Tutorial

The **novel** will measure three metrics throughout the chapter, **health** and **sanity** which affect the individual player, and **reputation**, which affects the game’s **ending**. The metrics are affected through user-made **decisions**.

**Health**

Losing all your health during a chapter will result in losing the ability to make the most heroic decision but restoring your health. Losing all your health again will train track your actions and prevent player choice, forcing you to make the most cowardly decisions which impact reputation. Health restores at the beginning of a new chapter. Heroic decisions affect your health the most but have the least impact on your sanity.

**Sanity**

Losing all of your sanity in a chapter will immediately train track your actions and prevent player choice, forcing the player to make cowardly decisions which impact reputation. Choices which are cowardly affect sanity the most but save your health. A new chapter will result in a restoration of sanity.

**Reputation**

Reputation will continue with you throughout the novel and will determine your game **ending**. To achieve the most favorable outcome, you must be willing to take risks and choose the most heroic outcomes; however, if you always choose the most heroic outcome, there is a chance that you will die. To make it to the end without dying, you must make decisions which are less heroic.

**Ending**

There are 3 endings. Play the game as a hero, as a human, or as a coward to see each ending.

**Decisions**

At various points throughout the novel, the player will need to make decisions. By clicking on them with their mouse. It is not always clear what the right choice is in these decisions, as it is not always clear in life what decisions one should make. Often, decisions which are competent and correct in one situation are deluded and ineffective in another. The decisions in this game are no different. It is meant to display the futility of choice in certain situations, and the need for a higher power. Additionally, decisions affect health and/or sanity, and reputation. Sometimes decisions must be made quickly and directly affect the outcome. Sometimes the decisions must be made based on the story’s context, and sometimes the decisions are futile. You must determine which are which.