to a mod for an entire week will result in your character having a heart attack. You may submit nonviolent actions in advance within reason.
15. No editing your posts ever. The peculiar quirk of peramene - if you've made a spelling, formatting, or grammatical error that you'd like to fix, message me and I'll review your post and possibly allow it. Abuse of this kindness in any way will result in your character having a heart attack.
16. Don't post or reference any mod communication. You are encouraged to communicate with me with questions, concerns, clarifications - I am free to answer you as I choose to. But you may not use my name to back up any claim within the game.
17. Don't encrypt your posts, make Toxx clauses with one another, or... play Truth or Dare within the game. I don't know. Just in case.
18. As Ecco says, "I reserve the right to punish someone as I see fit for whatever thing they do."

A Note on D'ni Time

Fuck Base 25.

Wherever possible, I have *corrected* any in-game reference to D'ni time from its base-25 shorthand to a much easier for everyone to understand base-10 shorthand that means the *same fucking thing* to anyone who isn't a fucking Math Major. To do otherwise would be distracting narratively and turn every single time-relevant puzzle into an absolute nightmare hellscape. Yes, I understand, it's disappointing. You know what else is disappointing? Having to accept the limitations both of my own mind and those of my players. Nobody *honestly* wants me to fuck around with base 25.

I think I've made my point.

The D'ni/Sa century is 100 years in this game. I understand that this fucks up the multiple-thousand-year accepted D'ni Chronology and you'd think I'd be the sort of person to care about that thing but I suspect literally everyone will agree: **FUCK Base 25.**

9461.9.08 aka Leevotar 8, 9461 was MARCH 8th, 2017.

Deal with it.

The Hardcore tl;dr:

1. Submit three actions like “move,” “attack,” “take item,” or “follow Quidnose” per game day.
2. Each game day is divided into three rounds, each representing each action.
3. Any movement required to attack is subtracted from your Move score, but moving to attack does not count as a regular movement action.
4. Puzzledrops and Lootdrops are below and uniform.
5. You have to be in the same space as a linking book to link to the Age it links to.
6. You have weapon slots, an armor slot, a satchel with three slots, and your hands. You can carry five items, not counting weapons or armor. Books two slots, pages half-a-slot.
7. Combat is complicated but if you have to move to attack, that movement happens before your target moves from where they are and counts as your movement action.
8. The game has a storyline and a natural conclusion of The Plot, but it ends when I say it ends or when all remaining survivors say it ends (and prove it).

Character Creation

Statistics

Character creation used the Morrowind Class Creator questions to assign each player a set of points in three categories: Combat, Magic, and Stealth. Question 10 was modified to hint that the application possessed a puzzle: solving the puzzle would have allowed the player to choose a class. All of the answers in Question 10 were intentionally combat answers - save the 'other' field - but the idea was that this would allow me the flexibility of a single point towards a given character's creation. Usually this was as simple as "how would I have interpreted this answer between the three categories?" as a single point rarely made a difference, but in cases where assigning the floating point would result in a unique player class (or avoid assigning a class that already had more members than another) that bias was applied. This led to 14 distinct classes for 19 players.

Each class received proficiency in at least two forms of combat, with a handful receiving additional little touches. Combat and Magic were divided in half for all characters, with any remainder resulting in increased Sight. Whichever score was higher was used for the character's proficiency, and the lower for the others. Stealth was rendered as half the stealth score rounded up, except for stealth classes who received the whole score. Balanced? Probably not. Compelling? I think so.

Constellations

Each of the Elder Scrolls constellations were assigned an in-game impact, geared largely towards providing each of the players with something additional about their character over which they had no control, and the month in which the player originally joined the forums was used to assign them a birthsign:

IRL Month	Birthsign	Players	Morrowind	Myst
January	The Ritual	0	Health regen.	+1 to Agg or Def.
February	The Lover	3	Paralyze ability.	Paralyze ability.
March	The Lord	1	Weak/Strong.	+1 RAgg / -1 MDef
April	The Mage	2	Magica boost.	Puzzlebust passive.
May	The Shadow	0	OPD Stealth boost.	Invisibility ability.
June	The Steed	1	Speed boost.	+1 Move.
July	The Apprentice	0	Strong/Weak.	+1 MAgg / -1 RDef
August	The Warrior	4	Attack boost.	+1 Agg.
September	The Lady	2	Social bonuses.	Follow boost.
October	The Tower	2	Thief bonuses.	OPA instasolve.
November	The Atronach	3	BIG trade-offs.	BIG trade-off.
December	The Thief	1	Defense boost.	+1 Def
(Gehn)	The Serpent	1	Ignored.	Ignored.

Each birthsign also carried its own win condition, but the “extra fun” I decided there was that for each of those conditions, where there were 2 or more members of the sign, they were only in competition with one another. A single Lover, Mage, Warrior, Lady, Tower, and Atronach will each claim a victory point - denying one to their starkin. The single Steed earns their victory condition by competing with everyone, and as for the Serpent... well. That’s a different story altogether, isn’t it?

Backgrounds

Lastly, a random Background was rolled from the Dungeons & Dragons 5e Background system - each with an additional bonus to their stats. I used these backgrounds to inspire each character's personal "story so far," and their place in Sa society. Some of the results almost seemed ordained by the Maker, while others changed my perception of the character. I had a lot of fun with these. Two players who'd rolled Chaotic Good and Chaotic Evil wished instead to be Chaotic Neutral. I opted instead for "a free spirit," since neutral is stupid.

Background	Description	Players	Stat Bonus
Acolyte	A devout believer of the Way.	1	MD
Charlatan	A careful manipulator of emotions.	2	RD
Criminal	A lawbreaking fixer of problems.	2	RA
Entertainer/Gladiator	An artist in pursuit of fame	1	MD
Folk Hero	A renowned individual of the people.	2	MA
Artisan	A maker of things.	3	MD
Hermit	A walker of the world.	1	RA
Noble/Knight	A person of high social standing.	2	MA
Outlander	A foreigner of uncommon origins.	1	RA
Sage	A genius of many fields.	2	RD
Sailor/Pirate	An adventurer of the sea.	1	MA
Soldier	An experienced member of the military.	0	All
Urchin	A waif of low social standing.	2	RD

Actions and Rounds

While primary gameplay will obviously be communicating with other players, figuring out who is who and what you're after, all the while progressing our storyline, *actions* are the primary way you'll be interacting with the game world itself.

You have three actions per game day, each of which takes place during a round. All actions taken by all players during the first round happen simultaneously with one another, which could provoke conflicting actions (two players reach for the same object) or interruptions (as a result of combat-related actions) and yes, you're supposed to abuse the hell out of it. Consider the following:

The Sacred Order of Operations

As decreed by peramene atop Mount Bitch.

1. *Assassinations*
2. **Any Other Interruption of Combat**
3. **Sneak Attacks**
4. **Defensive Actions**
5. **Aggressive Actions**
6. **Conditional Combat Actions**
7. **Movement**
8. **Following**
9. **Space Interactions w/ Players**
10. **All Other Actions**

Each round, actions take place in this order.

MWF Actions

A major difference from Mafia is that you will be “standing” within “spaces” on a game board.

From there, you’ll be able to do things like:

Action	Variations	Relevant Stats	Effect
move	sneak, watch	Move, Stealth, Sight	You move up to your Move on the board.
follow	stalk, chase	Move, Stealth	You’ll move up to your Move towards a target.
attack	melee, ranged	Move, MAgg, RAgg	You’ll attack from your present position, or move to your target’s position first.
defend	melee, ranged, sacrifice	Move, MDef, RDef	You’ll defend a space from attack from your present position, or join them first.
sneak attack	melee, ranged, stealth	Move, MAgg, RAgg, Stealth	You’ll come out of a hiding place and attack your target, negating any other defender’s defense.
knock out	disable	Move, MAgg, Ragg	Knock a <i>wounded</i> character unconscious.
kill		Move, MAgg, Ragg	Slay a <i>wounded</i> character, removing them from the game and leaving behind a body.
assassinate		Move, MAgg, RAgg, Stealth	If you meet a certain set of conditions, instantly kill an opponent. Otherwise, you’ll stealth attack.
take		Carrying Capacity	You’ll attempt to pickup an item.
pickpocket		Stealth, Carrying Capacity	You’ll attempt to pickpocket someone.
open	loot	Sight	You’ll examine the contents of a chest or a body.
drop		Carrying Capacity	You’ll abandon an item you’re carrying.
break	FUCK IT	None	You’ll break open a puzzlebox, potentially damaging its contents. (Only available after 3 game days of trying.)
hide	from someone	Stealth	You’ll use all of your stealth to hide.
watch	someone	Sight	You’ll use all of your Sight to observe your surroundings.
add page	remove page	None	Alter a Linking Book.
link		None	Travel to another Age.

Actions relating to items - taking, dropping, equipping - don't *really* require an entire round and aren't necessary to state explicitly. Mechanically, you're Interacting with the item as one action: equipping, storing, and shuffling your inventory around included. Keep in mind however that there's no difference between a first-round "Take/Drop" and a first-round "Drop/Take" or a first-round "Take" with an implied drop because you've nowhere left to carry a thing.

Some actions need a player attached: "Follow Quidnose" would mean that to the best of your ability, your movement action is to follow Quidnose in much the same way that "Attack Quidnose" will move you to Quidnose's position, but without trying to hit him.

I won't be an asshole about actions - if something's wrong, I'll message you about it. Likewise, if you come up with a thing I haven't figured, hit me up. The above is not meant to be exhaustive.

Passive v. Active

Stealth, Sight, and technically MDef and RDef, are *always active*. You can't help it. But you also have the option to use them *on purpose* by spending a round's action on **hiding, watching, or defending**. Indeed, if you ever leave an action blank and I can't hit you up by deadline, you'll automatically **watch**.

Passive Stealth is what prevents you from being seen in greater detail from further away, or prevents people from noticing you or what you're doing. It applies, but only half your score.

Passive Sight is what *automatically* protects you from people who are trying to stealth who suck at it and also allows you to observe your environment. Every single game day, you'll get the benefit of half a watch action.

Your Defensive scores act passively to protect you from attacks. They contest your attacker's Aggression scores automatically - without even costing you an action. They also trigger the interruption of your actions, allowing you to react to the emergent situation. You can also use them actively, but only for the benefit of others. When you Defend a space, you defend everyone on that space -- unless you specify in your action submission that you are excluding them.

MWF Action Hard Deadline

On Mondays, Wednesdays, and Fridays, you must submit actions to me by **10 PM PDT**. Because actions play out like Diplomacy, understand that this is the *hard deadline*, not the time I'm expecting them. It will actually be the following for most of you at 10 PM PDT:

12 AM CDT; 1 AM EDT; 5 AM GMT; and 3 PM AEST.

At this time, I will read the actions that have been submitted, tabulate them, and follow the **Sacred Order of Operations** detailed above. If your actions are interrupted, you will be notified and allowed to respond to the emergent situation. I'm not expecting many of you to be around at this point - that's kind of the idea. I'll resolve your slap-fights, move you to your new spaces, tell you what you can see, and if there's anything really fucked up I've got time to figure out how to deal with it.

(We have the whole of Tuesday, Thursday, Weekends to see to major interruptions, and if it doesn't end up working out, I can always slow things down.)

Movement

Everybody starts stacked on Myst, at the **Dock and Gears** space. Each turn, as one of your actions, you may move on the board. You can only make one movement-related action per turn, including movement necessary for attacking a target.

Let's say you have **3** movement, but you only want to go to the **Observatory**. That only costs you a single point of movement. You can choose to "burn" excess movement on being stealthier or more observant, which is part of the same action (observation will also happen by default.) This enhances your natural scores, and depending on the space you're standing on, might allow you to occupy the space undetected, to see further out than normal, to get more detail than you normally would, or to secure an *Assassination* - with the proper planning. You can also choose to burn your entire movement score in this way. You can still use your other actions to attack, defend, interact with objects, etc.

In some circumstances, such as being targeted by an attack action, your actions can be interrupted. Each action is implemented within the round it is given: first, second, third. Things you see as you move through spaces will be described - including people and the spaces themselves, but with less detail than if you were standing there yourself. Nearby combat will *always* draw your attention and I'll invite you to resubmit to respond, but you don't have to.

Being targeted by combat actions (and a thing or two otherwise) interrupts your actions. This results in an invitation to resubmit actions in response to the emergent situation -- after that round of combat is resolved. Your character automatically defends themselves and this never requires an action. (The 'Defending' action above refers to defending someone else.)

Stealth and Sight contest one another the same way Aggression and Defense do, but also carry other factors. Sight simultaneously improves distance and quality, and stealth opens up the opportunity for doing things undetected, hiding things, sneak attacks and *Assassinations*.

Items & Carrying Capacity

At the beginning of the game, you have a **Simple Satchel**, which can hold 3 items in relative secrecy. You may also carry two additional items in each of your hands - provided you do not need your hands to fight. You will simply drop anything you are carrying in your hands if you are drawn into combat. You also have a ranged weapon slot, a melee weapon(s) slot, as well as an armor slot. You cannot reliably carry/wear more than one of these. In summary:

- **Melee Weapon**
- **Ranged Weapon(s)**
- **Armor**
- **Satchel: 3 slots for one item each**
- **Hands: 2 items**

There are two exceptions to the above: linking books cost two slots in your satchel, while pages cost only half a slot. Both take up a whole hand though. Theoretically, this puts your maximum personal linking book carrying capacity at 3 - with a slot left over in your satchel; and your maximum personal page carrying capacity at 8, assuming you carry nothing but pages. Anything you hold in your hands might be noticed by someone capable of seeing you.

Linking Books and Ages

You can only link to a new Age as a free action during action phase, which will halt your movement if you don't yet have access to the map. Once you've been to an Age and your communicator has mapped it, you'll be able to submit moves that include linking between known Ages - fundamentally making the linking book and the landing it leads to the same space, it costs no movement or actions to link.

Linking to another Age *does* requires moving to a space where a linking book is - whether a player is holding the book, the book is on the ground, or the book is mounted on a lectern. Whatever the case - your character places their hand on that book and arrives at the landing location for that Age. Most of the linking books back to Myst return to the **Library**, but a few exist which bring you instead to the **Dock and Gears**.

For a linking book to work, it must have all of its pages. This is precisely what is wrong with Spire - the red book - and Haven - the blue book - on Myst. They are each missing four pages.

Should you have reason to, you may **##remove** up to a single page from any linking book. What you may *not* do - purely for balance reasons (game mechanics > story) - is actually destroy any linking books. A linking book requires all of its pages to be functional. A linking book is left wherever it is used, which means that you cannot simultaneously rip a page out and link or any of that kind of nonsense.

Linking books take up twice as much space in your satchel, but for Reasons, pages take up only half a slot - meaning you can carry two pages at once for the price of one slot.

One last thing - you can't use a linking book while you're on the Age it would normally link to. It just doesn't work that way.

Combat

A Few Words on Finality

Combat actions are final once they have completed. You cannot take back a killing blow, you cannot “come to an agreement” and not fight in the first place, you cannot in any way undo the damage your use of violence has caused either to the person you’ve hurt or the social consequences.

Initiating Combat

In any combat situation, there’s at least one Aggressor and one Defender. There’s one big exception: in the event that two individuals attack one another at the same time, they each act as both simultaneously. Such a fight will be significantly more intense than usual, loud enough to be known to be occurring to the entire Age you’re in. Melee Aggression can be performed upon anyone within your movement range - your attack will supersede their actions (unless they’re attacking someone else in which case you’ll automatically use your movement to follow your target instead.) Ranged Aggression can be performed on anyone within your Sight range.

Sneak Attacks and Assassinations

If an Aggressor is **truly unseen**, their target is **alone** in the space which they occupy, the attacker would **remain unseen by anyone else** at the conclusion of combat, and the attacker both **wins** the Aggression vs Defense combat calculation outright *and* **chooses to attempt a killing blow**, they perform an *Assassination*. Such attacks can be made from melee or range. Any Assassination supersedes all of the below and leaves the target dead. A character which fails in any way to secure an assassination will instead perform a Sneak Attack. Successful sneak attacks must still be initiated while unseen by the target and any possible allies, but allow for surprise, during which the target is denied any benefit of defenders protecting them.

Books and Barbarians

Here's what you've been afraid of. When an Aggressor attacks, all stats relevant to their attack and their target's Defense are modified by a d4, minus a predetermined value. The first way to increase the likelihood that your attacks and your ability to defend yourself will be successful is to find, craft, steal, be given, or otherwise obtain upgraded equipment. The other way is to take advantage of teamwork. When multiple Aggressors attack the same target at the same time, the die used to modify their rolls is automatically upgraded in the following progression:

- 2 attackers A Small Bonus
- 3 attackers A Bigger Bonus
- 4 attackers The Lannisters send their regards.
- 5 attackers Even you, Brutus?

Using an action to Observe a particular area or target may provide you with useful information. All of the calculations will be done off-screen and recorded in a combat log doc. What you will get is a description of the action your characters took, and any updates to the status of your characters. A successful attack lowers the HP of the defender by one. A successful defense merely prevents this.

In order to succeed, the final number needs to meet predefined conditions such that it is higher than the number it opposes. If it isn't, the opponents will face off, but discover that they are evenly matched - neither take any wounds that round, but they will be invited to make a **duel** of it.

Duels

Duels represent the dramatic, intense 1-on-1 battles that *define* fictional combat. You've seen these before: [Achilles and Hector](#), [Neo and Smith](#), [Goku and Vegeta](#), I think you [get the idea](#). Duels are *always* to the death - contests between combatants that go far beyond the usual extremes of violence.

Once I've told the both of you that your round is open to a duel, both of you just need to **individually tell me via Discord PM the terms of your duel**, that's right, you get to choose - no need to wait for me to respond - and when the deed is done, I'll need proof of the outcome. If you absolutely want to duel but can't come to a consensus on how, might I recommend: [Tetris](#), [QWOP](#), or my personal childhood favorite, [Archon: The Light and the Dark](#). For *ultimate drama*, truly within the spirit of the game, figure out a way to duel one another asynchronously and submit your results individually, such that you don't know the outcome until I unveil them to you in narrative form. Who knows what it's worth to you, but anybody who commits that heavily will receive a hell of a fight scene in the narrative. Yes, by the way, if any of you are so daring, you may arrange 2v2, 3v1, whatever the hell you want, but all parties must consent to identical terms. Oh - uh - no IRL contests or anything that can/will get you banned from the forums or any rule-breaking. Play a video game, assholes, don't drive to the most equidistant Wendy's and have a fucking plastic lightsaber battle. [If you come up with something *really* cool, and are willing to *film* it and *share the footage with the thread*, I might make exceptions for this rule.]

Should you wish to include dialogue, Last Words, anything of the sort - I reserve the right to omit bullshit and nonsense, but please: go right ahead. You need more incentive? *Alright* - Participating in at least one duel during the game grants you a bonus tiebreaker (read: half) victory point **and** a single-point upgrade to one of your four combat stats.

Wounded

In any other situation, characters beginning a round with 1 vitality remaining are not automatically brought down to 0 *ever*. A character who takes a hit at 1 vitality will remain at half a point of Vitality, which inflicts the *wounded* condition. *Wounded* characters have their stats halved and are likely at the mercy of potential attackers. A second successful attack can either kill or knock your opponent unconscious for 2 game days. Perhaps now that you've demonstrated your prowess, it's obvious that you're the bigger dog. Today's mercy could be tomorrow's ally - just remember, Consul - you too are mortal.

Vitality can be healed at half a point per game day spent not moving, a full point per game day with the help of someone else.

Allies, Backup, Gorram Air Support

Adding additional participants to the mix complicates things mildly, but the system is fundamentally the same. New participants enter combat either by Defending an individual they believe will be attacked or by attacking someone. Anyone who sees violence will have their actions interrupted and may resubmit or not. Obviously, combat is one of the noisiest things a player can do. Any character who observes combat occurring but is not yet involved receives an additional point of movement towards getting involved.

Players are cautioned, particularly should any larger battles break out: be very, very specific with your intentions when taking violent action.

In larger battles, it's important to remember that a character may only be *wounded* once, at which point anyone who successfully attacked them may purposefully kill or KO the target, or hold their attack. I'd like to discourage Alpha Striking and encourage Dueling, but to be perfectly clear, only a conscious decision to kill a target will do so (in *most* circumstances).

Everything will be done to prevent this, but it is possible that a combat may get so large that it takes multiple IRL days to resolve. In this case, the 'game day' may extend into the following scheduled game day - at this point there'll be no avoiding the entire game knowing you're fighting.

Disrupting Ranged Attacks

If a player is making a ranged attack on an ally and you wish to prevent it, you can make a melee attack on the ranged attacker. A ranged attack upon a character attacking from range, even if successful, will not disrupt the original attack, but a melee attack upon a character attacking from range will disrupt the original attack and the ranged attacker's actions.

The Sacrifice Play

If - and only if - you are actively Defending another player occupying the same space as you, you may let me know with your action that you are willing to lay down your life to defend them. In addition to boosting your Defense score by a single point, *you* will become wounded before they do, effectively granting them an additional point of vitality. The price is that another successful attack upon you in the same day could result in your death.

Practical Example: Monopoly

I'm on **Park Place** and Quidnose is on **Boardwalk**, **Luxury Tax** is between us, and **Go** is one space ahead of Quidnose. We're close to each other, so if anything loud happened, we would probably both hear it, depending on the direction it came from and how loud it was. We can also both see each other, as we're only 2 spaces apart and both have at least 2 sight.

Cena let me know a turn or two ago that Quidnose was talking about taking me out with a stealth attack on **Boardwalk** by spending his movement in round one on trying to hide from me as I pass **Boardwalk**. Well, I'll have none of that. How do I avoid it?

But since I know Quid is going to try to sneak attack me in round two, the obvious answer is for me to attack him in round one. My attack action supersedes his movement action - he has to deal with my attack first. Except we already know how this ends: Cena was hiding on **Luxury Tax** the whole time, and anticipating my movement into that space on round one, he performs an *Assassination*, killing me before Quid even realizes what's happened. just keeps going on to **Go** and beyond.

Of course, in the third round, PMom - hiding on **Go** - *assassinates* Cena with a ranged attack as he tries to loot my body. The next game day, PMom can loot us both and casually leave our bodies on **Luxury Tax**. leaving no one the wiser.

Winning The Game

The game has a *story-based* point where the game technically ends, but it doesn't have to end there if people would still like to do things. There does not need to be only one person left alive, there does not need to be one cohesive alliance left alive. Ultimately it'll be over when it's well and truly over, which could be a while.

I reserve the right to end the game if there is a stalemate, the narrative is starting to get dull, and to fuck around with things if things aren't progressing naturally. I built this system myself, it's bound to have bugs.

Once the remaining players have reached the conclusion of the storyline and agree to end the game, they must actively end any hostilities with one another by dropping their weapons. Then, they **##win together.**

Depending upon the decisions, progress, efforts, and outcome of all of your work, at the end of the game we will have a single, cohesive narrative which tells the story of your adventure on Myst.

And maybe also possibly a winner and/or winners.

Changelog

5/3: Game concluded, added character creation process. Removed loot and puzzledrop because I obeyed them all of twice and fuck those ideas.

4/17: Added Changelog at player request. Anticipating tweaks as each new thing we encounter seems to have this or that bug - to say nothing of discord being a bitch. I'd say I miss forums RP but honestly I really don't.

-Removed Sparring. Dumb idea; waste of so much time; oh my god.

Prior to 4/17:

-Tweaks to linking mechanics - the J'nanin Problem, freedom of movement problems once Ages are "solved" but folks might want to revisit them for Reasons... finally figured it out

and I'm happy with the solution. Trap books remain puzzlephase linkable. "Solved" Ages cannot be used for private conversations because fuck Discord.

-Minor grammatical tweaks and fixes.

-Added Sparring.

4/4: Remaining open wincons revealed to players.

4/3: Game launch.

3/29: Released **You Can't Bible That** wincon.

3/22: Added wincon hints for all ten wincons.