

MOIRE

By Roberto Grassi



This game is played with three players, a clew and a pair of scissors.

Each Player will control one of the Moire:

- Clotho, spinning the wire of life;
- Lachesis, wrapping it around a spindle;
- Atropos, cutting it with shiny scissors.

At the beginning of the game each player will choose one Moira.

Then Clotho starts to tell the story of a woman's life.

The player who controls Clotho will always have the exclusive right to narrate. He or she will tell what happen. Clotho must follow this restriction: all characters in the story are women. In doing so, he or she will spun the wire. When he introduces a male character, shall immediately use the ritual phrase "But we don't care about him".

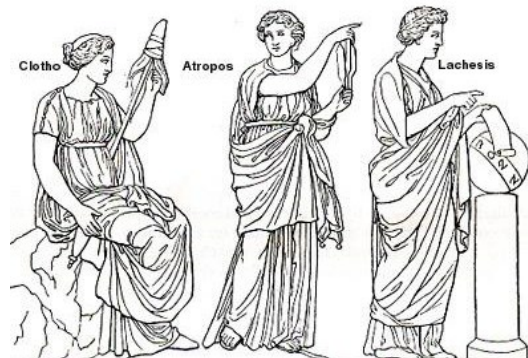
The wire is wrapped by the player who plays Lachesis. When the player who plays Lachesis does not agree with Clotho, he stops wrapping.

Clotho and Lachesis will ask Atropos who is right. Clotho will therefore continue to tell on the basis of what decided by Atropos.

When Clotho thinks it's time to finish the story (or when Atropos does, without any notice), Atropos will tell the death of the protagonist, cutting the wire. The game then ends.

This game was written for the first G2P edition of the competition, in 2012. G2P is a competition in Italian community to write a roleplaying game in a maximum of 2 pages.

English Translation, courtesy of Enrico Pasi.



Game Duration	Variable
N. of Players	3
Level	Easy
Needed	A spindle, scissors