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. The page of the visual novel is turned by clicking text on the screen. Progress is not saved, but the game should only take about 20 minutes to complete. Once complete, please fill out the survey.

**Health**

Losing all your health during a chapter will result in restarting the chapter and resetting your reputation.

**Sanity**

Losing all 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.

**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 to make it to the end of the game.

**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. Often, decisions which are competent and correct in one situation are deluded and ineffective in another. Sometimes, there is no correct decision. Other times, decisions need to be made quickly. 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. Decisions affect health and/or sanity, and/or reputation.

**Ending**

There are 3 endings. Reputation > 20 will result in a heroic ending. Reputation > 10 will result in an average ending. Anything else will result in a cowardly ending.