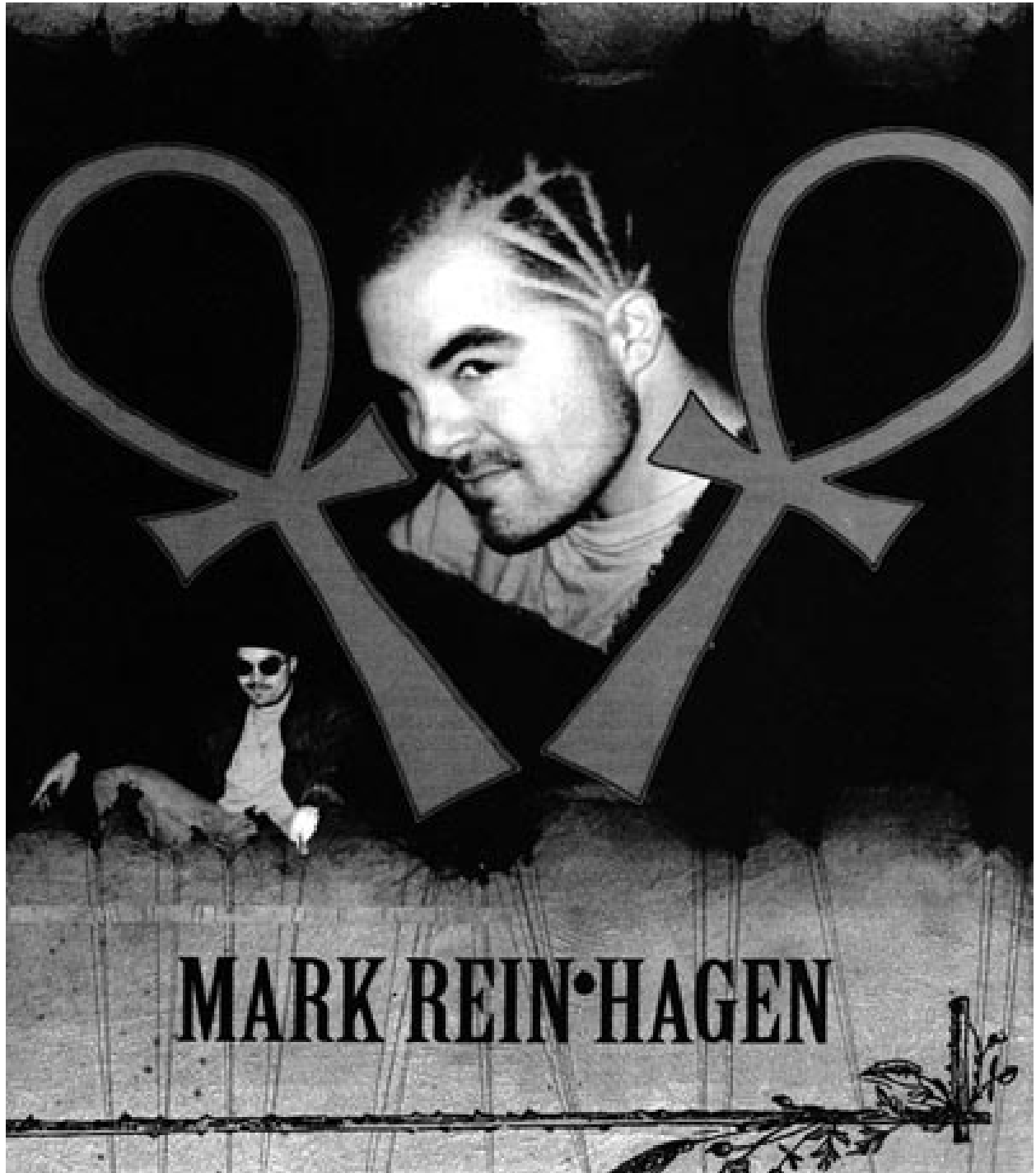


Tell on?



*For Collaborative Thematic Group Narratives
Constructed with Pencil, Paper, and Strict Mechanical Procedures*

*Dedicated to Mark Rein♥Hagen,
who started us down the arduous
but morally necessary path
of making story games
a sophisticated endeavor for mature, sensitive, and intellectual people*



Monsters we are, lest monsters we become!

Introductory fiction is a Simulationist distraction, so now and in the future this space will include descriptions of game mechanics. In the scene we're considering, Jim uses the Petalmistress resolution engine to determine how he will handle an emotionally fraught situation for his character: will he marry his beloved sister to unify the kingdom or slit her throat to stop the menace of their father, the lich-king, once and for all? Jim takes up the daisy and starts plucking petals one at a time: "She loves me; she loves me not; she loves me..." The uncertainty introduced into the gaming session by the innovative, bleeding-edge Petalmistress system will be resolved when the last petal falls, determining how Jim continues his thematic investment in the situation.

"Tell on, I pray thee, the tale of these wondrous deeds. Verily I could abide until bright dawn, so thou wouldst be willing to tell in the hall of these woes of thine." – Homer

Welcome back! As you have probably guessed, this issue marks a major editorial change of direction here at Fight On! We have realized that the new 'story game' approach to roleplaying is just plain better than ours, and so we have effected a permanent change in the magazine to reflect our new and profoundly held convictions. This is the last time you'll be seeing contributions from many of our regular writers for a while – most of us, as well as many of the rest of the folks who used to play old-timey fantasy RPGs are headed to re-education camps in the wilds of Massachusetts until we work out all the bad habits we've formed over many years of gaming the wrong way. We're genuinely sorry for any harm caused by our fist eight issues, but hope that the magazine's new direction meets with the approval and satisfaction of the wise, if not the masses. Until I am fit to return, the editorship of Tell On? will be left in the capable hands of Jonathan Walton and Shreyas Sampat. Our understanding is that Eero Tuovinen is already preparing a Finnish edition, though details remain sketchy.

Authors continue to own their own content and all rights to it other than our right to print it in the issue it's originally submitted to, however.

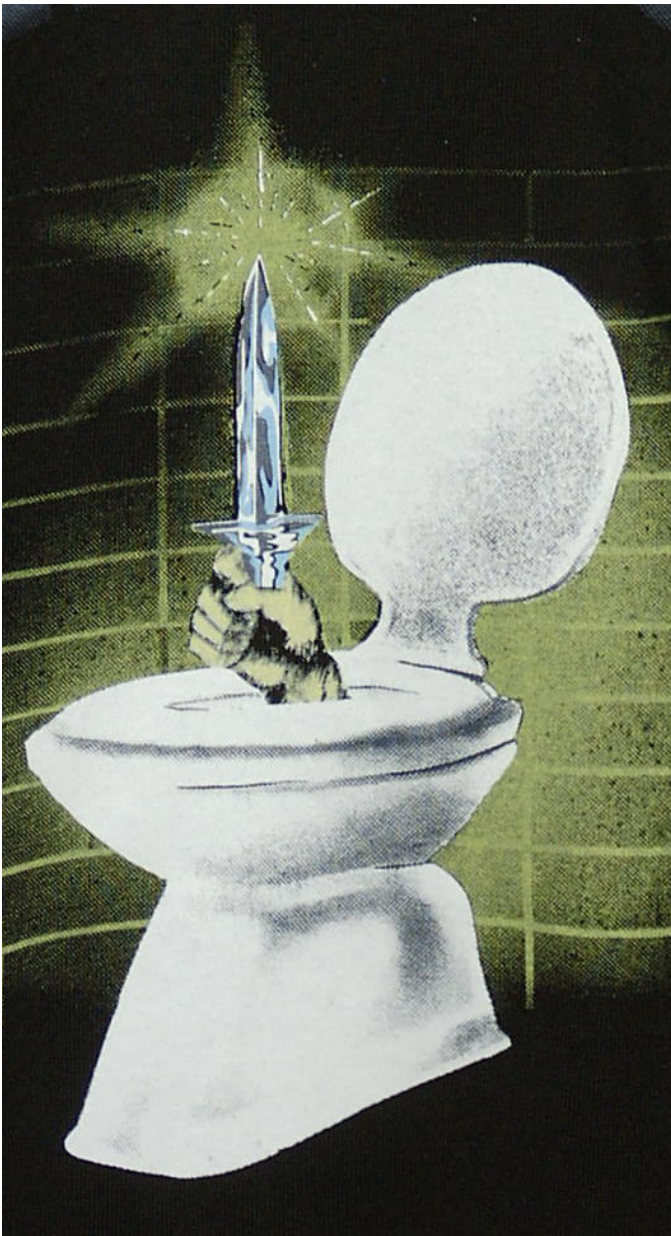
- Ignatius Ümlaut

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Happy April 1st from

FIGHT on!

