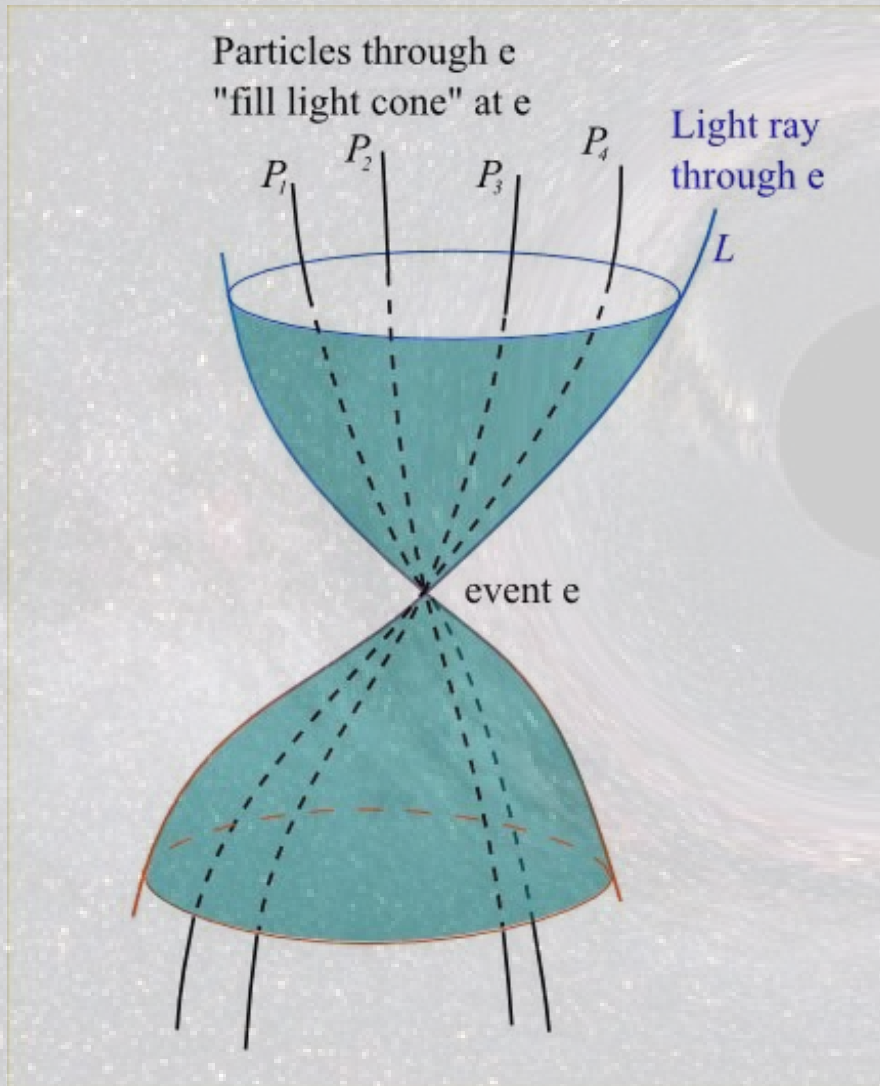


$$R_{\mu\nu} - \frac{1}{2}g_{\mu\nu} R + g_{\mu\nu}\Lambda = \frac{8\pi G}{c^4}T_{\mu\nu}$$



The Midnight Project

a game for 3 to 6 people

The Midnight Project seeks to manipulate spacetime for the benefit of humankind...the Midnight Project exploded...the Midnight Project created the burn point, a point at which reality meets post reality and the ashes of existence fall out of spacetime into mythtime or missing time...the sea of time ceases to exist in myth time...reality is shirking inversely proportionately to post-reality's growth and as the sea of time reestablishes and seeps across the burn point only glimmers of our lives can be saved...

When the Midnight Project exploded those working in the immediate vicinity were thrown clean of the sea of spacetime into a reality that we've called mythtime. The laws of spacetime do not apply, and we've discovered that we've become reality. Each of us possessing a piece of perception, manipulation, or as one sect has said godhood. We are each one of these: the Void, Hell, Earth, Desire, Darkness, the Night, Doom, Dreams, Retribution, Strife, Sleep, Death, the Day, Heaven, the Sea, Mountains, the Sky, the wind, Love, Lust, Beauty, Music, Prophecies, Poetry, Archery, War, Murder, Hunt, wild Things, wisdom, Warfare, Reason, Fertility, Harvest, wine, Madness, Fire, Marriage, Women, Childbirth, Flight, Thieves, Commerce, Travelers Hearth and Home, Kings, Thunder.

The burn point releases ash from the destruction of reality as the sea of time seeps into post-reality. Our lives, our history, our universe is contained as memories in these pieces of ash...ash must be reshaped and redreamed to fit into post-reality...reshaping preserves our past and gives us meaning...our godhood demands this of us...for each piece of ash one of the godhood becomes the burdened one responsible for reshaping the ash to myth to dust to pass into post-reality...we are

the burdened...we must determine how to reconnect ash with the sea of time...by entering ash it begins...

Set-Up

- The burdened player is responsible for coming up with a piece of ash. This is pretty easy. Find a random page at wikipedia. Play will center around the events or history of whatever is on the page.
- The rest of the players pick what they're gods of. They can be gods of two to three items.
- Find a number of dice equal to the number of players.
- Make the cards

Cards

Each player receives a card on one side there is a blue square and purple square and on the other a red square and a black square. After all cards are placed, for each blue card played, the burdened player rolls one die. For every two purple squares played, the burdened player rolls a die. For every black square, subtract 1 point for the highest die roll, and for every two red cards subtract 1 point from the highest die roll. A score of 5 or 6 on any one die moves the piece of ash into post-reality. Failure means that all cards are reset and the myth making continues with the burdened changing the location of spacetime within the ash.

Starting Play

The burdened player talks about the ash. In talking, he describes where in spacetime the ash is starting and the historical problem that must be addressed by the players. When he is done talking, play moves around the table.

The players can take actions on the piece of ash by using their god powers or they can invoke another god's powers. The united goal is for all the players to have played their cards. Here's what a player can do during their turn:

1. Use their powers to manipulate the ash into something they want. This is automatic. The burdened player can do nothing to stop them. No cards are played.
2. Invoke the powers of another god to manipulate the ash. This comes true. The god's player then places his card with one of the four squares pointing to the middle of the table. If he liked the way his powers were used, he places blue forward. If he sort-of liked the way his powers were used, he places purple forward. If he sort-of doesn't like it, he places red forward. If he hates it, he places black forward. If a player places black, it is immediately his turn.
3. Ask another player to carry out his desires. The other player can do whatever he likes, but must place blue forward. The burdened player rolls a die, if the score is 1-3 then he describes the outcome of the god's action. If the score is 4-6 then spacetime around the ash changes and the burdened starts with a new challenge to address.

Play continues around the table with the burdened describing the scene as player's actions develop it. Once all the cards are placed, see the rules under cards above.

Design Notes: This game isn't complete, but part of the game is to immerse yourself into game creation and fill in the blanks. It's up to you how to play this. Game ingredients are: sea, midnight, burn, and donkey (horse, er, burdened one).

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