

# Juiced Rider

*-Memory Mecha*

A Game by Guy “Thunder\_God” Shalev.

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Feedback group: Mu.

Ingredients: Drug, Memory, Currency (Debts and Credit).

Back cover blurb:

Shielded behind the Mecha's chest panel, no one sees who you are.  
In the cold corridors of the space station, no one cares who you are.  
Memories lost to the human subconsciousness, do you even *know* who you are?

Character sheet by Fred “Iago” Hicks.

Throughout the text there will be [Editorial Notes], where I give advice regarding a particular section.

If you play or read this game and have feedback, please email it to me at [tundranocaps@gmail.com](mailto:tundranocaps@gmail.com) This will help me to better the game's future versions.

Thanks, Guy.

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## What you need to Play

- Four or more players. While you can have 3, I suggest more. The more, the merrier, though more than 6 can be problematic.
- Cards: You will need a deck of playing cards to play this game. A deck, or two, or three, it is of no matter to me.  
Remove the Jokers from the deck. Jokers do not survive long in space, not in this war.
- Dice: You will need about six six-sided dice per player, plus a dozen more. You can find such dice in most family board games or hobby shops.  
If not, raid Vegas.
- Beads: In at least two different colours. The glassy kind.
- A copy of these rules, and one character-sheet per player.
- You will also need about 6 index cards (3"\*5") per player.

# Setting

## Backdrop

Mecha roam the stars, they are humanity's greatest achievement, its greatest and most terrible of weapons.

It's also the one demanding the greatest sacrifice from its operators; their sense of self.

In order to control the mecha, you need to become one with it, and while the achievement of No-Mind and grasping Mu is certainly beneficial, it requires far too much training and usually leaves the initiate without a desire to control a mecha.

Enter "Mind 0", a drug that suppresses the ego, the conscious desires and wishes of the rider. While controlling the mecha, the rider's desires are submerged, making him capable of committing great atrocities without compunction.

The drug is not without side effects. Your memories lose colour, you have a harder time separating between real memories, dreams, and memories/dreams of other previous pilots of your mecha, and some whisper that of all other dreamers, into which you tap by entering the global human subconsciousness.

Why did you join? How far will you go in order to obtain new memories, lose old ones, or stay in control of your own memory-mind?

Memories are currency, as is time on missions, which is the same to say, as time with "Mind 0".

## Looking Up

As you go home, you cross the endless corn-fields. The colour yellow is ubiquitous, and you look up, you look up and your breath is taken from you. Though it is a common sight, it never fails to amaze you.

The giant Hive-Ships take flight above you, from the launch base. Even from three sectors away, you can see how they bend the sunlight, reflect it into your eyes, and you squint.

The Hive-ships later break into satellites, each containing its own lethal combination of mechas and their pilots. The satellites can never return to earth, only once their mission and contact are complete, can the pilots return home via the shuttles.

Not many return, and the Press had learnt to let those go.  
The World Government made sure that the Press would let them go. The Paparazzi never returned, or so people whisper.

You get good grades, but they are not worth much. Since the aliens came, money had been of little use, and most of the private property had been liquidated to create those magnificent Hive-Ships, and the dark and foreboding mecha within.

But you know, that when you go up to the stars, and that is the only reason you even bother going to school, you will return. And you will have enough money, enough money so you'll never need see the corn grow again.

## Home

When you reach the satellite, be it moon or man-made, from which you will embark on future missions, you walk past the common dining room. The only ones who look up at you to check the new meat are other recent arrivals. The old-timers just sit and chew their food.

You are given a cot; your room is your own. There's a toilet and a retractable shower in it. Your possessions from home are few; you are only allowed to bring what you can carry on your person. Your memories are all you have left of your past life, and even they are not going to last long.

The whole place lacks soft lines, there are no soft cushions, there are no rugs. There is nothing that is not necessary for your stay.

Smoking is not allowed. Drinking spirits is not allowed. Games that require accessories are impossible.

Those who wish to pass the time between missions sleep it off. But soon, that too is not enough.

But luckily for you, one thing that is ubiquitous on the satellite is "Mind 0". Plug it in, and there is no you that gets bored, there is no time that does not pass.

"Mind 0", your salvation and damnation.

Welcome, this is home.

## Abyss

You blink, and your Mecha performs an evasive maneuver, you only need to think it for it to be so. You often need not even think it. Not that you can think of anything else.

You see your mother. And she is shouting at you. You know she is right, and can only look at her belly, seeing her red dress with the white clouds. The sun is at her back, shining through the kitchen window. Glass breaks the light into rainbow, and your mother is shouting at you.

You look up, and you can sense two bodies ahead of you, and the Mecha shoots at them, as it twirls left, towards the cover of an asteroid.

You know you should care more, about your mother shouting at you, about the rebel vessels, about not caring. But it is what it is.

“I didn’t, I didn’t...” you hear yourself stutter, before you begin crying. The you that is facing your mother, the you that is in a fetal position right now, hoping your mother would take you back home.

The enemy manages to hit you, and you spin, regaining control behind the asteroid, sending a heat-seeking missile at the further ship, the one that seems to be equipped with a thinking crew.

You cry, and you know you’ve paid the price. It’s the ultimate sacrifice, not knowing what it is once you made it.

And you stretch in your space, Mecha jetting from behind the asteroid, to rain fiery death on the World Government’s enemies.

This is work, and your mother is not coming.

## Character Creation

### Walks of Life

Characters can come from several **walks of life**, which will define some other traits:

- **Volunteer:** You got into this of your own will. To pay debts, to get a new life for those you left behind, to get a new life for yourself after you finish the tour, who knows? You're often grumpy; you're the military man, doing this as his work. You do not appreciate going on missions, putting your life and your personality on the line. But when the sirens blare, who else can you trust, and you know they'll force you anyway, so may as well just head out and get it over with.  
What memories do you carry with you, and how many of them you'd rather not?  
You comprise the majority of the riders.
- **Monk:** You're a rare one; you have reached control of your mind, of your self, and can delve into the state of no-mind and yet control the Mecha (or are you controlled by it?). You make no use of "Mind 0", but on the other hand, you do not lose your memories, for the limited amount of "You" that you're willing to accept. Yet, all acts of horror you commit, you can blame them on no one else.  
Do you hold memories? Do you hold you?  
The others see you as an odd beast, and do not know how to treat you.
- **Prisoner:** "Mind 0" is your life now. Morality? You may have began with more, were you a thief, or you may have had next to none to begin with, as one of humanity's many serials. You are drugged to the gills even when you are not on missions. Your view of the world is phantasmagoria. What is real, what is not, what are your own memories, what is another person's hallucination, those all matter very little to you. At least, they don't matter to the you that's left after constant exposure to a self-eroding drug.  
They often wish you wouldn't survive, except that the mecha are not as easily replaceable as those who ride them. You do not shoot your fellow-riders, but usually that's only because with no self, you do not resist the orders given, and there are more lucrative targets.  
Back in headquarters, the others stay away from you.

In any game with at least three players, at least one must be a Prisoner. In a group numbering less than 6 players, there may not be more than one Monk.

## Morality Traits

Each character begins with three **Morality Traits**. Hey, wait a second, what about Prisoners you might ask?

Well, it's a character's moral code, rather than them being moral people or not.

The character will not act against his morality traits, unless he is forced to, or would rather break his own code than face the consequences.

Example Morality Traits are:

- I will not harm fellow Riders.
- I will not harm innocents.
- My word is my bond.
- I will get my goal, no matter what.
- Killing is not a problem for me.
- I am only loyal to myself.

When you're forced to sacrifice an Aspect, you may sacrifice a Morality Trait, and change it for a new fitting one. You also lose a Memory Bead.

## Memories

At the beginning of the first session, create three **Memories** for your character. Take an index card, write down the memory and the character's name.

One of those memories is the **Anchor Memory**, this memory is what defines your character, and will be the last one lost. Note on the index card that it is your Anchor Memory.

When your anchor is lost, so are you.

A Prisoner's Anchor is the crime that landed him in this position, or the fact that he was set up and is innocent.

A Monk's Anchor is his moment of enlightenment, or of being able to reach No-Mind at will.

A Volunteer's Anchor is the reason he decided to join this god-awful program.

In the beginning of the first session, each player creates two memories that do not belong to any character. These are shuffled and then one of them is removed (Do not look at which one is removed). The remaining pile is placed in the center of the table, it is now known as **The Collective Subconsciousness**.



When you are required to switch a memory, you put one of your memories in the Collective Subconsciousness, shuffle it, and draw one memory. If you're lucky, you'll get to keep your own memory.

You may not switch or sacrifice your Anchor Memory, unless you're forced to, in which case you lose yourself and reach an **Epilogue**.

At the end of each session, remove one memory from the Collective Subconsciousness per player, these are either gone to other Riders or just dissipate. **Do not** look which memories are removed. Those who lost memories and try to get them back never know if that is still an option. At the beginning of each session, add one new memory to the Collective Subconsciousness per player.

When forced to sacrifice an Aspect, you may sacrifice a Memory. You also lose a Memory Bead.

## **Self**

Each character has a **Self Score**; this represents how much of their own self they had maintained.

On the converse, there's a **Zero Mind** score, which is how much of the drug flows through your veins.

There's an opposite relationship between the two. For each point of Zero Mind you gain, you lose a point of Self.

On your Character sheet, write using a pencil your Self, and for each point of Self place one Bead, portraying **Temporary Self**. When you gain or lose ranks of Zero Mind, simply move the Beads to Zero Mind or from it.

In order to pilot a Mecha, your Temporary Self must be lower than your current level of Zero Mind.

**Mission = Zero Mind > Temporary Self.**

Prisoners begin the game with Self 1 while outside missions. They have 3 Beads in Zero Mind at all times.

Volunteers begin the game with Self 5 while outside missions, while on Missions, they need to apply the above rule ("0 Mind" higher than Temporary Self).

Monks begin the game with Self 1, which they at all times. They have 5 Beads in Zero Mind at all times. This is not them using the "Zero Mind" drug, but their intensive training.

If your Temporary Self drops to 0, you lose a permanent point of Self after the

mission ends. You also must switch a Memory once the mission ends.

When forced to sacrifice an Aspect, you may lose one point of Self. You also lose a Memory Bead.

*Example: A beginning Volunteer pilot has Self of 5, on missions their "0 Mind"/ Temporary Self split can be: 5/0, 4/1 or 3/2. In all those cases the current level of "0 Mind" is higher than the current Self score. Note that in the case of the 5 Zero Mind and 0 Temporary Self, the Pilot will lose a point of Self after the mission.*

## **Memory Beads**

A Prisoner begins with 5 Memory Beads.

A Volunteer begins with 3 Memory Beads.

A Monk begins with 2 Memory Beads.

Every time you spend a Memory Bead, describe one of your memories, your emotions regarding it, and how they fuel you into action.

When you are forced to spend a Memory Bead (such as when forced to sacrifice certain Aspects), and you have none. You lose a Memory:

You do not get a new Memory. The totality of your Mind is reduced.

If your Anchor Memory is lost, you get an Epilogue and are removed from play.

A Memory Bead represents your RAM, temporal memories, memories that fleet through your mind, and the power they grant you to face the obstacles you face, and the cost you pay for facing these obstacles and calling upon your nature.

## **Aspects**

Aspects are what makes your character itself. It's the totality of its nature, transient, false, but its nature nonetheless.

Self, "0 Mind", Morality Traits and Memory are the Pilots' Aspects.

## Credit

Getting to the stars, being trained in the use of mecha, repairing damage sustained to your mecha, these are not cheap. All such monetary aspects are represented by your **Credit** score. And for volunteers, that score is the main reason they're up there, fighting the World Government's enemies, unless of course, they are of the idealistic bent.

Volunteers begin with a Credit score of -5 (minus 5), this represents the cost of bringing them to the Mecha Deployment Bases, their training, breaking them in for use with Mind Zero, and other sundries such as their Spartan food and bunk.

Monks begin with a Credit score of -3, they require much less training, and time not spent on training is time where you do not get free meals.

Prisoners are in this for life. They have no Credit score; instead, they have a trait called **Debts**. These are debts owed to them by non-prisoners for helping them out during missions.

When forced to sacrifice an Aspect, a Prisoner can sacrifice a Debt owed to him.

Prisoners receive virtual Credit, used only to fix their Mecha. They only gain 1 Credit for each Kill, and 2 for destroying an enemy Ace.

A character can retire from Pilot duty and return to planet-side once they reach a positive Credit score of 25. Though many find that they no longer have a home to return to, none that they'd recognize anyway. Monks often stay on for another round, sending the money gained to their home monasteries.

## Mecha.

Your Mecha is capable of performing offensive maneuvers against one target at a round and still maintain its ability to perform evasive maneuvers. You may choose to perform offensive maneuvers against two targets in one round, but you may not perform evasive maneuvers later in this round, nor is this option available had you already performed evasive maneuvers in this round.

For each Strike of your mecha, you inflict two Levels of Damage. Likewise, each hit you sustain deals two Levels of Damage.

While piloting a Mecha, you have one die (d6) for each current level of "0 Mind" you have. The deeper you sink, the more in-sync you are with your Mecha, the more you can get it to do. During a mission, this is your Control score.

A new Mecha, or more likely, a fully repaired one, has 10 Levels of Damage it may sustain before it is destroyed.

For each Level of Damage the Mecha had sustained beyond your 10-[your current level of "0 Mind"] you lose one effective bead of "0 Mind". This reflects that the Mecha is not in top-form, and this stops you from using it to its outmost capabilities.

Example:

*If you're a Prisoner, you have a level 3 "0 Mind". Should your Mecha sustain 8 Levels of Damage, you will only be able to act as if your level of "0 Mind" was 2.*

Yes, this means that more capable Pilots (as reflected by a higher level of "0 Mind") get affected by less damage. This is not exactly true, it's just that lesser pilots cannot use the Mecha to its outmost potential, and are not affected by it not being able to perform in ways they can't perform regularly anyway.

Repairing a Level of Damage to your Mecha is not mandatory, but should you choose to do it, it'd cost you 3 Credit per Level of Damage, plus 1 Credit charge for work.

You can only repair your Mecha between missions.

It's more cost efficient to repair numerous Levels of Damage at once.

Example:

*Repairing 1 Level of Damage costs 4 Credit (3 per level=3 plus 1)*

*Repairing 2 Levels of Damage costs 7 Credit (3 per level=6 plus 1).*

You may pilot another Pilot's Mecha, but only if he agrees to it. If that Pilot is a Prisoner, you owe him a Debt.

# Missions

## Before missions: Briefing

Missions are the core part of the Pilots' lives. When they are not on a mission or recovering from one, they are not doing what they are there to do, what they are designed to do.

Before a mission, the prospective pilots get to participate in a briefing, where the mission is described.

The briefing is passed by an Officer of the World Government. The officer and the pilots are not on equal grounds. The officer discloses whatever data he deems appropriate, and answers questions rarely if ever.

Decide who is an Officer by giving that right to the person who had went the longest without that right. In case of a tie, roll a die or talk it out amongst yourselves. You're big kids.

You may role-play the Briefing, in fact, it is information carried out by a form of role-playing.

The mission is assigned a Mission Level, describing how difficult it's going to be.

The opposition one is expected to meet during the mission is detailed, as well as the mission's goals, which are usually to annihilate said opposition.

The Operator assigns the Mission Level, which is 1-3 per Pilot (for each and every Player, including the one currently portraying the Officer).

At the end of the briefing, the pilots get to choose whether to participate in the mission or not.

Participating in the mission is worth an amount of Credit equal to half the mission's level, rounded down.

Not participating in a mission costs you 1 Credit.

You may not choose not to participate in a mission if you have negative Credit.

Prisoners may not choose not to participate in missions, unless they get someone who owes them a Debt to participate in their stead, in such a case, the Debt is removed.

At least half of the Pilots (rounded up) must participate in each mission. It is up to the pilots to negotiate who will participate if not enough pilots are to participate.

Some Missions may very well include goals that conflict with the personal beliefs (Morality) of some of the Pilots. The Officer does not care. He only wants the mission objectives to be achieved. Most Pilots only care for Credit, so it usually works quite well.

The maximum number of pilots in a mission is the number of players minus 1.

If all the participants are prisoners or have a negative Credit score (like in the first mission or two), the one with the lowest Credit deficit sits it out. In case of a tie roll a die, with the one rolling lowest sitting this mission out

Volunteers who go out on Missions choose their balance of Self and “0 Mind” at the end of the briefing, after it’s decided who will go out on the Mission, but before the mission proper begins.

### Those who go

### **Opposition**

Once it is decided who embarks on a mission and who stays behind, the mission begins. A player of one of the pilots who stayed behind will be the **Operator**, and will act for the opposition during the mission. If more than one pilot stayed behind, the player who hadn’t been an Operator the longest gets to be one this time.

[It may be best to draw a roster, write who is the Operator at each mission, and simply go by cycles. Prisoners operate outside this roster, and will get to Operate when they stay behind.

If there’s a tie, as will be in the beginning missions, either roll a die or talk it out amongst yourselves.

Note, the Operator and the Officer are two different people, and may be played by the same player, or by two different players, for each mission.]

The Operator draws a number of cards equal to the Mission Level plus 2. This is the **Opposition**. The mission is not complete until the Operator makes use of all of the cards.

- The Operator may place a card face down; this represents a shoddy mecha, space jet, planet-side cannon, a light alien craft or something of the sort. Place three dice on the card; this is its amount of Health Levels and Control. For every Health Level removed, also remove a level of

Control. Such an opponent may only perform an evasive action or offensive maneuvers against one target every round. It may not perform both an offensive maneuver and a defensive one in the same turn.

- The Operator may stack additional cards face down on another card. For each additional card add 1 Health Level and 1 Control. The more cards, the more formidable the opposition.
- The Operator may place an Ace card face up. This represents an **Ace** pilot, a superior Mecha, an alien battle cruiser or a heavily guarded cannon-satellite. Place 6 dice on the Ace. This is both its level of Control and its Health Levels. Removal of Health Levels also equals removal of Control, as above. An Ace may perform an offensive maneuver against one target or offensive maneuvers against two targets in a round, like player controlled Pilots.
- When an opponent hits a Pilot, the Operator may place a "Face Card" (Jack, Queen or King) face up on the table. The Pilot's Mecha had been hit by a **Royal Class Weapon** and in addition to the damage his mecha had sustained, must sacrifice an Aspect. He also loses one dice of Control for the rest of the Mission.
- The Operator may place a Hearts card face up, this represents a **Complication**. Pick a player's Morality Trait and introduce something that contradicts with it. Examples may be an opponent, whose cannons are placed on a civilian hospital, finding out that your target is a rebel food transport vehicle, or anything of the sort. Pick a player whose Pilot's Morality had been challenged last, and if possible, try to have the complication apply to more than one Pilot.

## The Pilots

This is what you are here for. This is the bulwark of your existence, your joy and sorrow. Space-combat.

Most rules of what you can do are described under the **Mecha** section above.

This, this is the how-to part. This is your guide to resolving combat.

First, the Operator places the Opposition. He may put down one opponent at a time, or use all of his cards at the get-go. This is his prerogative, but he must place at least one opponent at the mission's start.

The Operator can also describe the scenery, but he is not required to do so. You're locked inside a protective metal casing, and your conscious mind is



next to non-existent anyway. You're mostly just a nervous system for the Mecha.

Once there is opposition present, those with the highest level of Control go first, and so it continues in a descending order. If a Pilot and Opponent are tied for Control, the Opponent will go first. If two or more Pilots are tied, they will decide who will go first amongst themselves.

During your turn you declare the composition of offensive maneuvers and evasive maneuvers you will perform. You also decide how many dice to allocate to each.

Dice not used during a round are lost.

If you are attacked before your turn, you may allocate any number of dice (up to your Control) to perform Evasive Maneuvers. When your turn arrives, you cannot choose to disregard the fact that you had performed evasive maneuvers, nor the amount of dice you allocated to them.

You may perform any number of evasive maneuvers, one per attack on you, with dice allocated on an individual manner for each. All evasive maneuvers count as one evasive maneuver for the round.

When performing an attack or evasive maneuver, roll any number of six-sided dice (D6), any dice showing 4, 5 or 6 counts as a success. Each success on an evasive maneuver detracts one success from an offensive maneuver.

A pilot may try to defend one of his friends. This requires performing an offensive maneuver against the attack (since it's usually in the form of missiles). For every success of the Pilot, reduce a success made against the defended Pilot. If the defender is a Prisoner, then the defended pilot owes him a Debt.

Every success on an offensive maneuver that remains after the defendant performs evasive maneuvers (or doesn't, if he so chooses) is translated to two Levels of Damage.

The Pilot that destroys an enemy receives 1 Credit. Only the Pilot to deal the final blow gets the Credit.

A Pilot that destroys an enemy Ace receives 2 Credit.

## **Additional Complications**

A Pilot may pay 1 Memory Bead and 1 Credit to launch a **Royal Class**

**Missile**, which if he hits on his next offensive maneuver, destroys the target. If he misses, the missile is wasted. The Memory Bead reflects you giving of yourself to guide this terrible weapon.

The first time you are hit in a mission, you lose a Memory Bead. This reflects the shocks that go through your dormant consciousness as your mecha is damaged.

If your Mecha reaches 10 Levels of Damage, it is destroyed, your Pilot is dead.

You may decide your level of Control is not sufficient. Unlike the time before Missions when you can carefully balance the amount of "0 Mind" you **Inject** into your systems, during a mission you can only get the big dose. Reduce your Temporary Self to 0 (This does reduce your Permanent Self by 1) and add 4 to your Control for this mission. You must sacrifice an Aspect.

Note that **Injection** causes a Prisoner to reach a 0 Self score, and lose, and the same for a Monk, who would never defile his body using these chemicals anyway.

If you lose a Memory during a mission, turn the Index card it is written on faced down. At the end of the mission, shuffle your lost memories with those in the Collective Subconsciousness and deal yourself enough to return to the previous amount you had.

If you lose your Anchor Memory in a mission (it is the last Memory which you will lose), you will get an **Epilogue** and retire from active play.

If the Operator played a **Complication** (Represented by a face up Hearts card), what happens depends on your Walk of Life:

**Monk:** You awaken from your reverie, your effective Self becomes 6, and your effective "0 Mind" becomes 0. Until you resolve (at least one round) one way or the other, you are dead in space, incapable of even performing an evasive maneuver.

You have two options: Sacrifice the conflicting Morality Trait, and go back into the fray.

Or you can find a tentative balance; for the rest of the Mission both your effective "0 Mind" and Self are 3, and you may not attack targets which conflict with your Morality. After the Mission ends, you will be docked for 5 Credit and will lose 1 Memory due to the tumultuous interface you experienced with your Mecha.

**Prisoner:** Should you decide not to comply with the Mission's objectives due to your Morality Traits, the Operator will **Inject** "0 Mind" into you.

As above, your Temporary Self will go to 0, your Control would gain 4 dice (to a normal total of 7), your permanent Self will go down by 1 and you will have to sacrifice a Morality trait, and pick a new one.

This will cause the Prisoner's Self score to go down to 0, which will cause him to reach an **Epilogue**, the Prisoners are expendable, remember that.

**Volunteer:** When you're faced with something that contradicts your Morality, until the end of the Mission your Control level will be your temporary "0 Mind" minus your current Self. This is the effect of your self rising from its dormancy and fighting against the Mecha's superiority.

If you decide to go against your Morality, you will have to sacrifice the applicable Aspect. If you do not heed your Operator and do not act against your Morality, you will lose 3 Credit when the mission ends. You will also lose one point of Self and gain a permanent point of "0 Mind". Beware, lest they make a Prisoner-Drone out of you for disobeying orders...

*Example: A Starting Pilot's "0 Mind"/Self split during Missions is 5/0, 4/1 or 3/2. Should they rebel against the current situation due to their conscience's calls, their effective Control would be 5, 3 or 1, respectively. Note that if your Self is 0, you do not suffer a loss to Control, as there is no Self to fight for the Morality.*

## **While on the Mission**

You may talk to the other pilots and mission Command via the radio-system, avoid needless chatter.

## **Those who Return**

Those who return alive and Self-aware from missions interact in a type of scene called **Washing the Tears**.

The pilots may engage in a limited number of scenes. The player who went last picks 1 or 2 players who will be in a scene with him, after the mission debriefing, then the next person, who went next to last picks 1 or 2 other people who may be in a scene with him.

Each pilot may only be in one Washing the Tears scene. This is where you confront someone or thank them for their deeds during the mission.

## **Those who Stay**

There are those who do not go on missions. They may not like the mission objectives, they may want some rest, or they just didn't feel like it.

If your Pilot did not go on a mission, it is time to describe him and his life. We call this **Painting the Fabric**.

You may take a Memory and describe it, living through it again.

You may have your Pilot go to the Psychiatrist on-deck. But be advised, she's only there to diagnose when Pilots go beyond the edge, she is not there to treat you. It's not worth it; you'll die before she'll make much progress. But even so, she will hold a nice chat with you.

You may have your character go to the cantina or common room, and explore his personality by the way he relates to the other Pilots and station-personnel. He may even find a mate to pass the coldness and time away with. You can take a Morality trait and reminisce what brought it to be, the formative experience that created the backbone which leads you to this day.

If there are other characters in a Painting scene, they are to be acted by either their respective players, or the players of the Pilots who had gone on the Mission. Give each such character (NPC) to a different player, in the same manner that you do with the Officer and Operator, give a character first to those who had gone the longest without this right.

At the end of a Painting the Fabric scene, you feel reinvigorated about your purpose and sense of self. You gain 1 Memory Bead.

Be advised, when your memories are not your own, you do not know it. You may know that you behaved in a manner that is very uncharacteristic to your nature (and Morality), but what are you if not the sum of your experiences? All your Memories, originally yours or alien, have you as *you* in them. It's you who kissed this child who is not your daughter, it is you who murdered the judge, it is you, always you.

But it is not fitting, and so death creeps up the cold corridors of a space station, one of many.

## Epilogue

- Once you reach **25 Credit**, you may choose to retire. Describe the character's life after he leaves the space station (or does he choose to stay?). Take into consideration the emotional and mental shocks that fighting in the war and being ripped of your self may have incurred on him.  
Alternately, you can choose to remain another tour. You begin it with 0 Credit.
- If you lose your **Anchor Memory**, your mind goes aflow, and you become one with the Collective Human Subconsciousness. You'd think as such you'd be a perfect vessel for the Mecha, but it is not the case, it is on the friction between self and no-self that the Mecha are controlled.  
You will be disposed of as trash. You are of no use.  
They wouldn't dream of sending you back to planet-side, it may demoralize the populace.
- If you lose your **Self**, which is reflected by getting to a Permanent Self score of 0, you are a mindless drone. Eating only if food is placed in your mouth, crapping in your pants.  
An ignoble sight, and more trash for the officers to get rid of.

## To playtesters

Here go mechanics to which I'd be glad if you paid extra attention, I am unsure of how they'll go, and desire feedback regarding them and their inclusion in the game.

The rules as they stand state a couple of things:

While on missions, Zero Mind must be higher than Temporary Self.

When Temporary Self goes to 0, reduce (permanent) Self by 1.

As the rules stand, there's no reason not to have Temporary Self at 1 and put all the beads into Zero Mind, which translate into Control (effectiveness in combat).

There are two options I'm thinking of:

1. For every bead you move from Self to Mind Zero, you roll a die after the mission, and on a roll of 1 you lose 1 point of Self.

This seems a little steep to me and would turn the game into something more fatalistic than grim.

Possibly solution, lose 1 Self for every two dice which end up with 1, but then moving 1 dice is absolutely risk free.

2. For every bead you move, you roll a die after the mission, If you rolled one 1, switch a memory with the memory pool, if you rolled two 1s, delete a Morality trait and write a new one. If you rolled 3 1s or above, do both and lose 1 Self.

Hm, maybe take the second but alter it, no dice rolling. You know what you're going to risk, what you're going to give up in order to be in the mission, and afterwards you pay the price, not the risk.

Thoughts?

## Bibliography

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- General "Generation X" material.
- Living in a martial society.