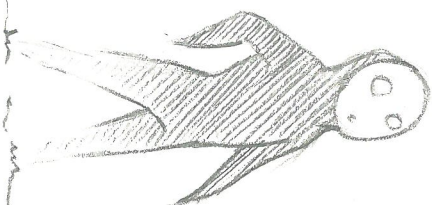
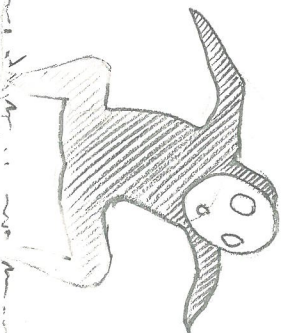
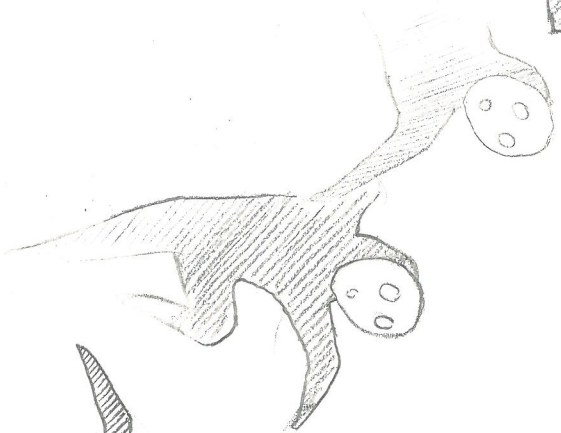
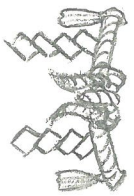
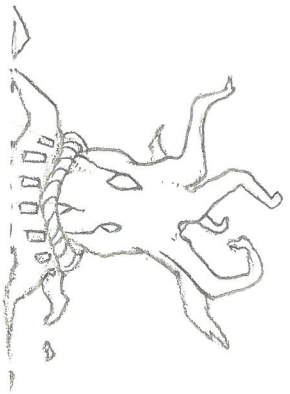


Narrative never mentions "you",
only the evil that destroyed
the village.
Good Enemy - You destroyed the
evil and all is good!
Evil Enemy - You destroyed the
good that tried to subdue you,
reclaiming the village as
yours.
You decide what you are.



we didn't see him at the time

Cut out paper in squares and
rectangles of varying size.
Pick a number
(preference order)
Assemble
imagine

