

# A m n e s i a

A Game of Remembering Yourself

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## Introduction

Who are you? Where did you come from? Why are you here? Who are these people around you? All questions. Numerous questions. And no real answers. Your head swims in a mass of confusion. Your memories are sparse, or worse, incorrect. You know they aren't right. You know you aren't right. You can barely comprehend things. Without knowledge of self, are you real?

Amnesia is a role playing game. In this game, you will accept the role of a character of your design. The character will be on a quest to determine who they are and what they are doing there. This game may be played with multiple players (up to four) and one controller. The controller's job is to help you interact with the world and the Non Playing Characters (NPCs) that appear within that world.

Perhaps you can find out who you are, and what you're doing here. And perhaps you might even be able to do something about it. Or perhaps you'll be forced to swim in the deep murkiness of your mind forever. It's up to you.

## To Play

Each Player in Amnesia is going to require ten six-sided dice (D6) for this game. They also require a character sheet with a completed character. The Controller requires ten D6's as well as a pad of paper for keeping notes. All rolls in Amnesia are in the open, as well as all player character sheets. The GM's notepad is his to keep secret.

# Beginning

## **Character Creation**

In Amnesia, you are going to use your characters to interact with the world. Defining these characters is done on the character sheet at the end of the book. The step by step procedure for character creation follows:

1. Divide 5 points between your body and mind attributes. An attribute is what you will be using to determine if you succeed or fail at given tasks.
2. Now, multiply each of those scores by six and subtract three. These are your two amnesia scores. Write those scores in the circles above the attributes.
3. You will now determine three facts about yourself.
  - First, you will determine who you are. This can be a name, a place of birth, a fact about what you like. It can only be a single fact. It cannot contain two facts in one sentence. *Example: My name is Jane. I am a computer programmer. I was born in Seattle, Washington.*
  - Second, you will determine what you have. This is an item of any type. It can be a weapon. It can be an armor. It can be a computer. Ownership of the item implies that you know how to use the item. You cannot be specific, though. *Example: I have a gun* is a legal declaration. *Example: I have a DeerKiller 3320 Rifle with attached scope* is not a legal declaration.
  - Finally, you will state a fact on how you got here. This is a fact stating the very first thing you did on the day that the amnesia occurred. *Example: I woke up. I went to the park. I got dressed. I looked at my apartment.* It is important to note that these things will aid you in remembering things.

After all players have completed character creation, the game is ready to begin.

## **Beginning the game**

At the beginning of the game, the players find themselves in a room with a single door. They are either waking up or just newly aware of their surroundings. It is expected that the characters will be confused about their surroundings. The Controller is expected to allow them to explore.

# Tests

## Remembering

A player will have five opportunities to remember a key fact that fits into any of the three slots. (Who I am, what I have, or how I got here.) These attempts can be made at any time that the player is not actively in a combat or conflict. It can be made before tests that do not have a time critical element to them. To remember something, a player first mark off the box indicating he is attempting to remember himself. He does not have to state what he is attempting to remember. The player will then roll his Mind score in D6's, and attempt to get higher than his Mind Amnesia score. If he succeeds, the player lowers his Mind Amnesia score by one, and may write a fact in any of the three slots as per the rules in character creation. If he fails, he simply loses one of his five remembering chances.

## Unopposed Tests

Characters will find themselves facing off against some inanimate object or events at times. They may be doing a crossword puzzle, barricading a door, or attempting to figure out how to use a computer. When these events occur, the Controller will set a difficulty rating. The difficulty will work as follows:

<i>Difficulty of Task</i>	<i>Difficulty Score</i>
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25

The player will have to beat these scores with the summation of D6s. A player will roll the number of D6's equivalent to their Mind or Body score, depending on what is applicable for the task at hand.

*Example: Jane wants to access the internet to attempt to crack into a website. Her mind score is four. The Controller rates this task as Hard. Jane will have to roll over a 20 to accomplish the task.*

The player can add one extra die by checking off one of the three check boxes next to a relevant fact. These bonuses are not refreshed through the game. Use them wisely.

*Example: Jane is facing the above example. She looks on her character sheet where she has "I have a computer." She decides to check one of the boxes beside this fact. Jane may now roll five dice in an attempt to roll over a 20.*

If a player succeeds at a task, then the Controller reacts accordingly. The task went well, and some information is achieved or some labor is accomplished. If the value of the dice is greater than the appropriate amnesia score, then the player gets an added advantage. The player who rolls a test higher

than his appropriate amnesia score may now list another fact. They may remove one from their amnesia score. Each new fact gains the requisite three spots for bonus usage.

If a player fails at the test, then the Controller reacts accordingly. However, failures also could have an added penalty. If any two dice have a “1” pip on them, then the character has slipped further into amnesia. He must choose one of his facts to eliminate, and one of his amnesia scores to raise up by one. A forgotten fact can be remembered later, and when it is remembered, it is treated as though it is a new fact.

## ***Opposed Tests***

If two characters (be they Non Playing or Playing) are competing in a non-combat related test, then they are said to be in an opposed test. Opposed tests are treated just like unopposed tests, however the successful party is the highest rolling score. If multiple players are involved, the winner of the test is the highest score of all involved. Opposed tests are rolled against the mind or body attribute as required by the task. Bonus facts may be used to raise the score. Failure and successes are treated as they are with unopposed tests.

## ***Combat***

Occasionally, and more often than that if you are a fan of D&D, characters may come to blows. The combat is run as an opposed test, using the character's Body Attribute and any relevant bonus they may use. However, the dice are now compared singularly, from high to low. Any losing dice are eliminated, and then both sides roll again, if either decides to continue the combat. Ties stay regardless. After a character is reduced to zero dice, they are said to lose the combat. The winner details what happens to the loser. Players are reminded that killing another character might make the controller more likely to kill them. The winner removes one point from his Body Amnesia Score and gains a fact. The loser adds one point to their Body Amnesia Score and loses one fact.

If multiple parties are involved as a team against another force, they roll all their dice together. If there are more than two distinct groups, then they all roll and compare high to low, with the lowest die being removed. When an entire group loses, all members of the group suffer the results of losing.

Character death should be rare for the player characters. The Controller should only institute death when it is absolutely necessary. If the characters lose a significant battle, the Controller may decide to punish them with an EXTRA loss of fact and addition of score.

# Amnesia Scores

As the game progresses, the amnesia values of the players will fluctuate. Sometimes they will decrease, and sometimes they will increase. The more they decrease, the faster they should decrease, as more facts directly relate to more bonus dice. The more they increase, the less successful characters will be at their tests. If a player's amnesia score is equal to its  $(\text{attribute}+1)*6$ , that is, equal or higher than that player could possibly roll, then the player is in a state of permanent amnesia. They have lost all their facts, and cannot gain or lose any more facts. If a player's amnesia score reaches zero, then they have a complete recovery. The endgame is triggered when a single player has complete recovery, or half the party has permanent amnesia.

## Endgame

### *Triggering the Endgame*

There are two options for the endgame. The first is the Controller scenario. This will occur when over half the party has fallen under complete amnesia. When this occurs, the Controller can decide what has occurred to the players. He alone may dictate the story. He is in control of the final conflict. He may make it as hard or as easy as he likes. All combat in the endgame that is lost ends in death or permanent removal from the game for some other reason. This is a dark ending. Even if the player characters succeed, those who are permanently under the amnesia will never regain their memories. Those who are not under permanent amnesia may continue to increase or decrease their scores by the rules.

The other endgame is the player scenario. If a player reaches zero amnesia, he will definitely fully recover. A player who reaches zero gains significant benefits with test rolls.

- They cannot lose facts or gain amnesia points.
- They can continue to gain facts and lose amnesia points from the score that remains.
- They are allowed unlimited use of the bonus dice that facts provide. They do not have to pay to use a bonus die.
- They are allowed to use two bonus dice per roll, so long as the facts are relevant.

The player who makes the first full recovery can now set up the final conflict. They dictate who they are, where they are from, and why they are here to the other players. All other players get three free facts to take into the final battle. They subtract the three facts from their amnesia scores as they see fit.

A player may reach zero while the endgame is proceeding. Such a player gets the bonuses described above, but does not get to set up the final conflict.

## ***The Final Conflict***

The final conflict is the ending of the story. It is the dramatic scene that will come out good or bad.

The final conflict must involve a test of HARD difficulty. This test can be passed by any single player for the entire group to succeed. After that, each player must pass a test of medium difficulty. And finally, the entire group must defeat a final bad guy whose Body is equal to the number of players in the group\*4. The Controller is expected to narrate each of the die rolls with appropriate outcomes. If the endgame was triggered by a player reaching zero, then the player may choose an automatic success at any of the three final trials.

If the players win the final conflict, then the first one to zero (or the one with the lowest amnesia score) may dictate the end of the story.

If the Controller wins the final conflict, then he dictates the end of the story and the wrap up.



## Controller

The main task of the controller is to keep up with the facts of the players, and weave them into the story that they are creating. As the game begins, the players are going to be the only things that are certain. As it continues, they will create the reality through things that they remember. It is important for the Controller to make the obstacles and trials the players face be varied, yet still connect them to the facts that the players remember.

You may make notes about things you expect to encounter as the adventure continues, however it is in your best interest to remember that these things might change. As characters forget facts, the entire story might have to be altered by a player who remembers a contradicting fact. Further, it is your job to make certain that no two facts massively contradict each other. Remember, though, you are dealing with characters that do not have a firm grip on reality. Sometimes what seems like contradicting facts might actually just be two different viewpoints.

Your overall goal as the Controller is to allow the players to have fun. It is hoped that they will “win” and discover what is going wrong. If it comes down to you winning a point, or the story, the decision should always be made to further the story. If there are aspects you don't like, remove them. The key principle of the game, however, must remain. Players are limited by what they know, and they can gain more information or lose information based on their actions.

It is helpful for you to have a basic layout of where you are. Make maps. You might even try setting the game in a certain location. All you need from the start is the room, and then everything else will flow from their exploration.

The common types of bad guys you will need for encounters are as follows. For very easy antagonists, use characters with one in both body and mind. For medium antagonists, use characters with two in both body and mind, and for hard antagonists use characters with three in both body and mind.

# Amnesia Character Sheet



Body  
Amnesia



Mind  
Amnesia



Body



Mind

Fact Type	Fact	1	2	3

