Lizard Blizzard

**Objective:** The main objective of the game is to ensure the dinner goes according to plan, or else you’ll lose.

**Story:** You’re sentenced to be the butler of the Pristine Lizards, powerful entities that can destroy everything in their path. They want to enjoy some peace and quiet this evening and it’s your job to ensure that, otherwise you’ll be obliterated.

**Main Loop:** Finish the questlines given. These are broken into smaller tasks. Complete them and you’re done.

**Recurring Tasks:** These are the ones that may put you in trouble. They alternate between feeding the fish, or washing the dishes, or cleaning the floor etc.

**Chaos Factor:** This is the tracker to how the night’s going. If everything is going well, the chaos factor is going down, otherwise if it’s reaching certain thresholds, it’s beginning to place punishments to the player in form of Omens. If the Chaos Factor reaches 100%, it’s game over.

**Augments:** These are choices given to the player in the night, changing their style of playstyle. They choose one of three augments shown.

The first Augment you receive is at the beginning of the night.

The second Augment is when the lizards start to arrive.

The third Augment is when they finish their meals.

**Omens:** These are the punishments given to the player for not performing the night by the Lizards. These are given once the Chaos Factor reaches 25%, 50% and 75%. These are similar to Augments, but they are mostly bad.

Examples: “You are only allowed to finish one questline at a time”.