

hou' mΛηkjuləs

Being the Evolution from Putrescence to Human

Golden Cobra 2017
Contest Entry
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Price 6d

Overview

Players in the game assume the role of a developing homunculus, taking its first steps in the real world.

The game is played in three phases.

•Phase I: *Alchemy*
(about 10 minutes)

The Game Master orients the Players to the game.

•Phase II: *Judicium*
(about 1 hour)

The Characters pursue individual or paired play.

•Phase III:
Preformationism
(up to 50 minutes)

The Characters return to the Game Master and report.

Phase I: *Alchemy* (about 10 minutes)

I am a great *Alchemist* and you are in my *Laboratory*. I created you as *Anthroparia* and matured you in an alembic until you emerged as you now are, *Homunculi*. As *Homunculi* you are forbidden to speak or make any noise except when you are being taught a new *Abraxas* by a *Psychologist* – at which time you may repeat the *Abraxas* until the *Psychologist* confirms you are pronouncing it correctly.

There is only one task, your *Judicium*, remaining before you become functionally human. You may complete this *Judicium* on your own or in pairs. If you chose to perform the *Judicium* as a pair then you must form a *Chymical Wedding* by holding hands with your partner throughout the entire process. The grip must never be broken. Pairs are known as *Homunculi Duo*.

Once you receive your *Alchemical Script* you must travel out of this *Laboratory* and into the *Wilderness-Desert* in search of *Psychologists*. Because you cannot read you will have to rely on helpful *Psychologists* to perform portions of your *Alchemical Script*. Now please approach and receive your *Alchemical Script*. Do not forget to take a writing instrument.

Phase II: *Judicium* (about 50 minutes)

Aschemical Script (front)

I am participating in a roleplaying game that forbids me from speaking. I would like to ask you for a minute of time.

If you do not wish to help then hand this card back.

If you are willing to help me, turn this card over and follow the instructions.

We are participating in a roleplaying game that forbids us from speaking. We would like to ask you for a minute of time.

If you do not wish to help then hand this card back.

If you are willing to help us, turn this card over and follow the instructions.



"Windsor" Suit (Jacket and Knickers)
For boy of 3 years, 15, 6
Blouses from 3, 6

**COMPLETE
OUTFITTING
GUIDE**

POST FREE ON APPLICATION.

Applications for Patterns should give a rough outline of the bust and quality desired.

Alchemical Script (back)

I am an innocent on a quest to gather facts about the physical world. Please look around and find an interesting object which can be described with a single common noun. Write the noun down in the next numbered place. Then point at the object and say the noun out loud and make sure I am saying it back correctly. You don't *have* to correctly identify the object you show me, but I would appreciate it if you are truthful. If you have written in the last numbered place tell me to go back to the Laboratory. Then return the card and pen to me.

- 1.
- 2.
- 3.
- 4.
- 5.

We are innocents on a quest to gather facts about the physical world. Please look around and find an interesting object which can be described with a single common noun. Write the noun down in the next numbered place. Then point at the object and say the noun out loud and make sure we are saying it back correctly. You don't *have* to correctly identify the object you show us, but we'd appreciate it if you are truthful. If you have written in the last numbered place tell us to go back to the Laboratory. Then return the card and pen.

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- 2.
- 3.
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- 5.

Game Terms

Homunculus – the Characters; small alchemical beings created in a laboratory with a semblance of life

Alchemist – the Game Master

Judicium – the Characters' quest to gather known facts about the "real" world

Abraxas – a single known fact and its name, or "key word"

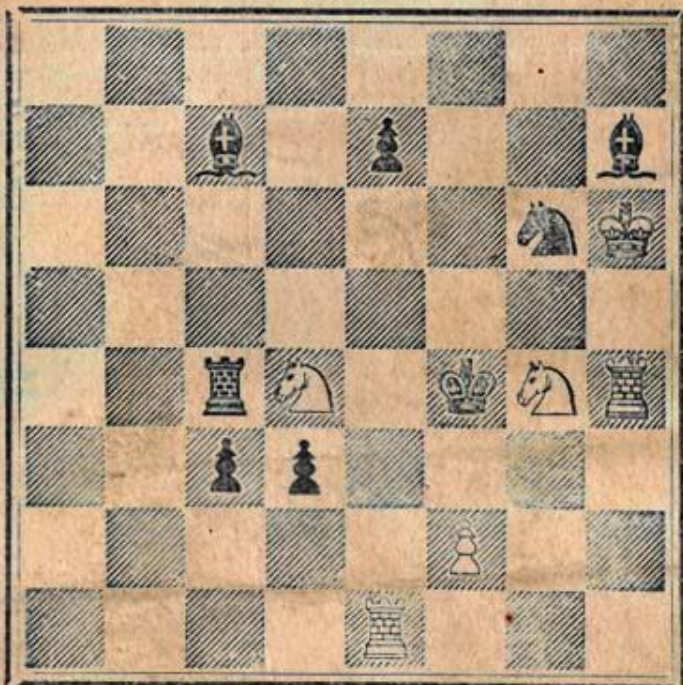
Psychologist – a non-player person who is engaged by players to provide an abraxas and its name

Chymical Wedding – an informal process where two players determine they would prefer to play the game together as a pair, rather than as individuals

Game Overview in a Nutshell

Players play singly or in pairs. The player can't speak during play. The player engages one or more passersby and, via a card, requests them to point out an object and tell them what it is ("that is a door; a door"). Having gathered five such objects and names, the player returns and uses charades to attempt to get the game master to guess at least one of the words. If one word is correctly guessed the player wins; otherwise the player fails.

BLACK.



WHITE.

White to play, and mate in four moves.

The following is an instructive game played between M. Von HEYDEBRAND and M. DE RIVIERE.

(Scotch Gambit.)

WHITE (M. Von H.)	BLACK (M. de R.)	WHITE (M. Von H.)	BLACK (M. de R.)
1. P to K 4th	P to K 4th	20. Q Kt to K B 3rd	Q R to Q B sq
2. P to Q 4th	P takes P	21. K B to K sq	P to K Kt 4th
3. K Kt to K B 3rd	Q Kt to Q B 3rd	22. Q to K 2nd	P to K R 4th (a)
4. K B to Q B 4th	K Kt to K B 3rd	23. Q Kt to Q 2nd	Q takes K P
5. P to K 5th	P to Q 4th	24. Kt takes Kt	P takes Kt
6. K B to Q Kt 5th	K Kt to K 5th	25. Q takes R P	Q takes Q
7. Kt takes P	Q B to Q 2nd	26. R takes Q	Q R to K sq
8. B takes K	P takes B	27. Q R to K sq	B takes Kt
9. Castles	K B to Q B 4th	28. P takes B	R takes R
10. P to Q B 3rd	Castles	29. R takes R	R to K sq
11. Q Kt to Q 2nd	Q to K 2nd	30. R takes R (ch)	B takes R
12. Q Kt to K B 3rd	K B to Q Kt 3rd	31. P to K R 4th	P to Q B 4th
13. P to Q R 4th	P to Q R 4th	32. P takes Q B P	B takes Q R P
14. P to K R 3rd	P to Q B 4th	33. P takes K Kt P	B to Q B 3rd
15. K Kt to K 2nd	P to Q B 3rd	34. B takes P	K to Kt 2nd
16. B to K B 4th	P to K B 3rd	35. P to K B 3rd	K to Kt 3rd
17. B to K R 2nd	P to K B 4th	36. K to B 2nd	P to Q R 5th
18. Q Kt to Q 2nd	P to Q B 5th	37. B to Q B sq	P to K R 5th
19. K Kt to Q 4th	P to K B 5th	38. K to his 2nd—and wins.	

(a) The fault of the Game. If, instead of playing thus, Black had boldly marched forward with his K Kt Pawn, it is pretty evident he would have been master of the situation in a very few moves.

Phase III: *Preformationism* (up to 50 minutes)

I welcome you back to the *Laboratory* and I hope you have all completed your *Judicium* successfully, having gathered one or more *Abraxas*.

Now, beginning with the smallest *Homunculus*, please mentally recite your gathered *Abraxas* one by one, and for each, use gestures to convey to me the great truth of being which the *Abraxas* denotes. I will interpret your gestures and verbally confirm the *Abraxas*.

I will make only one confirmation for each *Abraxas*. If I confirm the *Abraxas* as it was taught to you by the Psychologist then you must thump your chest with pride and joy, and loudly speak your name – thus becoming fully human.

If you exhaust your *Abraxas* without confirmation then you are not worthy of being human and must return to the *Putrefaction* from which you were formed.