

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 subconscious. Do you even know who you are?

Character sheet by Fred “Iago” Hicks.

Re-organizing by Ewen Cluney.

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 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. Remove the Jokers from the deck; jokers do not survive long, 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:** The glassy kind.
- A copy of these rules, and one character sheet per player.
- You will also need about 6 **index cards** (3" x 5") per player.

Setting

Backdrop

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

They also demand a great sacrifice from pilots: their sense of self.

In order to control the mecha, you must become one with it, and while achieving 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 Zero, 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 hesitation.

The drug is not without side effects. Your memories lose their color. You have a harder time distinguishing between real memories, dreams, memories/dreams of other previous pilots of your mecha, and whispers of other dreamers, that reach you as you enter the Collective Unconscious.

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. So is time on missions, and time on missions is inevitably time with Mind Zero.

Looking Up

As you go home, you cross endless corn-fields. The yellow is endless, 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 payload of mechas and pilots. The satellites can never return to earth, and the pilots return home in shuttles only once their mission and contact are complete.

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. Money has been of little use since the aliens came, and most private property had been liquidated to create those magnificent Hive-Ships and the terrible 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 that you'll never need to watch corn grow again.

Home

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

You are given a cot. Your room is your own, and there is a toilet and a retractable shower in it. Your possessions from home are few; you were 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.

This place lacks soft lines. There are no soft cushions, 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 Zero. Plug it in, and there is no you that gets bored, there is no time that does not pass.

Mind Zero, 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. Often times, you don't even need to think it. Not that you can think of anything else.

You see your mother. And she is shouting at you. You know that 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 will 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 more distant 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

Pick which **walk of life** your character comes from; this in turn will define some other traits. In a 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.

Volunteer

You got into this of your own free will. Maybe it was to pay debts, to get a new life for those you left behind, or 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 don't appreciate going on missions, putting your life and 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 and those like 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 do not take Mind Zero, and you do not lose your memories, for the limited amount of "self" that you're willing to accept. Yet, you have no one else to blame for your actions, horrific though they may become.

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 Zero is your life now. Morality? You may have begun with some and became 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, and your view of the world is phantasmagoria. What is real? What is not? What are your own memories and 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 the 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.

Memory Beads

Memory Beads represent your RAM, the temporal memories that race fleetingly through your mind. They represent the power those memories grant you to face the ob-

stacles before you, and the cost you pay for facing these challenges and calling upon your inner nature.

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 to replace it; the totality of your Mind is reduced. If your Anchor Memory is lost, you get an Epilogue and are removed from play.

Aspects

Aspects are what make your character who he is. It's the totality of his nature, transient and false, but his nonetheless. A pilot's Aspects are: Self, Mind Zero, Morality Traits and Memories.

Morality Traits

Each character begins with three **Morality Traits**. This includes the prisoners; morality traits represent a character's personal moral code, not how moral they are by society's standards. 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.

Here are some examples of Morality Traits:

- I will not harm fellow Riders.
- I will not harm innocents.
- My word is my bond.
- I will get my goal, no matter what.
- There's nothing wrong with killing.
- I am only loyal to myself.

Memories

At the beginning of the first session, create three **Memories** for your character. Take an index card and write down the memory and the character's name. One of those memories is his **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 Unconscious**. When you are required to switch a memory, you put one of your memories in the Collective Unconscious, shuffle it, and draw one memory. If you're lucky, you'll get to keep your own memory.

At the end of each session, remove one memory from the Collective Unconscious per player. These are either gone to other pilots or just dissipate. *Do not* look which memories are removed. Those who lost memories never know if they can be regained.

At the beginning of each session after the first, add one new Memory to the Collective Unconscious per player.

Self and Mind Zero

Each character has a **Self** score; this represents how much of their own self they had maintained. There's also a **Mind Zero** score, which is how much of the drug flows through your veins. Note down your Self score on your character sheet in pencil, based on your character's walk of life:

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

Volunteers begin the game with Self 5 while outside missions, and 0 in Mind Zero. While on Missions, their Mind Zero must become higher than their Temporary Self (see below).

Monks begin the game with Self 1, which they maintain at all times. They also have 5 in Mind Zero at all times, but this represents their intensive training rather than the Mind Zero drug.

Credit

Transporting riders into space, training them to pilot their mecha, and repairing the damage they inevitably sustain in battle is not cheap. All such monetary aspects are represented by your **Credit** score.

A character can retire from pilot duty and return to planet-side once they reach a positive Credit score of 25. Granted, 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.

Volunteers: For volunteers, that score is the main reason they're up there, fighting the World Government's enemies. Unless of course they're of an idealistic bent. Volunteers begin with a Credit score of -5 (minus 5), representing the cost of bringing them to the mecha Deployment Bases, their training, acclimating them to Mind Zero, and other sundries such as their spartan food and lodgings.

Monks: 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: 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 virtual Credit for Kills.

Missions

Before Missions: Briefings

Missions are the core 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.

First, select one player to play the role of the Officer for the briefing. Give these rights to the person who has gone the longest without that right. In case of a tie, roll a die or talk it out amongst yourselves. You're big kids.

Before a mission, the prospective pilots participate in a briefing, where the mission is described. The briefing is conducted 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. You may role-play the briefing if you wish.

The Operator assigns a Mission level, which describes how difficult it's going to be, from 1-3 per pilot (for each and every player, including the one currently portraying the Officer). The Officer details the opposition expected during the mission, as well as the mission's goals, which are usually to annihilate said opposition.

Participation

At the end of the briefing, the pilots get to choose whether to participate in the mission or not. Missions can include goals that conflict with the personal beliefs (Morality Traits) of some of the pilots. The Officer does not care. He only wants the mission objectives to be achieved. However, most of the pilots only care for Credit, so it usually works quite well.

At least half of the pilots (rounded up) must participate in each mission, but at least one pilot must stay behind. It is up to the pilots to negotiate who will participate if not enough want to participate. 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, and 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 which that Debt is removed.

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.

Balancing and Mind Zero

At the end of the briefing, set out beads to represent to your Self and your Mind Zero; these are your **Temporary Self** and **Temporary Mind Zero**. In order to pilot a mecha, the rider's Temporary Mind Zero must be greater than his Temporary Self. You can move beads from one to the other to change the rating enough to qualify. Volunteers who

decide to go out on Missions will *have* to adjust their temporary scores to be able to pilot the mecha.

If your Temporary Self drops to 0, whether because of how you assigned your beads before the mission or circumstances that occur during it, after the mission you lose a permanent point of Self and you must switch a Memory.

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

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

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

The Operator take out the deck of playing cards and draws a number of cards equal to the Mission Level plus 2. These represent the **Opposition**, and the mission is not complete until the Operator makes use of all of the cards. 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.

The cards can be used in the following ways:

Enemy Combatant

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.

Enhanced Opposition

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.

Ace Pilot

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.

Royal Class Weapon

When an opponent hits a pilot, the Operator may place a “Face Card” (Jack, Queen or King) face up on the table. This means that 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 die of Control for the rest of the Mission.

Complication

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. What happens to the pilot depends on his Walk of Life:

- **Monks:** You awaken from your reverie, your effective Self becomes 6, and your effective Mind Zero 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 Mind Zero 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.
- **Prisoners:** Should you decide not to comply with the Mission’s objectives due to your Morality Traits, the Operator will **Inject** Mind Zero into you. As usual, your Temporary Self will go to 0, you’ll gain 4 Control 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**. Remember, the prisoners are expendable.
- **Volunteers:** When you’re faced with something that contradicts your Morality, until the end of the Mission your Control level will be your temporary Mind Zero 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 Mind Zero. Beware, lest they make a prisoner-drone out of you for disobeying orders...

Example: A Starting pilot's Mind Zero/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.

Space Combat

This is what you are here for. This is the bulwark of your existence, your joy and sorrow. Space combat. During the mission you may talk to the other pilots and Mission Command via the radio-system, but avoid needless chatter.

Getting Started

Each pilot has a **Control Score** of one die (d6) for each current level of Mind Zero he has. The deeper you sink, the more in-sync you are with your mecha, the more you can get it to do.

Once there is opposition present, those with the highest level of Control (equal to your current Mind Zero) goes first, and the other pilots follow 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 have to decide amongst themselves who will go first.

Taking Action

During your turn, declare what offensive and/or evasive maneuvers you will perform, and allocate your Control dice accordingly. Any dice allocated to Evasive Maneuvers can be used to attempt to evade any attacks directed at you, but attacks must be allocated individually, and if you perform more than one attack, you will lose the ability to perform defensive maneuvers for that round. 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, those dice remain allocated to evasive maneuvers.

When performing an attack or evasive maneuver, roll the number of six-sided dice (d6) allocated to that action. Any dice showing 4, 5 or 6 count as successes. Each success on an evasive maneuver detracts one success from the opposition's offensive maneuver.

Damage

When an offensive maneuver scores more successes than the evasive maneuver used against it—or when no evasion is attempted—it hits and causes damage. For each success remaining after the successes of the opposing evasive maneuver is subtracted, the attack causes 2 Levels of Damage. Also, the first time you are hit during a mission, you lose a Memory Bead. This reflects the shock that goes through your dormant consciousness as your mecha is damaged.

A new or fully repaired mecha has 10 Levels of Damage it may sustain before it is destroyed. If a mecha is destroyed during a mission, the pilot is dead.

For each Level of Damage the mecha had sustained beyond your 10-[your current level of Mind Zero] you lose one effective bead of Mind Zero. 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 Mind Zero. Should your mecha sustain 8 Levels of Damage, you will only be able to act as if your level of Mind Zero was 2.*

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

Repairs: You can repair your mecha only between missions. 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 a flat 1 Credit charge for work. This means 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).*

Credit for Kills

The pilot that destroys an enemy receives 1 Credit, or 2 for destroying an enemy Ace. Only the pilot to deal the final blow gets the Credit.

Additional Complications

Royal Class Missile: A pilot may pay 1 Memory Bead and 1 Credit to launch a Royal Class Missile. If he hits on his next offensive maneuver this will destroy the target, but if he misses the missile is wasted. The Memory Bead reflects you giving of yourself to guide this terrible weapon.

Defending Others: A pilot may try to defend one of his comrades. 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.

Inject: You may decide your level of Control is not sufficient. Whereas back at base you can carefully balance the amount of Mind Zero 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 the remainder of this mission. You must sacrifice an Aspect. Note that Injection causes a Prisoner to reach a 0 Self score, and lose (see *Epilogue*, p. 16). It would do the same for Monks, but they would never defile their bodies with these chemicals anyway.

Borrowing mecha: 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.

Losing Memories: If you lose a Memory during a mission, turn the Index card it is written on face-down. At the end of the mission, shuffle your lost memories with those in the Collective Unconscious 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.

Sacrificing Aspects

Royal Class Weapons and Complications can force you to sacrifice an Aspect, and if you spend a Memory Bead when you have none you will be forced to sacrifice a Memory as well.

Memories: When you sacrifice a Memory, you also lose a Memory Bead. You may not switch or sacrifice your Anchor Memory unless you're forced to and have no other Memories left, in which case you lose yourself and reach an **Epilogue**.

Morality Traits: If you sacrifice a Morality Trait, change it for a new one that is suitable. If you do so, you also lose a Memory Bead.

Self: If you sacrifice Self, lose one point from your permanent Self. You also lose a Memory Bead.

Those Who Return

Those who return alive and self-aware from missions interact in a type of scene called **Washing the Tears**, in which they can confront someone or thank them for their deeds during the mission.

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.

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 can do one of the following things:

- 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, and give a character first to those who had gone the longest without this right, in much the same manner as with the Officer and Operator.

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 in a memory you've behaved in a manner that is very unlike you, 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

If 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 is lost in the stream, and you become one with the Collective Unconscious. You might think such a person would be the ideal pilot, but you'd be wrong. The mecha are controlled through the friction between self and no-self that the mecha. Instead, you will be disposed of as trash. You are of no use, and they wouldn't dream of sending you back to planet-side. Such a pathetic sight might demoralize the populace.

If you lose your **Self**—if your Permanent Self score drops to 0—you become a mindless drone. You eat only if food is placed in your mouth, and crap in your pants once it works its way through your digestive system. You are an ignoble sight, and more trash for the officers to dispose 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, Mind Zero 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 Mind Zero, 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.

Possible 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?

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