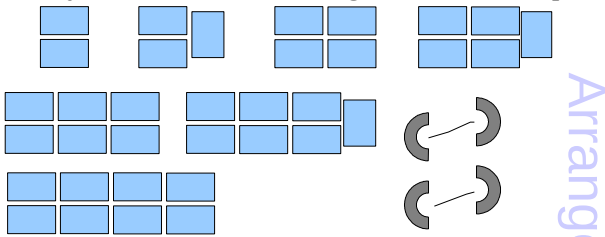


Blue

An RPG of Losing Your Minds, By Mendel Schmiedekamp

<p>In the not so distant future, virtual reality has become the pastime of choice. But it is no longer an escape, it has become a prison. Some force has decided it is now time to bring humanity to the next evolutionary level. Whether they want it, or not.</p>	<p>What you need to play:</p> <ul style="list-style-type: none"> • One character sheet each (the next page) • A pen or pencil • A six-sided die • A blue pen, marker, colored pencil or crayon • Blue poker chips 	<p>This is a role-playing game (RPG). A mixture of a mixture of acting and game, story and simulation. There isn't any correct mix, only the ones that work for you and your friends who are playing. This RPG involves taking on the role of characters in a difficult situation, possibly doing horrible things to each other because of it. The first thing to do is to talk with each other about how competitive you want to be, how deeply in your roles you want to be, and how much of the horror you really want to see. Try not to make assumptions, after all Blue is a RPG about how people can surprise you.</p>
<p>Your goal is to keep your self from being taken by the blue. But you only know one way to stop it as it rampages through the mind of you and your friends. You must burn away what it feeds on, your own mind. And you'll need your friends to help you do that. Of course, you might decide to give up yourself, in the hope of something else, perhaps the blue is not the monster it seems, but will you take that chance?</p>	<p>Place your character sheets together. Like so, up to 8.</p>  <p>Link the sockets closes to each other, drawing lines if necessary. These link the two sheets together.</p>	<p>Nodules are the rounded squares on your sheet. Each of these will hold a fragment of your character's mind. As you play, some nodules will be blued, and some will be burnt, but just as our minds are hidden from us, you will also discover these nodules during play. Each nodule has ego, which are small boxes, removing all the ego burns the nodule, and blued nodules give you that many blue chips.</p>
<p>As you play Blue, you will take turns trying to burn nodules within each others minds. In between</p>	<p>Once you've linked your sheets, go one player at a time, and describe very basically your character's virtual persona. Then for each nodule linked to another player's sheet, have one of the linking players tell you what to write there. These nodules tell you what relates your two characters, whether in friendship, family, romance, or even enmity. Once everyone's linked nodules are filled in, you can start the progressions.</p>	<p>To stage a burning scene, choose a named nodule belonging to another player and starts describing a virtual world scene about that nodule. Each other player can add a detail to the this scene and can act as themselves or other characters in the scene. Describe the events of this scene to cause trauma to the chosen character and this part of their mind.</p>
<p>these attempts, the blue will progress, consuming more and more of your minds. Decide among yourselves who the first player to start will be. That player blues one of her or his outer nodules, by marking it in blue. Then going around clockwise starting from this player, each player takes a turn and then progresses the blue. This cycle ends only when each character has joined the blue or has burned enough nodes to be permanently safe.</p>	<p>On your turn, you will:</p> <ul style="list-style-type: none"> • Stage and resolve a burning scene, • Detail one of your unnamed nodules (if any), based on what your scene reveals about your character. • Progress the blue 	<p>These scenes should be short, dream-like vignettes, constructed nightmares some 5-10 minutes long. Then you should resolve them.</p> <p>Ask the player of your chosen target if she or he was uncomfortable during the scene. Then roll the six-sided die. If the player was uncomfortable then cross off ego up to the value rolled on the die, otherwise, cross off ego equal to half the value (rounded down). In either case, if the die rolls a 5 or 6, add one ego box to one of your character's nodules. If all the ego is checked off from the nodule, then cross it off. That nodule is now burned.</p>
<p>If your Self nodule becomes blued, then you join the blue. On your turn:</p> <ul style="list-style-type: none"> • Make one of your nodules blue • Progress the blue, except you can progress from any blue nodule. <p>On any turn you may spend a blue chips (see Nodules & Ego) to cause the blue to skip to the next higher link.</p>	<p>At the end of a turn, progress the blue. From the most recent nodule blued, find the lowest link leading to a nodule not yet burned or blued, and blue it.</p>	

