

Halo and Fork

by
Roberto Grassi



Playing Time

Variable

N. of Players

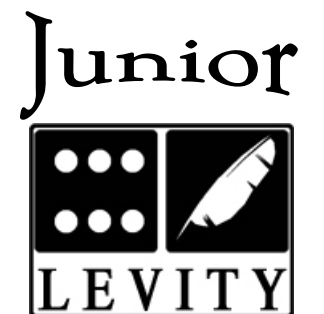
4

Level

Easy / Medium

You need

2 six sided dice



Halo and Fork

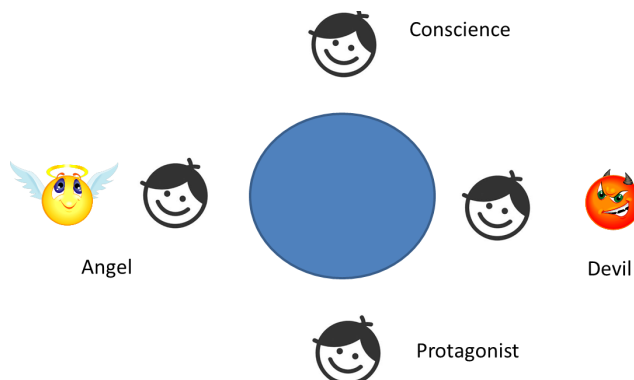
“Halo and Fork” is a simple narration playing game with players telling the story of a protagonist that is continuously put in front of dilemmas and every time the “angel side” and the “evil side” will try to force him to do something good or something bad. The conscience, sometime, will act as a referee...

This game is suitable for families, in the classroom and at parties to let the kids play.

Here is how to play.



Roll a die to decide who starts the game. The higher wins. In case of tie, reroll. The starting player will be the protagonist. The player on the left will be the angel. The one



on the right will be the devil and the player in front of him will be the conscience. Have a look at the previous image for reference.

The narrating player will have the task to introduce the protagonist, the initial scene and situation, who is the protagonist, what is doing and so on... It is not necessary to go for full details, in fact, the more vague the narration, the more will be the chances for the other players to be added during their narration turn.

After some narration, the player leads the protagonist into a situation with only two possible options (Do I do this or that?).

The player controlling the angel makes now a statement of 5 words (**5, no more, no less**) to narrate a “good will” outcome from the situation in which the protagonist is.

The player controlling the devil makes now a statement of 5 words (**5, no more, no less**) to narrate a “bad will” outcome from the situation in which the protagonist is.

The angel and the devil roll one six-sided die each. Possible outcomes:

1. **The angel has the higher roll. The angel wins.** The good action will be followed and narrated.

2. **The devil has the higher roll. The devil wins.** The bad action will be followed and narrated.
3. **Tie.** The conscience decides which action wins.

The player controlling the protagonist narrates the winning outcome adding some non-relevant detail and event.

At this point the roles are “rotated” anticlockwise (the protagonist is now the devil, the devil becomes the conscience, the conscience takes the role of the angel and the angel is now the protagonist) and the story and the game goes on for another turn...

It's a good practice to decide before playing how many narration turns will be done. With 8-10 narration turns the game lasts around 30 minutes.

