



You live in a world not unlike our own. When you were young, your parents gave you a strange gift: they gave you a special, one-of-a-kind invisible friend. Only you could see it. You knew people that also had invisible friends, but they weren't like yours. Sometimes, you'd argue about your friends, because you knew yours was different, but grownups kept telling you that yours was just like everyone else's. When you told people about its fearsome teeth, they patted you on the head and laughed. When you told them what it eats, they rolled their eyes and said it's completely impossible, and to do your homework.

Your invisible friend, the Chronovore, eats time.

The thing about friendships is, they often go awry, even though you have to see the person every day. Nothing ruins a friendship faster than no time apart. Because of the nature of your gift, your Chronovore couldn't get away, it couldn't spend time apart. Your friendship went south right around the time the Chronovore discovered that you have responsibilities that it wasn't involved in.

Now, the Chronovore feels lonely. It feels betrayed. Your parents might not have known at the time, but Chronovores are just like puppies; they start off small, but eventually they get big, and they need space and food. Once they get big enough, nobody else wants to deal with them, so they're your burden to bear.

The Chronovore is a game for one player, and any number of spectators. One to four of these spectators must take an active role in the game.

To start, each spectator must write an action on an index card. Choose one of the following actions below. As well, they must roll a six-sided die, and record the resulting number on the card. Spectators can write the same actions; they do not have to tell each other what they wrote.

If there are fewer than four spectators, there must be four index cards with four actions, and four numbers. Divide the four amongst the spectators however they'd like. At least one of the actions must be sleep.

Actions:

- Describe how you've let someone down.
- Do nothing at all.
- Describe how someone couldn't understand you.
- Sleep.

Put the index cards upside-down.

These actions represent ways you can feed your time to the Chronovore. The Chronovore needs food; these are its meals.

Each action represents a six hour block of your day.

Day One

To start play, the player puts their hand on one of the card backs. The spectator pulls the card away, and looks at it. The spectator tells the player a responsibility they have that day. It can be anything the player can accomplish in six hours; this might be part of a larger responsibility.

The player rolls a die. Then, the player tells the spectator if they think the die is higher than or lower than the number on the action card. If the player is correct, they get to describe how they accomplish the responsibility successfully. If they are incorrect (ties are always incorrect), then they have to guess and describe one of the four actions. If they correctly guess, they're fine, but they must describe how their action betrays the responsibility. If they guess incorrectly, the spectator must describe how they attempt to commit the action, but it fails to feed the Chronovore, and it impedes on the player's life.

Once the Chronovore has been fed once, it doesn't need to be fed again.

On any successful actions, draw a happy face or other positive imagery on the back of the card. The player gets to keep that card. If the player failed to guess the die, and failed to guess the action, draw a frowning face or other negative image, and put it in the middle of the table. If they failed guessing the die, but guessed the action, put a slash across the card to represent successfully wasted time.

At any time, the player can expend a negative card to shift the die they rolled by one in either direction.

At the end of Day One, we should have a picture of the player's day.

Day Two

Repeat the process for Day Two. The spectators come up with four actions, they don't have to be the same as Day One. They come up with four responsibilities, and the player plays through them the same as Day One. However, if the player is successful at guessing the die, the spectators must expend one of the slash cards and call on one of the player's lapsed responsibilities, and how it comes back to haunt them and impede on their current tasks. They must reroll the die, and guess again.

If the player guesses the action incorrectly, all their actions must be declared as either sleep or do nothing, unless they spend a smile card to overcome this limitation.

Continue marking action cards, and putting them out on the table.

Day Three

The same as Day Two.

Day Four

The same as Day Three.

Conclusion

At the end of Day Four, look to the number of smile cards. If the player has four or more left, they've successfully managed to balance life with the needs of their Chronovore. Otherwise, collectively describe what happens.