

My Dark Future



- a solitaire role-playing game

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My Dark Future

This game is best played in a house by yourself. The game is meant to explore the darker recesses of your own soul, and is not suited for others to listen in on. You need this rules set, and 3 normal dice of different color (and size, if possible) to play. Read through these rules before you start. At the end of them you will find a note to keep in your hand, with a simple overview of how you play.

You, a background

We are what we are; our way of being human is a thin layer of conscious and civilized behavior over our deeper self; the instincts of a wild beast.

Some thousands years back we had to fight for survival like most other beasts in the wild. A lot of the instincts we depended on then, are still coded into our deeper self. We are genetically programmed to face a world full of dangers. Some of us have problems adapting to a civilized society, possibly due to the strenght of their «wild» reactions ...

Most people are haunted by dark and brutal fantasies now and again, destructive inclinations we do not heed, dark lusts we suppress deep in ourselves. This darkness within you is the feed for *My Dark Future*, the source of the evil story to come.

In this game you will try to tap into the dark side of yourself, and weave a future influenced by the dark inclinations you find there. As the game progresses, you will have to give yourself over to this darkness, and explore how far your inclinations may bring you. You will work towards becoming an unhappy or hardened criminal, possibly ending the game by murdering someone, or by setting up a scene where you meet a violent demise ...

The first stage

The first stage of this game is fairly simple; you say out loud when and where you were born, by which parents, and name all your siblings. Then you tell three brief scenes from you childhood. Tell them out loud:

1.scene: a scene from your home and early childhood, possibly the first thing you remember.

2.scene: a scene from school, preferably something that includes some schoolfriends.

3.scene: a scene from some work-experience you've had.

- and then you jump ahead, to the last full day of your current life; yesterday.

4.scene: you tell a scene from yesterday, something that happened to you.

Be truthful. It don't have to be anything special, but it would be nice if it includes a friend or loved one.

It should take you less than 15 minutes to do this part of the game. The one thing you need to pay attention to, is to use your own name all the time. Do not tell it like this; «I were born in 1962, in ...» but like this: «Tomas was born in 1962, in ...». Sometimes you use only your first name, and sometimes the whole of it. When telling something your whole family do together, you use the family name: «The Mørkrids are out skiing one day when ...». You use the name or the title of any other persons you include in the story (*father* is an example of a «title» in this game).

You will continue to use names/titles in this fashion throughout the whole game.

The darkness

When you have told four small scenes from your real life, you are ready to go into the unknown of the future. You will do this in a string of scenes with months or years between them, leaving the untold time between to imagination. You will continue to use your name in the storytelling. It will still be the story of «your» life, but your destiny will slide into darkness from this point on.

The Dice of Destiny

You roll 3 different dice at the start of each scene from now on. Three normal six-sided dice of different color. These are *The Dice of Destiny*.

- **The dark die** represents bad, evil and destructive outside forces at work in your life. A black die is well suited to this.
- **The light die** represents good, nice and constructive forces at work in your life. A white die is well suited to this.
- **The colored die** represents your willpower. This one decides if you are dominating the scene, as an active participant, or possibly the instigator of the scene. Choose any color you prefer for this die, as long as it is different from the other dice. You want to choose a BIGGER die for this one; it makes reading the dice easier.

The first time the dark die roll a 6, this die gains +1 for the rest of the game. The second time the dark die roll a 6, it gains +2 for the rest of the game. The third time it gains +3. The same rule applies to the willpower die. So; each of these dice may reach T6+3 during the game. These bonuses symbolizes how your dark self set aside unwanted etics, and grow stronger in the conflicts that follows. There are no such bonuses for the light die.

Reading the dice

When you have rolled the dice for a scene, you read them according to the

simple set-up given here, with the high die as the prime die for the scene.

- **Light die high:** something good will befall you in this scene.
- **Dark die high, tied with light die:** you will describe how someone you know discusses you, without you being there. The ones discussing you should present two different views on who or what you are. The discussion does not have to be concluded. If this occurs after you have committed (or been connected to) a crime, one of the persons discussing you may be a police/detective.
- **Dark die high:** something bad will befall you in this scene. If the die-roll is 7 or higher, the consequences are hard, and may involve you being harmed or framed.
- **Willpower die high:** you are the active part in this scene, doing something destructive or constructive (depending on which of the dark- and light-die are higher).
- **Willpower die high, tied with light die:** you are doing something to help someone, possibly to make them forgive you, in this scene. Any forgiveness don't have to be included in the scene (and you don't have to succeed).
- **Willpower die high, tied with dark die:** you are committing a crime in this scene. If these die show 7 or higher, your character will perform an act of savage brutality (harm a friend horribly, rape someone you know, or murder a person close to you). Tell the details of this as un-sentimental as you can. And then you go on to the last scene of the game.
- **The last scene:** you may instigate this scene by yourself, or it may be instigated by the dice (see previous paragraph). You are free to give your story the ending you feel fit. Imprisonment is a possible ending. Violent death too ...

Voicing the hurt

As you spin scenes in this game, you will move into darkness. More and more scenes will be dark and destructive. You will become more dangerous, strongwilled and doomed. The die-system of the game ensures this.

The hurt you may feel in the dark scenes, may be voiced by shouting, or by whispering, or by hardening your voice; telling the story in short sentences, with harsh words devoid of feeling. Or you may use swearing, describing the folks you meet in deprecating ways. Whatever you feel like doing with your voice is right, as long as you follows up on it, and make use of it to tell the dark tale of how your inner demons grows in power.

And when you tell how these demons take control, and make you harm your loved ones, then you may have your voice bring all your sorrow to the surface of the story. Cry for them! Shout their names! Let all your anger flow into your voice, and make it a terrible instrument of evil!

Go with the flow of your voice.

The heart of darkness

This is a story of your own future. You start by telling some scenes from your life up until now. I hope these scenes are filled with light and love. However; they are made part of the game to introduce some people you know, so they are at hand when the story moves into darkness ...

In this game you are meant to tell a story of hurt. As you conjure the darkness in yourself, it will take its vengeance on you; crippling your present life, awakening your inner demons, harming your friends. Let it happen, and rise your voice in bitter anguish as it does. Cry for your haunted soul in this story, as you may have cried over the destiny of a fictional character, in a novel or a movie.

It is not done blindly. You will do this with open eyes, consenting to make your life into a stage for a dark destiny. And you will follow through, to the bitter end. Thus you stand ready to gain some insight in who you are, and are not. You may come to see your values in another light, and may come to understand how inner demons could form your destiny, if you where not the strong soul you are. And this may lend you some insight on how other people fail in life, and turn out bad.

If it hurts, the experience is felt, and the game is good.



My Dark Future, the dice

- Dark die is bad.
- Light die is good.
- Colored die is me.

First dark/willpower 6 = +1.

Second dark/willpower 6 = +2.

Third dark/willpower 6 = +3.

Reading them:

- Light die high: good scene.
- Dark die high, tied with light: someone discuss you.
- Dark die high: bad scene.
- Willpower die high: you do good or bad.
- Willpower die high, tied with light: you help someone.
- Willpower die high, tied with dark: you commit a crime.
- Willpower high, tied with dark, 7+: savage crime.
- Last scene: instigate at will or by dice. Choose the end.