

LMNL

In effect, a die rolled many times is the same as cycling through all its results. There is obviously a layer of mental obfuscation which makes us feel like something different is happening, but it isn't.

-Elder Nanib Yibya, "On the Nature of Randomness"

LMNL is a mental resolution mechanic for games to be played in your head when you are falling asleep (or whenever you feel like it). It is designed to be as simple as possible. No mental arithmetic, as few things as possible to remember or keep track of, accessible to as many bodymind-types as possible. Along with a few other tools, it provides a skeleton framework for adventures that take place in your mind.

Story seed: Pick a word, phrase or notion and do free word association a set number of times (we recommend five times), e.g. Soft -> Pillow -> Crown -> Castle -> Siege. This is your starting point.

Mental resolution: Ask yourself *yes/no* questions about you in this context (character generation), or the context itself (scene/world building), or about what is happening (conflicts etc.).

Answer the *yes/no* questions using the answer line shown below. You start from the left, use the answer prompt given there and then as the story develops, move one position to the right and answer the next question with the answer prompt there. Keep moving along the answer line, left to right, and when you reach the end, start over, cycling through all the answer prompts.

No, and... -> No, but... -> Yes, but... -> Yes, and...

(NA - NB - YB – YA)

Play example:

Siege

"Is the siege happening now?"

No, and you have no clue when it happened.

"Am I inside the castle?"

No, but you can see it.

"Is it in good condition?"

Yes, but not for long.

"Is the siege happening in the future?"

Yes, and you have seen it in a vision.

"Do I want to warn someone?"

No, and you will take great pleasure watching it from afar.

"Am I causing the siege?"

No, but you had a hand in it.

"Am I part of a great army?"


Yes, but you are not a military person.

"Can I use magic?"

Yes, and you are a very powerful magic wielder.

etc.

You can stop whenever you are satisfied with the story, or it has reached some kind of conclusion, or when you fall asleep.



Safety tools: This narrative framework can take you to some places or situations where you don't want to be. You have two options then. A soft reset in the form of a Rewind which you can use whenever you feel the story took an unpleasant, or otherwise unwanted, turn, in order to return to a previous point in the story and get a different answer. In that case, don't reset the answer line, this way you will get a different kind of answer and your story will likely develop differently. Your second option is a hard reset in the form of an Abort. You can use this anytime to discard the story completely and continue with a new seed or just stop playing. Play safe and sweet dreams.