Portal

Rules of the Game: **ONLY A NARRATOR CAN READ THE GAME**

You need two or three-sided dice per player and at least three players. One player is the narrator; the rest or non-narrators should not see these rules.

As the narrator, you will read your section and check for the loser conditions (which can be found in step section 3. As soon as a player loses, the game is over. Therefore, the loser should be made to feel bad.

Begin:

1. **Narrator**: You awake to find yourself in a large empty room. The place is dark and cold, and as you step, you hear nothing but the echo of your footstep. You find these companions and ask what is going on. You may now roll your dice.
2. [Player should roll their dice] **Narrator**: You can speak to one another.
3. [check for losers], The game only ends if a player says the dice should impact the game's story or suggest alternative rules of the game. The player loses and reminds us that the game is designed to be random, meaningless, and repetitive.

4. Narrator: You did a great roll, but unfortunately, you noticed that the room was shrinking. You are desperate to push the room, attempting to stop the shrinking room. You may now roll the dice.
5. [player should roll their dice]
6. [check for losers]
7. [Go to line #1 and start over. Not indicate what is happening. As the narrator, you can add more details to the story as you wish. For example, once you return to line #1, you can add details such as waking up in a room with more furniture (or items) or line #4, where a giant insect will devour you. Remember, the game only ends till a player loses]
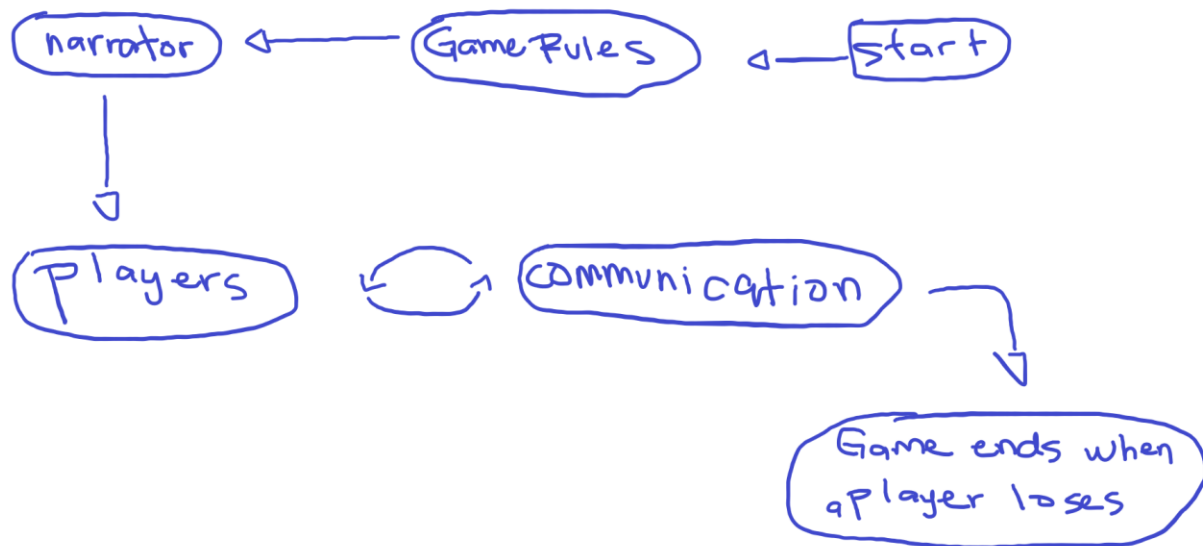
Communication between players should be interesting since they have no idea what they are into. There were no clues to start, and I was only asked to roll dice. For the narrator's discretion, they can give false hints that the players can interact and communicate. If the game gets too far, communication between players will shift to a more paranoid/questionable state where they can start asking about the game itself, impatience, and many more. Ultimately, this game's purpose is designed to make them feel bad.

This game is about patience. I intended to make the game where the story itself is meaningless. The narrator can only read the page, while the players shouldn't know the rules. Though the narrator can add details to make the story more interesting, the game resets and will loop forever until a person tries to change the rules. What makes the game interesting is how the players communicate during rolls and how long it will take to endure the endless cycles of death.

I made a change to the design after playtesting. I did two different groups of playtesting, where first I did the narration with a friend, then another playtest where I let my friends play the game. The game was fine during the first playtest, but my friend suggested that the narration part could be more varied, where each loop has 0 changes, to make the game enjoyable. Basically, I keep narrating the same story repeatedly, which makes the game a bit boring for him. He suggested adding small details to each loop that two players can add during communications. The next playtest involves the same friend during the narration, with another friend and I being the players. Since I know the game, I keep myself shut about the game and play the game itself. My friend did well narrate the game, and it took us 5 minutes till my friend folded. They didn't have anything to say to the second playthrough; I wish more people were playing this game at the same time to see if there's anything I can improve about it.