

# HALO AND FORK

By Roberto Grassi



"Halo and Fork" is a simple narrative game.

Four players will narrate the story of a protagonist who is constantly subjected to dilemmas and each time his Angel or his Devil will try to save or tempt him. The Conscience will sometime be the referee.

Although it is suitable to be played between adults, this game can be played in family, class and at parties with children.

Here's how.

To determine who starts you throw the dice. The player with the highest score starts taking the role of the protagonist.

The player on his left will be the Angel, the player on his right will be the Devil. The player on the front will be the Conscience.

The picture shows the starting configuration.

The player who plays the protagonist narrates and he will have the task of illustrating the initial situation, define who he/she is, where he/she is and what he/she's doing.

It is not necessary that he exposes all details, in fact, the more remains vague, the better is, because the details of the narration can be added by other players later.

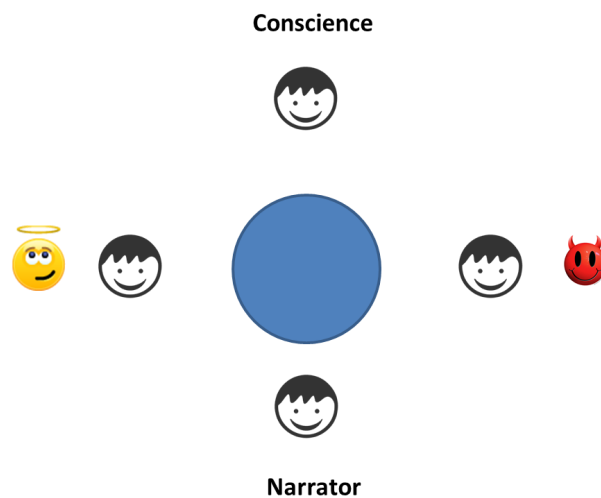
When he/she wishes, the player who tells what is happening to the protagonist can stop the narration by introducing a situation in which the character must choose between two conflicting options (Do I do this or Do I do that?)

At this point the player controlling the Angel will have 5 words (**no more no less**) to tell a good intention that can result from ongoing situation. The Devil, in turn, will have other 5 words (**no more no less**) to tell a bad intention.

After expressing their intentions, the players who control the Angel and the one who control the Devil throw

the dice. The results can be:

1. The Angel gets a higher result and wins. The good deed must be told and followed.
2. The Devil gets a higher result and wins. The evil deed must be told and followed.
3. Parity. The Conscience decides what action wins.



Now the roles are "rotated" clockwise (the protagonist becomes now the Devil, the Devil becomes Conscience, Conscience becomes the Angel and the Angel becomes the protagonist).

The player who now moves the protagonist narrates the outcome of the last dice throw and continues the story, leading it to a new dilemma.

Decide at the beginning of the game how many narrative shifts you want to play. With 8/10 narration shifts the game lasts about 30 minutes.

English translation is courtesy of Enrico Pasi.

<b>Game Time</b>	<b>Variable</b>
<b>N. Of Players</b>	<b>4</b>
<b>Level</b>	<b>Easy / Medium</b>
<b>Needed</b>	<b>2 six sided dice</b>