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 on the left or right side of the screen. When there is a decision to be made, the novel is only advanced when a decision is made or when the timer runs out. Once the game ends, the player can choose to return to the main menu or exit the game. 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 without the ability to make the same decision which killed you. 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. 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 reputation.