

The Wolf King's Son

Your Name:

& Pronouns:

Your Summer & Winter Imagery:

-
-
-

Your Plays:

- | | |
|--|---|
| <input type="radio"/> — <i>Confront Someone
(and maybe Resort to Violence)</i> | <input type="radio"/> — <i>Slip Away</i> |
| <input type="radio"/> — <i>Fall in Love with Someone</i> | <input type="radio"/> — <i>Sniff the Wind</i> |
| <input type="radio"/> — <i>Get Someone's Story Out of Them</i> | <input type="radio"/> — <i>Tear Someone Apart</i> |
| <input type="radio"/> — <i>Open Up to Someone</i> | <input type="radio"/> — <i>Trust Your Instincts</i> |
| <input type="radio"/> — <i>Size Someone Up</i> | |

Your Trappings:

-
-
-
-

Your Marked Danger:

The Wolf-King's Son ♦ Volunteers' Guide ♦

Thanks for volunteering to play with me! Here are the rules.

1. I'm the son of the Wolf King of Winter, on my own in fairyland. My goal in the game is to throw myself into situations, try on roles, and maybe to find the core and the boundaries of my self.
2. You're playing fairyland and all the fairies and things who live there. Your goal is to help me get into trouble in any way you can.
3. Your only duty is to get with the other volunteer and make up answers to my questions.

I'll tell you where I go and ask you who's there and what's going on. I'll tell you what I do and ask you what happens. Sometimes I'll roll dice and ask you really specific questions, sometimes really open-ended ones. Sometimes I'll show you a list and have you choose from it.

If you want to ask me clarifying questions before you answer, please do. I'll answer them.

Otherwise, just give me whatever answer seems like the most fun to you, at that moment!

4. If I haven't asked you a question, you don't have to say anything, you can just wait until I get to it. If it seems like I've lost track and am rambling, you can remind me to ask you questions, if you feel like helping me out.
5. Nothing's true until both you and the other volunteer agree to it. You shouldn't often have any trouble coming to an agreement, but if you want to take the time to talk something over, please do. I'll wait.

The reason that there are two of you, by the way, is so you can trade off and build on each others' ideas. Neither of you have to do all the work.

6. You're doing me a favor just by playing, so you aren't responsible for making it fun for me as well. Make it fun for yourself! Always say things that you, personally, find honestly entertaining.
7. You can end the game whenever you want, for any reason or no reason at all. Don't worry about how abrupt it might be.

At any point, if you stop having fun, don't stick it out, just call an end.

8. Thank you!

You're the best.

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