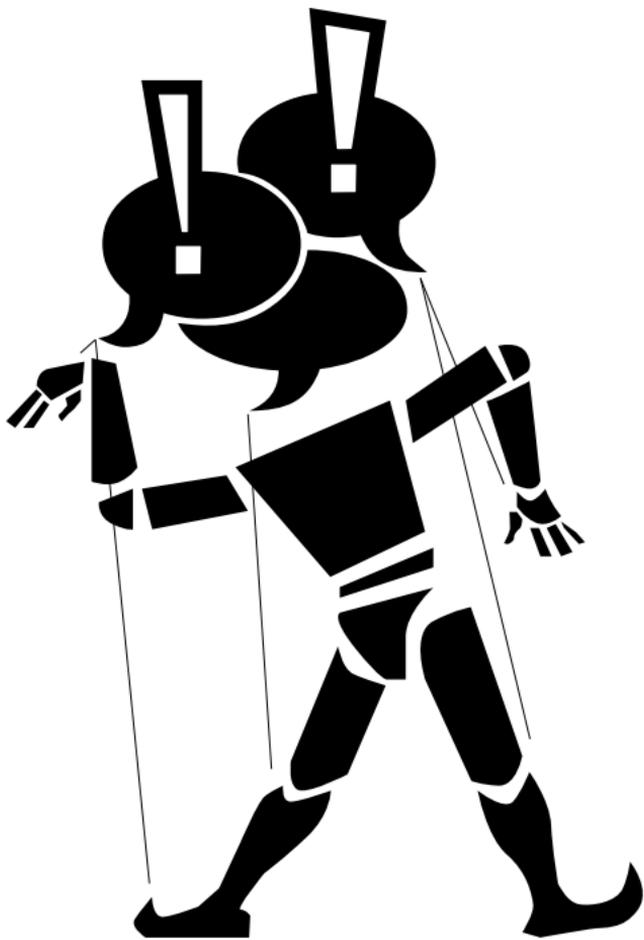


HEADSPACE

or

BEING RYAN MACKLIN

by ADHenderson



TO PLAY YOU NEED



1 token

to represent Control

2 d10s

for Domination and Time

1 timer

ELEMENTS OF THE HEADSPACE

The Vessel is the only one that can narrate the fiction outside of their own headspace. All other players are Grapplers, grappling for control of the Vessel's actions. They can narrate what the Vessel does within the fiction so long as they have the Control Token. Otherwise they argue among themselves within the headspace.





Being the Vessel:

You describe the world of the fiction: the world's details, and the reactions of people around you.

Your Grapplers exist within your headspace; one controls you completely, all are trying to.

Whatever knowledge you have about your daily routine and the people you know is for you to share.

Whatever you think the people around you would do in reaction to your behavior under the influence of your Grapplers is yours to describe.

Being a Grappler:

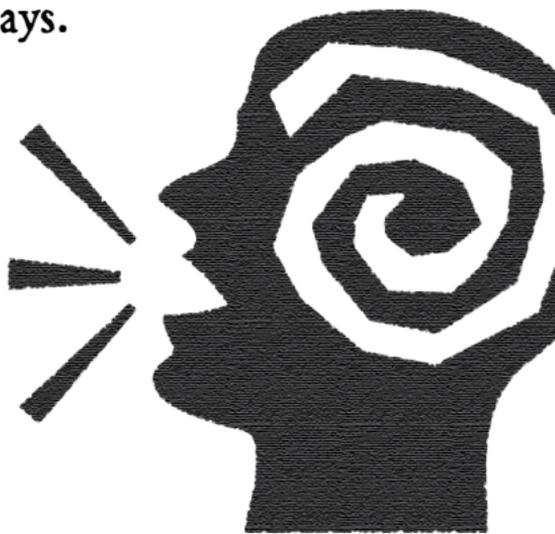
When you have the Control Token you are the Controller: Describe what you make the Vessel do.

When you do not have the Control Token: Try to get the Controller to do things that fulfill your Motivator.

Grapplers all have a Motivator - a simple thing they want to do or have happen to the Vessel. You are, essentially, the incarnation of this motivation. Write on a notecard what you want to do as the Vessel, or what you want to have happen to the Vessel. Fold it into a tent and place it in front of you, so everyone can see what it says.

Example

Motivators: Be Sexy,
Get Hurt, Rock Out,
Throw Up,
Climb Things,
Get Fired



ELEMENTS OF THE EXCURSION

Play Begins - Everyone rolls one d10.
Lowest is given the Control token
Highest is the Vessel

The Vessel now describes waking up, where they are, what they see, and what they should be doing. The Grappler with the Control Token rolls their other d10 and sets the Timer to that many minutes.

They then describe what the Vessel is really doing.

Controller Challenges

If the Controller tries to do something that exasperates the Vessel, he or she can ask the Controller to roll two d10 one at a time - If the second is Higher, it totally happens. If the second is lower: failure. The wider the gap the more severe the success or failure.

POINTS

When the Vessel does anything in accordance with your Motivator, you get a point.

When the Controller does something that another Grappler suggests, and succeeds, the Grappler gets a point, and the Controller increases the timer by 1 minute.



When the Timer runs out, everyone rolls 2 D10. They put one forward for Domination, and keep the other for Time. Whoever has the highest Domination Die is now the Controller, and they set the Timer for as many minutes as they have on their Time Die. Ties are resolved by re-rolling.



Player with the most points wins.



Calculated Error