

It was a dark night...

You are all alone, and there is a light, from what looks like a campfire, in the distance...

That is how the evening started. As I expected, the group of theater regulars were up to the task of playing a character. In that there was never really a doubt in my mind. The problem for all came when the small polyhedrons were needed (variety of dice for those not in the know). The comments, "Do I use this? No, that one. This one? No the one just in front of that." were in common usage the entire evening.

All of this is common when starting this type of game. There are 4, 6, 8, 10, 12 and 20 sided dice used in this game. Knowing how and when to use them is a bit of a learning curve. It seems that teenage boys and some young adults are much better at learning this, just like video games. □

Well, I think most of the group had fun. I certainly had fun. It has been than a few years since I ran any sort of game, and I certainly had fun doing it. Thinking on the fly, running people through a part of a world I created are enjoyable to me. But the complexity of the characters, and multiple dice rolling, sometimes slows down the game play. What to do, what to do?

Me, I started thinking of games with no dice at all. There are a few on the gaming market, but the character creation is just as complex if not more complex. How do you determine winners and losers of confrontations without randomizing effects of cards, spinners or dice... How complex do you make your rules?

Well, I'm thinking of just such a game. Role Playing for the actors in all of us, and no dice to confuse the situation. Designing it in my head as I write this. In few weeks, I will be looking for a group of volunteers to run through this game.

For those who want to know the setting. Think current time period, and ghost hunters...