

6 Page Manual¹

game of social confrontation fun

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Foreword

What follows is an English translation of the European role-playing game popularly called *Six Page Manual*. I was introduced to the game, which is not a LARP but is played much like one, by a group of French Canadian guerrilla gamers at Montreal's now defunct Draconis Con in 2010. There was no space set aside for the game at the convention venue, so we played in a low traffic pedestrian tunnel in the Underground City. The game was broken up by a pair of SPVM constables soon after I received my second punishment and long before anyone won.

Still, I had such a wonderful experience that after I returned home I immediately tried to find the game in English. Unfortunately, a dozen Google attempts and one sad, desperate Yahoo search later, it was clear that no English translation existed. I couldn't even find the game in French, so my colleagues from Draconis must have been using their own personal translation.

I did eventually find a .pdf of a Danish translation of the game, although my research (mostly skimming old BBS sites) gives me reason to doubt that the game originated in Denmark.² I don't know Danish, at all, so the game's instructions have been translated solely by Google Translate. I'm sure a lot of it has been butchered, but I think making a mangled version of the game available to English speakers is better than denying them it altogether.

Unfortunately, the original charts could not be salvaged. Google Translate transformed many of the entries into incomprehensible gobbledegook and flat out refused to translate others. To make matters worse, many of the surviving entries included references to European popular culture and current events that would be meaningless to most Americans. So most of the chart entries are my own work. I've tried to stay as true to the spirit of the originals as possible.

I have added my own notes to the text in places I thought clarification or extra information would be helpful. These notes are at the end of the document, after the charts. I recommend that you read the rules all the way through once without referring to my notes to get a holistic sense of the game and to allow it to speak for itself before you muddle your understanding with my interpretations.

With all of that said, I hope you'll have as much fun playing this game as I did. If you have questions about the original game or my translation, you can send them to whduryea@miserytourism.com. Have fun.

W. H. Duryea, Translator (sort of)

Introductions

Six Page Manual is game of serious, thematic role-playing. It is about things thought about in dark room, at night waking, alone, but now experienced as party game with good friends. It is about genocide, hunger, child negligence, and European Union Declaration 168B controversy.³ It is not for play while drunk with other boys in basement, rolling fifteen side die.

In *Six Page Manual* you will put yourself in shoe leather of suffering persons throughout world, face their difficulty, and overcome—or fail! But is not game of task resolution and dragon murder, so do not get wrong idea. Enough generalities, let us talk play of game.

To Play, You Need This Stuff

- One percentile die to share (EU), OR a percentile die for each player (US)
- Courage to face difficult issues of personal nature
- At least one friend. (Solo game coming, April 2011.)⁴
- Pack of Sobranie cigarette, for atmosphere. (optional.)

Character Creation

Six Page Manual is game of imagination, so there are no option for character creation. Instead, roll character from chart, using d%. There are three chart. First chart is character concept. Second chart is character mood. Three chart is character flaw. You roll d% once time for each chart, then, poof presto, you have character.⁵ Each player do this. (All player have character. No GM. Game is independent of tyranny.) If two player roll same concept/mood/flaw, second player re-roll until have original result.⁶ All chart are later, after rest of friendly firm play instruction.

You may make additional charts with friends, or alter chart however you wish. This is way of American RPG. (But not recommended.)⁷

Frame the Scenes

After all player have character, game begins.

First, players must mandate sleeping hour after which play must cease.⁸ Maybe one player must get up early, watch brave Croat footballers have glorious 2-0 victory with no precedent over treacherous Serbian ballmen. If benevolent state does mandate sleeping hour, ignore rule, obey state for own good interests.

Once sleeping hour is mandate, you must chose location, mood and deep meaning for scene.⁹ Then, player describe scene. This two steps may be done democratically, by all players consensus or vote, or dictatorially, by one player speak loud, say, “this is how we play.”

Once scene established, all players play character. Character interacts with other character, like Chekhov drama, but with modern portent. Player must mind their three character trait, rolled at start! *Keep concept. Preserve mood. Remain flawed.*¹⁰

If NPC are needed, player with great need to perform service to the group volunteer to play them, or bring in man from street corner outside with stink of radiator alcohol to fill necessary role.

Scene continue, player interact with player, tries to reach catharsis, overcome flaw. Meaningful game follow.

Punishment!

However, not all game flow smooth. Sometime player troublemaker, try to interrupt play, make fun at serious game. This, then, is time for punishment.

A player may be forced—by vote of other player—to take punishment, if one of following acts is committed:

1. Player breaks mood of their character, as established on roll on chart in character creation, *without* first obtaining catharsis for character.
2. Player break concept for character, also rolled on chart. Like, rolled poor widow midwife, but spend money frivolous.

3. Player ignore character flaw, or overcome flaw in unconvincing, superficial, or munchkin way. Example, man with social shy disorder suddenly ask hot girl to prom without convincing reason, as in many American adolescent tragicomic sex romp film.
4. Player leave room to urinate, get drink, smoke cigarettes at time when character would not do so. This is disruption of game.
5. Payer laugh inappropriate; go, “ho ho ho” like Pepsi-Cola Sinterklass when character contemplate terminate inconvenient rape pregnancy.
6. Player act unconvincingly, play emotionally superficial character. This is catch all rule to cover holes in game design, like Rule Zero in Dungeon/Dragon roleplay fantasy.¹¹

When punishment is ordered, player to be punished must roll d% on appropriate punishment chart. If first offense, mild punishment chart. If second offense, moderate punishment chart. If three offense, severe punishment chart. If fourth offense, go leave room, done with game.¹²

Punishment chart dictate additional character trait player must adopt. This must be played in addition to traits that exist, and must do so convincingly. If not, roll new punishment.¹³

Also: after player receive punishment, scene end, new scene begin. See “Frame the Scenes” above for instruction.

*Catharsis*¹⁴

Catharsis is subjective thing. Must be felt in character's heart, spleen. Must be convincing resolution of character flaw, concept, mood and punishment(s). Other player can sit back, fold arms, cry, “Bullshit!” if you are unconvincing fraud who try to play munchkin, win game through subterfuge and illegitimate, undemocratic mean like American CIA black operative in benevolent socialist state.¹⁵ If character obtain catharsis without disagreement from other player, good for you, reward is leave game, done early¹⁶ (also maybe win [!], see *Alternate Win Condition* below).

Win the Game

Game continue until all player save one get to punishment #4 and forced to leave, or all player achieve catharsis, or combination of both above. Or if it is past mandated sleeping hour and player must leave regardless. At end of game, winner is player who has most bad feelings about self, life.

*Alternate Win Condition:*¹⁷ Player with most punishments who still achieve catharsis does win. Or, if tragic sad fulfilling game, no player get catharsis, then player with most punishments who was not forced to exile for persistent behave badly is winner among losers.¹⁸ Remember, life is struggle, so player who struggle hardest and not expelled from acceptable social life does win most.

I hope you have had serious, fun time playing. Look for future game, *Schadenfreude: Existential Suicide Charades*, available in pdf or three page construction paper leaflet. Construction paper available in several color.¹⁹

Thank you consumer.

CHARTS

Character Creation

Character Concept Chart

1. starving woman from a developing nation	35. a member of the untouchable caste	69. the creator of an unpopular webcomic
2. homeless drug addict with no friends left to borrow money from	36. a rich man who recently converted to Zen Buddhism	70. a kleptomaniac with Tourette's Syndrome
3. a shelter pet, abandoned by its owners	37. a toddler with clinical depression	71. the least talented member of a Christian boy band
4. the survivor of an act genocide	38. a man who is designing an RPG for a message board contest	72. a male nurse
5. a civil rights activist who is losing hope in their cause	39. an astronaut who favors massive cuts in government spending	73. a prostitute who refuse to cut his/her toenails
6. an evangelical Christian pastor who is a closeted homosexual	40. A man in the People's Republic of China who thinks he may be the reincarnated Dalai Lama	74. an American professional gamer who has just been humiliated in StarCraft by a group of Korean teens
7. an all night raver who just doesn't enjoy the party life anymore	41. A hemophiliac who is into BDSM	75. a pubescent male who has recently taken a virginity pledge
8. a writer of paperback fiction who is well past his/her deadline	42. a failed science fiction writer	76. the last member of an Indonesian jungle tribe with stone age technology
9. an IRA operative who believes the ends justify the means	43. a mortician	77. a xenophobic man from New England whose small town is becoming ethnically diverse
10. a child with attention deficit hyperactivity disorder	44. a honest magician	78. the owner of a small community grocery that is losing business to a recently opened big box store
11. a short man who wants to play professional basketball	45. an autotech teacher with a degree in philosophy	79. a classical trained actor who is employed as the extra in a Michael Bay film

12. a traveling folk musician who is no longer famous	46. a person whose brother was recently killed in a motorcycle crash	80. an author of gothic romances who suffers from dyslexia
13. a reformed sex offender struggling to suppress his/her urges	47. a member of the British lower class desperate to disguise his/her accent	81. a photographer whose pictures of starving people have spurred others to charity, but who did nothing to help his subjects himself
14. a man trying to bum a cigarette and a match from a stranger	48. a Monsanto employee who has just watched a documentary about famine in Africa	82. a nursing home patient whose family never visits
15. a young person with early onset diabetes	49. an African famine victim who has just learned about seed patenting	83. a hospice employee concerned about his/her own mortality
16. an unskilled physician trying to diagnose a rare illness	50. a substitute teacher who looks younger than his/her students	84. a life long smoker recovering from a tracheotomy
17. a sexually frustrated young man with social anxiety disorder	51. a cryptozoologist who has been accepted into a graduate level biology program	85. a female construction worker who has been the victim of workplace discrimination
18. a person who just does not care anymore	52. a mother who suspects her husband may be abusing their child	86. the warden of an underfunded state prison
19. a historian who studies presidential assassination attempts	53. a strong willed elderly person who is beginning to lose bladder control	87. an insurance claims investigator in post-Katrina New Orleans
20. a salesman coming to terms with a life of mediocrity	54. a quadruple amputee	88. a city beat cop accused of police brutality
21. a person who secretly loves blackface minstrelsy, but does not want to seem racist to his/her peers	55. a man who is groundlessly optimistic about his failing relationship	89. a twenty-something busboy with two young children
22. a leper	56. a blind person whose seeing eye dog has recently died	90. a recently divorced person experimenting with internet dating
23. a professional acrobat with a broken limb	57. a devout Muslim with a poor sense of direction struggling to face Mecca	91. a person lost on a country dirt road with a malfunctioning GPS
24. An otherwise attractive woman with severe genetic body odor	58. the sole survivor of a twelve car pile-up on the autobahn	92. a man at the funeral of his ex-wife's new husband
25. an atheist who has had an	59. an autistic	93. a well behaved adolescent sentenced to

experience with the supernatural		detention for the first time
26. a person with 24 hours to live (ARF!)	60. a white male professor of cultural studies	94. a plague survivor in the developing world who buried her son by hand
27. a pacifist who works in a chemical weapons plant	61. a middle school student with head lice	95. a young girl abandoned under China's one child policy
28. a New York State Assembly member whose grandson has Aspergers Syndrome	62. an eye witness to the 9/11 terrorist attacks	96. a victim of severe burns undergoing painful cosmetic surgery
29. a person with a hormone deficiency	63. a U.S. soldier who has just returned from his/her third tour in Iraq-Afghanistan	97. a person undergoing bankruptcy who just made an unsuccessful suicide attempt
30. a female-to-male transsexual	64. a fat man who drinks too much soda pop	98. a college freshman with no friends contemplating joining a fraternity
31. a male-to-female transsexual	65. a person who plays a vampire in an internet chat room but is otherwise normal	99. a housewife addicted to video poker
32. a poor libertarian who is forced to accept state support	66. a serious actor/actress who most popular role is in a children's cartoon	100. a person who struck and killed a thirteen year old boy while driving under the influence of alcohol
33. a member of a polygamist sect	67. a sex addict who is not David Duchovny	
34. a person who wanders the streets at night, overcome with nostalgia	68. the middle child in a family of ten	

Character Mood Chart

1. melancholy	35. gushy	69. deranged
2. angsty	36. myopic	70. idealistic
3. overwhelmed	37. selfish	71. aroused
4. anxious	38. selfless	72. sympathetic
5. sexually frustrated	39. martyr	73. unsympathetic
6. withdrawn	40. miserable	74. genial
7. lonely	41. lost	75. captivated
8. hungry	42. disinterested	76. trapped
9. physically ill	43. dangerous	77. oppressed
10. jaundiced	44. nymphomaniacal	78. noncommittal
11. serious	45. manic	79. talkative
12. unhappy	46. confused	80. enthusiastic
13. cynical	47. disorganized	81. belligerent
14. unhinged	48. determined	82. impotent
15. explosive	49. hopeless	83. impulsive
16. insecure	50. vengeful	84. restrained
17. angry	51. pathological	85. persistent
18. cold (physical)	52. artsy	86. intuitive
19. cold (emotional)	53. intellectual	87. introverted
20. detached	54. irrational	88. extroverted
21. warm (physical)	55. ditsy	89. judgmental
22. warm (emotional)	56. apathetic	90. sensitive
23. caustic	57. tired	91. wistful
24. calculating	58. irritable	92. cowardly
25. intense	59. ambivalent	93. resentful
26. aggravated	60. disturbed	94. dignified
27. oversexed	61. indignant	95. dreary
28. misanthropic	62. distressed	96. inattentive
29. agitated	63. unfriendly	97. nervous
30. insincere	64. regretful	98. demanding

31. sincere	65. guilty	99. helpless
32. infantile	66. unimpressed	100. isolated
33. downbeat	67. disconcerted	
34. drowsy	68. deep	

Character Flaw Chart

1. alcoholism	35. is narcissistic	69. abuses prescription drugs
2. lacks self-control	36. needs to be in control	70. is homophobic
3. has a distorted view of reality	37. is amoral	71. abuses illegal drugs
4. obsessive compulsive disorder	38. neglects his/her personal relationships	72. has religious delusions
5. nit-picks others plans	39. is manipulative	73. has delusions of grandeur
6. has unrealistic goals	40. idolizes the wrong people	74. has an inferiority complex
7. has a reading disorder	41. is passive-aggressive	75. commits acts of vandalism
8. is messy and cannot clean effectively	42. idolizes the opposite sex	76. shoplifts
9. has no goals or aspirations	43. has an unrealistic body image	77. cannot get over a past relationship
10. has an eating disorder	44. has gender dysphoria	78. cannot get over an unhappy childhood
11. has abandonment issues	45. distrusts all women	79. has borderline personality disorder
12. has a fear of commitment	46. distrusts all men	80. is bipolar
13. designs indie role playing games	47. stares inappropriately at others	81. speaks in an atypical way that others cannot easily understand
14. has narcolepsy	48. dislikes a certain ethnic group	82. fidgets habitually
15. speaks too loudly	49. is driven to excel out of deep personal insecurities	83. desires to be dominated
16. tells racy stories in polite company	50. is physically abusive	84. does not understand own emotions
17. is too idealistic	51. is verbally abusive	85. is evasive and aloof about feelings

18. is clingy and dependent	52. is excessively interested in being liked by others	86. obsessed with prestige
19. cannot engage in group activities without being disruptive	53. remains constantly busy to drown out insecurities	87. has poor money management skills
20. has irrational phobias	54. paces habitually	88. is stingy
21. has violent outbursts	55. will not admit mistakes	89. is materialistic
22. will not make eye contact	56. dwells on mistakes	90. is frivolous
23. contemplates suicide	57. engages in self-harm	91. is harsh
24. contemplates homicide	58. has no energy	92. is a pushover
25. has poor personal hygiene	59. interprets innocuous statements as insults	93. thinks strictly in terms of good and evil
26. has an overpowering obsession	60. craves constant attention	94. is gullible
27. is overcompensating for low self-esteem	61. instigates fights between others	95. is a scofflaw
28. is anal-retentive	62. perpetual gossip	96. daydreams often
29. is self-hateful	63. is pushy	97. swears excessively
30. can only foresee negative outcomes	64. resents his/her family and friends	98. suffers from panic attacks
31. has bad breath	65. is incapable of empathy	99. is reckless
32. demands more of others than of him/herself	66. is monomaniacal	100. is irrationally fearless
33. interrupts others	67. dwells on his/her past	
34. must have the last word	68. is histrionic	

Punishments

Minor Punishment Chart

1. you have an inoperable tumor	35. you were the victim of a sexual assault and you must come to terms with it	69. you actively correspond with incarcerated felons.
2. you regularly suffer from sleep paralysis	36. you are incontinent	70. you are self-conscious about the condition of your teeth and try to hide them.
3. you are plagued by existential doubts	37. you have fallen in love with a person you recently met, but he/she is a prostitute	71. you have a painful charlie-horse that will not go away.
4. you have a kidney stone	38. you are forced to move in with your mother in law and she does not respect you	72. it may be your partner's birthday, but you are too embarrassed to ask.
5. you suffer from frequent migraine headaches	39. you want to return your Wii, but your girlfriend enjoys playing it	73. you burned the roof of your mouth at lunch, and now you have a large blister
6. you suffer from chronic joint pain	40. you have just learned that a former sexual partner has been hospitalized with a venereal disease	74. you really feel like dancing, but you are afraid it will be frowned upon
7. you are infertile	41. you have a chest freezer full of food, and the power just went out	75. you have the hiccups
8. you have an impractical fetish	42. you have lupus	76. you exercise compulsively
9. you have frequent bouts of vertigo	43. you enjoy White Wolf RPGs, but your friends think they are poorly designed	77. you didn't vote for Barrack Obama and are afraid that others will think that you are racist
10. you have epilepsy	44. an embarrassing video of you was been posted on YouTube and it has gone viral	78. you are a devoutly evangelical member of a minor political party
11. you speak with a lisp	45. the series finale of your favorite television program is on tonight and you are running late	79. you are a Quaker.
12. you rarely finish a sentence	46. you bought some DVDs from a	80. you are worried that another player

	street vendor and you are worried that they are bootlegs	character finds you unattractive
13. you collect civil war paraphernalia	47. you are heterochromatic and proud of it	81. you smell something unusual and suspect a gas leak
14. you have a security object that you always carry	48. you cannot stand upright without leg braces	82. you just noticed that you have not trimmed your nails for over a week
15. you are a political radical	49. you have become disenchanted with a cause that you once supported enthusiastically	83. you spent several hours today playing flash games and now you feel like a failure
16. you are color blind.	50. an ex has approached you about reconciling but you are in a new relationship	84. you left a young relative home alone, and are beginning to fear that you forgot to lock your door
17. you suffer from involuntary spasms in your right arm	51. you are illiterate.	85. you are a vegan
18. you are a member of a snake handling religious sect	52. you have a rare regional dialect that others have difficulty understanding.	86. you are a teetotaler.
19. you own only three articles of clothing	53. you watched your sibling drown when you were a child and you haven't gotten over it	87. you recently were on an airplane and have not yet regained your equilibrium
20. you owe another player character \$200.	54. you have a passionate interest in medieval warfare.	88. you have an important document to print, but your printer is broken and the nearest copy shop is closed
21. your Xbox 360 recently failed and you are trying to prove that you are eligible for an extended warranty	55. you regret the loss of your virginity.	89. a relative is near death but you don't know how to contact them
22. you are a venture capitalist	56. you have a pair of tickets to see your favorite band, but no one to go with you.	90. you are debating whether or not to adopt a shelter pet.
23. you are in love with someone you cannot have	57. you lost your job three days ago and you don't want anyone to know.	91. you dream of flying stealth fighter jets
24. you are carrying several ounces of	58. you've forgotten your debit card	92. you accidentally viewed illegal content

marijuana	PIN number, and you need to make an urgent withdrawal.	on the internet and are worried your IP may have been traced.
25. you are afraid of the dark	59. you are carrying heavy luggage, but do not want to put it down out of fear that it will be stolen.	93. you are trying to chose between donating \$3 to the Salvation Army and buying a danish
26. you stutter frequently	60. your nose is running and you cannot find a tissue.	94. you have a large wart on the sole of your foot
27. you are carrying a loaded semiautomatic handgun	61. you have a dinner date with a longtime crush, but you are too broke to pick up the tab.	95. you need to catch a bus, but the transit authority recently changed the schedule and you don't know when it will arrive
28. you have a severe food allergy	62. you are wealthy and self-conscious about it	96. you cannot remember where you parked your vehicle
29. you cannot remember your name	63. you are trying to earn a mention in the <i>Guinness Book of World Records</i> .	97. you are wearing awkward shoes and are worried that you will fall.
30. you have an illegitimate child that you have just met for the first time	64. your father was a gambling man, down in New Orleans.	98. you have begun receiving belligerent anonymous emails
31. you experience periods of lucid dreaming	65. you are contemplating leaving town on the next available train.	99. you are looking for a rare, out of print game
32. you have been dumped by your significant other via text message	66. you are a Satanist	100. you have a napkin with two phone numbers: one is from a one night stand, another from a recruiter at your dream job. You don't know which is which.
33. you are seriously contemplating a marriage proposal by a member of the same sex.	67. you don't want others to know about your love for country music.	
34. you have contracted pink eye and are worried about infecting others.	68. you haven't eaten in eight hours and it is making you moody.	

Moderate Punishment Chart

1. you are three feet, four inches tall.	35. you have just realized that one of your parents was probably a serial killer and are trying to confirm your suspicions.	69. you are a private investigator trying to find dirt on one of the other player characters.
2. you believe strongly that you are haunted by spirits.	36. you have forgotten where your car is parked and hope to prevent others from realizing this by inventing new 9/11 conspiracy theories.	70. you are preparing to defend yourself in an embarrassing civil suit, and you are eager to practice your defense on the other player characters
3. you are pregnant and have had eleven abortions, but this time you plan to carry the fetus to term.	37. you are a third tier Republican presidential candidate and you've just discovered that you are leading in the polls.	71. you suffer from an advanced case of Parkinson's disease, and your symptoms are acute.
4. you are mute.	38. you have a degenerative brain disease that causes you to relive moments from your past at random.	72. you are a member of the Animal Liberation Front, and you are sure one of the other players is secretly experimenting on a litter of Corgi puppies.
5. you are blind and deaf.	39. you are a CIA analyst tasked with finding valuable intelligence in Osama Bin Laden's stash of pornography.	73. you are a Branch Davidian who survived Waco, and you are trying to build a new congregation.
6. you suffer from severe visual and auditory hallucinations.	40. you can only speak in the form of sexual euphemisms.	74. you are pretending to be homeless in order to impress the opposite sex.
7. you belong to a highly secretive religious cult.	41. you can only speak in folksy clichés and anecdotes from your grandfather.	75. you are sleepwalking, and you do not wake easily
8. you are trying to sell another player character a used car.	42. you are in the sights of a deranged sniper with a highly specific paraphilia, and only sexual satisfaction will stay his trigger finger.	76. you are addicted to gambling on the outcome of mundane events.
9. you are the founder of a white	43. you are a professional identity	77. you have just learned that a celebrity

separatist compound, and you are looking for recruits.	thief and you are trying to get the other player characters to give you their social security numbers.	has died and are obsessed with learning more information about the circumstances surrounding their death.
10. you constantly hear Arlo Guthrie performing “Alice’s Restaurant” with no discernible source.	44. you speak exclusively in rhyming couplets, and you don’t find this at all unusual.	78. you have an intense recurring fear of swallowing your own tongue and you are trying to eat a jawbreaker.
11. you dropped a d10 on the floor and are trying desperately to find it.	45. you are a mediocre pickpocket and the other player characters are your targets.	79. you are a amateur viral marketer and vlogger who is always on the lookout for new opportunities to incorporate product placements into your life.
12. you have short term memory loss and have forgotten everything that has happened since the beginning of the game.	46. you are trying to convince the other players to sign a petition to secure taxpayer funding for a \$10 million memorial honoring Calvin Coolidge.	80. you are trying to scalp a pair of tickets to a Fall Out Boy concert, even though the concert happened four years ago.
13. an EMP blast disables all of your electronic devices.	47. you are suffering from Cotard’s Syndrome. (You believe you are dead, rotting or have ceased to exist.)	81. you habitually update your twitter feed with live coverage of your imagined experiences with racism.
14. you suffer from severe Pica and are regularly compelled to ingest things that are not food.	48. you are a fundamentalist agnostic, and anxious to win new converts.	82. you are certain that television and radio are broadcasting hidden messages designed to make you question your sexual orientation.
15. you are transporting a human corpse and must bury it before you’re discovered by the police.	49. you have no concept of shame or modesty.	83. you are pathologically fixated on applying principles from an undergraduate cultural theory class to your everyday life.
16. you have a \$500,000 bounty on your head and the other player characters want to collect it.	50. you are a dedicated holocaust denier who is not an anti-Semite.	84. you are writing the screenplay for an feature film adaptation of Dr. Seuss’ <i>Hop on Pop</i> , and you must decide how many fart jokes to add.
17. you are sure that one of the other player characters is stalking you.	51. you are drug mule carrying a rare hallucinogen in your colon and you just felt the bag burst.	85. you are filming a documentary about your life using a handheld camera and narrating in real time to keep production costs down.

18. you are deeply infatuated with one of the other player characters	52. you are autistic and are fixated on counting other people's pocket change	86. you are late for your performance in a drag competition and must improvise your costume with the materials at hand.
19. you believe that the president will be assassinated in one hour and only you can save him.	53. you've just discovered a sac of endangered spider eggs has begun to hatch in your hair, and you think the EPA may be watching you.	87. your friend has been sentenced to death for a crime they did not commit and you must find evidence to exonerate them before midnight.
20. you are wearing a tamper-proof suicide vest with a 56 minute timer.	54. you are a grammar Nazi who is also an actual Nazi.	88. you are the indentured servant of another player character.
21. you are recovering from food poisoning, and must make frequent trips to the bathroom.	55. you have severe emphysema and your oxygen tank was accidentally filled with helium.	89. you speculated recklessly on real estate before the housing bubble burst and now you need to find a use for a decommissioned missile silo.
22. you are filming an episode of <i>To Catch a Predator</i> and you believe one of the other player characters is your target.	56. you are a Russian Roulette enthusiast and you are trying to persuade the other player characters to join you for a game.	90. you talk to inanimate objects, and you believe that they talk back.
23. you are in the midst of a six month affair with the partner of the another player character and you think they have begun to suspect the truth.	57. you are being pursued by a loan shark and your only asset is \$3,000 worth of carbon offsets.	91. you suffer from a rare form of synesthesia that causes you to smell mustard gas whenever you hear profanity.
24. you are on fire, and all attempts to extinguish the flames have failed.	58. you are an obsessive Quentin Tarantino fan who just discovered a locked briefcase and a small caliber handgun.	92. you are trying to convince another player to join you in a suicide pact, but you secretly do not want to miss the final season of <i>Breaking Bad</i> .
25. you have been asked to identify the body of a distant relative, and you are doing whatever you can to put it off.	59. you are suffering a fit of irrational anger because a hacker has vandalized your facebook wall with pictures of obese cats	93. you are a dedicated method actor preparing for a civil war reenactment and you refuse to break character.
26. you are a member of an Indonesian cargo cult, experiencing the West for the first time.	60. you are playing in a LARP based on <i>Fiasco</i> , but what you don't realize is that the other player characters are not.	94. you traded your soul to another player character for a complete set of Dragon Dice, and you don't want anyone to know that you are feeling regret.

27. you are a precocious eight year old child genius.	61. you horde animals and smell like their urine/waste.	95. you are wearing an elaborate full body fursuit.
28. you suffer from paranoid schizophrenia and you believe the other player characters have been replaced by robotic lookalikes.	62. you believe you are only eight inches tall, and you are horrified that you will be stepped on by the other players.	96. you have a life-threatening addiction to licorice jellybeans, and you refuse to admit that you have a problem.
29. you are an obsessive Joss Whedon fan recovering from a suicide attempt, and you've just learned that <i>Dollhouse</i> was canceled.	63. you think you are participating in an elaborate audition for the role of a street hustler on <i>The Wire</i> .	97. you are a planning a slum tourism road trip to rural Mississippi and you are trying to convince the other player characters to join you.
30. you are a militant Jihadist who watches too much <i>24</i> .	64. you have just deserted from an Amish community and know nothing about popular culture.	98. you believe you are living in a musical, and you are only too happy to play your role.
31. you suffer from frequent, vivid flashbacks of a childhood alien abduction (that might actually have been molestation by a family member).	65. you just finished playing a long game of beer pong with coffee instead of alcohol, and you are beginning to realize that you made a terrible mistake.	99. you are a paid lobbyist for the North American Man/Boy Love Association, and, although you're not a pedophile, you strongly believe that you must work hard for your paycheck.
32. you are participating in a flash mob that exists only in your imagination.	66. you are a Stalinist	100. you have been surgically attached to another player character. The other player decides where and how your bodies are joined.
33. you are competing in a high stakes scavenger hunt sponsored by an eccentric billionaire, and you believe one of the other players has the final item on your list.	67. you are determined to convert another player character to Christianity, but all of your knowledge of the gospels comes from Dan Brown novels.	
34. you are a carrier of a rare African venereal disease, and you hope to infect as many others as possible before you are discovered and quarantined.	68. you are designing a collectible card game based on the Trail of Tears, and you are trying to convince the other player characters to playtest it.	

Severe Punishment Chart

1. you are an orc	35. you are a velociraptor wearing a tight fitting sweater	69. time passes significantly slower for you than the other player characters
2. you are a space marine	36. you are a vampire suffering from bulimia	70. you are Boston in Spring
3. you are a hexagon	37. you are an anthropomorphic hydrogen bomb	71. you are one of Santa's elves, and you are trying to convince your coworkers to unionize.
4. you are General Robert E. Lee	38. you are dead	72. you are the burning bush, and you have a message from God.
5. you are the Last of the Mohicans	39. you are Death	73. you are the New Jersey Turnpike in the aftermath of a 16 car pileup.
6. you are a twenty five foot tall battle mech	40. you are Draxionis, Lord of All Dragonkind	74. you are the wraith of Kim Jung Il, and you cannot rest until you fulfill your dream of being invited to a South Korean <i>Pathfinder</i> game.
7. you are the fourth wall	41. you are Nikola Tesla, reimagined by an author of historical slash fiction	75. you are the Higgs-Boson particle.
8. you are Sir Francis Drake	42. you are a ball point pen	76. you are a highly territorial Pomeranian.
9. you are the Drake Equation	43. you are John Wilkes Booth, and you've just killed Lincoln	77. you are a vintage <i>G. I. Joe</i> action figure and the rubber band that holds your torso together has begun to decay
10. you are the Grand Imperial Wizard of the Ku Klux Klan	44. you are in free fall, and there is no landing in sight.	78. you experience time as an open landscape rather than a linear progression.
11. you are the concept of doubt	45. you are an intelligent airship that runs on methamphetamine.	79. you are Hope, and you are still trapped inside Pandora's Box.
12. you are Humbert Humbert, protagonist of Nabokov's <i>Lolita</i>	46. you are the protagonist of a Japanese RPG and you are shopping for a hat that fits.	80. you are a punk rock concept album about young lovers during the fall of the Berlin Wall.
13. you are an eccentric inventor with a steampunk time machine	47. you are Teddy Roosevelt.	81. you are a screen-filling video game boss, and your second form has just been triggered.

14. you are a house fly	48. you are a big stick.	82. you are a secret door.
15. you are a space alien from a 50s television serial that is a thinly veiled ethnic stereotype	49. you are an aging kobold trap maker with arthritis and the adventurers are nearby.	83. you are a sentimental country song about a fallen angel contemplating a late term abortion.
16. YOU ARE SPARTICUS!	50. you are in a Kevin Smith film that has been edited for network television by Pilgrim leader William Bradford	84. you are Christopher Hitchens in the afterlife, arguing god's nonexistence to his face.
17. you are a highly sophisticated AI tasked with performing a menial job	51. you are a Chinese soldier driving a tank through Tiananmen Square	85. you are a malfunctioning GPS unit with the voice of Gilbert Gottfried
18. you are a hologram and your battery is low	52. you are a single celled organism	86. you are a dark and stormy night
19. you are the Cigarette Smoking Man from <i>The X-Files</i>	53. you are a Palestinian werewolf on the wrong side of a border checkpoint and the moon is full	87. you are competing in a hot dog eating contest that no one else can see, and the hot dogs are undercooked.
20. your body is made entirely of sentient insects, and they are hungry	54. you are a phototropic fern in a dim room	88. you are a Coelacanth with a meticulously trimmed beard.
21. you have a kidney stone, and it grants wishes whenever you begin to pass it	55. you are a self-conscious talking automobile and you are leaking transmission fluid	89. you are a masochistic bear, and you yearn to be baited.
22. you are a Neanderthal	56. you are Pancho Villa.	90. you are a giant centipede
23. you have a unibrow and it speaks in a foreign tongue	57. you are traveling at warp speed in an invisible spaceship	91. you are in a lost Walt Disney animated film about the evils of communism.
24. you are the incubator for a parasitic alien life form	58. you are a leaf-cutter ant.	92. you are a discount Ugg boots spambot in a synthetic human body.
25. you are the Game Master	59. you are a wine cooler laced with Rohypnol.	93. you are Strom Thurmond, and you are trying to filibuster a paternity test.
26. you are the streetwise protagonist of a short story by Elmore Leonard	60. you are a Yeti toddler suffering from separation anxiety	94. you are a horse thief on the gallows, hoping to win a commuted sentence with your heartfelt last words.
27. your life is a summer blockbuster and it has been poorly converted to 3D to increase ticket sales	61. you are drowning at the deep end of a children's ball pool.	95. you are a clone of William Tecumseh Sherman, facing trial for war crimes in the international criminal court.

28. you are the ghost of a victim of the French Revolution and none of the other player characters can see you.	62. you are a post-modern symphony about an unhappy marriage	96. you are a Congolese child soldier who loves his job, and you've just picked up the BFG-9000.
29. you are a libertarian android built primarily to calculate the rate of inflation.	63. you are an undead chihuahua with only vengeance on your mind	97. you are a Ventrilo server full of thirteen year olds fiercely competing at a resource management sim about rural poverty.
30. you are a Dementor guarding Azkaban, and Sirius Black has escaped.	64. You are Emily Dickinson, and you also solve murder mysteries.	98. you are another player character's body part (which body part is up to you).
31. you <i>are</i> David Duchonvy. (Sincere apology to player with Concept 67.)	65. you are a visual depiction of the prophet Muhammad.	99. you are the staff of NASA mission control, and the Challenger just exploded.
32. you are the magnificent golden eagle, majestic bird of prey.	66. you are Joseph Stalin	100. you are Robert Jordan, suffering from marital problems, describing a pair of women's gym socks.
33. you are an undead, levitating fetus who craves chocolate milk	67. you are a Vostok cosmonaut, experiencing zero gravity for the first time	
34. you are an immortal sorcerer from Victorian England	68. time passes significantly faster for you than the other player characters	

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- 1 *6 Page Manual* is not the game's original title. In fact, it's likely that the first version of the game had no title at all, or that the subtitle, translated “game of social confrontation fun,” is a form of the original title, which has been lost. The Danish version has the title *Seks Side Pjece* (Six Page Booklet), which was probably inspired by the six-page packet containing the game's six charts that players carry with them to conventions and hobby shops in the hopes of scoring a pick-up game. The actual rules are not included in these packets, as they are considered to be simple enough to explain verbally to new players at the beginning of a game. I've used “manual” instead of “booklet” because that is how the game was introduced to me, most likely because North American gamers tend to see game texts as purely instructional in nature, rather than as creative works.
 - 2 Like a few of my own ancestors, the game actually emigrated west from either Eastern Europe, possibly from Poland or the Czech Republic, losing its original name and language during the journey. It's not clear that it was ever as popular in Eastern Europe as it has become in Scandinavia. Nothing else about its original author is known.
 - 3 Numerous Google searches failed to reveal any details about this controversy. Sorry.
 - 4 As far as I know, no single player version of this game was ever released.
 - 5 Or, in other words, you roll the percentile die three times: once for each of the three character creation charts (Concept, Mood, Flaw). The results of these rolls define your character. After that, playing your character, a phrase that certainly has as many meanings as there are role-playing games or more, is a matter of play-acting your character in a way that reflects those three facets of the character's personality.
 - 6 Meaning, “until the player with a duplicate result rolls a unique concept, mood, or flaw,” not “until they get the same result again.” That would be pretty pointless, wouldn't it?
 - 7 Recommended or not, this is exactly what I've done. I feel confident that I haven't defaced the game too terribly, since the charts in the pretranslation version of the game were themselves not the author's originals. They contained numerous allusions to Danish culture, including the names of specific streets in Copenhagen and references to the mystery series *Forbrydelsen*. The earlier charts, and their Eastern European flavor, may be lost forever.
 - 8 Or you can decide how long you want to play and set a timer. Although it's possible to play until all but one player character has been removed through punishments or catharsis, this can take an extremely long time. It's good to have a preset time to conclude play, just in case, especially if you have conservative players who carefully avoid punishment.

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- 9 I've found that only choosing a setting ("location") for the scene is absolutely necessary. Having an established mood and meaning for each scene gives you more possibilities for punishments, but coming up with new ones at the start of every scene can be cumbersome, and, frankly, obeying them is often not so much fun.
 - 10 Or: The scenes are played out as actual, honest-to-goodness theatrical scenes, with players getting completely into character and interacting with each other. This doesn't have to be full LARP, as some actions could be dangerous to act out, but the more acting and the less describing, the better. It's important that you keep your three character traits in mind as you play in order to avoid punishment.
 - 11 All of these rules are fairly straightforward. You risk punishment when you act in a way that contradicts one of your three starting character traits, or otherwise break character mid-game. You can also be punished for neglecting to play out your character's punishments after you receive them, or superficially resolving/hand-waving away your flaw or one of your punishments.

Obviously, this can be subjective. Punishments are decided by a majority-rules vote. When a player spots a punishable offense, they will interrupt the game by yelling, "Punishment!" A (brief) period of explanation and deliberation follows, then all the players (except the one under threat of punishment) vote. If the player is punished, they roll their punishment on the appropriate chart and a new scene begins.

Keep this process brief. Don't linger.

- 12 Rather than having a player who is punished for a fourth time leave the game completely, I've suggested that they stick around to play NPCs or otherwise add color to the game. That said, they must abandon their original character either way.
- 13 As I mentioned in note #11, failing to integrate your punishments into your character can earn you a new punishment.
- 14 A catharsis is a moment of emotional release and revelation for a character. A catharsis should address a character's flaw, concept, mood, and punishments in a way that profoundly changes them and offers closure for their personal story.
- 15 Unlike punishments, catharsis is obtained through group consensus, not a vote. If a player feels that their character has obtained catharsis, they should say so. Afterward, the game is suspended while the players deliberate. If everyone agrees that the character has earned their catharsis, then play resumes with a new scene, minus the character whose arc has been

resolved. If not, return to the old scene as if it hadn't been interrupted.

16 Or, they can play NPCS, as suggested in note #12.

17 Honestly, I would probably just treat this as the primary win condition. My experience with other American gamers suggests that we generally don't have the emotional self-awareness necessary to objectively gauge who feels the worst at the end of a game. Plus, our cultural predilection towards one-upmanship often leads us to exaggerate just how much we hate experiences in the hopes of earning social cred.

18 The winner is the player who has earned both catharsis and the most punishments. If the game ends and no player has earned catharsis, then the winner is the player with the most punishments who is still in the game. Players whose characters were booted from the game for earning a fourth punishment are, obviously, ineligible to win.

19 I know what you're thinking. Sorry, I don't have a copy.