

Supplemental Material

A SMALL PIECE OF THE SUN

Alternative Resolution Mechanics

Can't find stones? The Native American game that the resolution system is based on uses plum pits. Don't want to eat nine plums or don't feel like painting icons on anything? Fine, you can use dice.

Here's how:

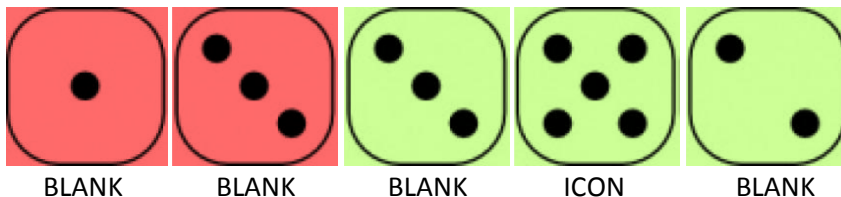
You'll need three different colors of six-sided dice. You can use different colors than the example if you wish.

- Two red d6s to take the place of the Folly Stones
- Five green d6s to take the place of the Wisdom Stones
- Two black d6s to take the place of the Harm Stones

The rules for deciding how many Stones work exactly the same, just with the word "Dice" replacing "Stones" in every case. Results of 1-3 are considered the blank face of a Stone, and results of 4-6 are considered the painted icon face of a Stone.

Example:

Coyote rolls in his attempt to make a one-sided wager against the Stone Giant. He gets:



This is the same as Coyote throwing one *O* and no *Xs* with the Stones; it's just way slower to read and less atmospheric. Hey, don't blame me! You're the one who didn't want to use Stones.

Ingredients and Theme

This game was written for the Game Chef 2012 game design contest hosted by the Forge. The ingredients that I chose were:

COYOTE
LANTERN
DOCTOR

Light setting description (from <http://indie-rpgs.com/archive/index.php?topic=8450.0>)

The game is obviously based around **Coyote** and the Native American tales of Coyote. The **Lantern** ingredient was the initial inspiration for focusing on Coyote's theft of fire. The Lantern also inspired me to have everyone turn a critical eye to Coyote and his actions; he has the harsh light of scrutiny upon him all the time. Yet, like a **Doctor**, he still tries to heal the First People society.

The game's **lightly sketched out background** was inspired by a thread on the Forge. This is an aspect of games like *Lady Blackbird* that I really enjoy. Goblins may be mentioned, but what they are

isn't etched in stone. You can make up whatever the group thinks is cool at that time. That leads to lots of good back and forth and a really enjoyable collaborative story-telling experience.

The contest's theme was **Last Chance**, as inspired by the end of the Mayan Long Count Calendar in December 2012, as well as the end of the Forge website. This theme is embodied twice in the game: at the beginning and at the end. In the beginning, the First People are "sick unto death." Without fire their society will collapse. At the end of the game, given Coyote's foolish actions, it is more than likely that fire will actually end up being the cause of their society's collapse. Many Native American tales are circular and this one is no different.

Lastly, a challenge of the theme was to **design a game that could be played only one time**. Once a player has played Fire or any of the Totems in this game, they can never play any other role again. The

knowledge they have would corrupt them for all other characters. I really enjoy how the forbidden knowledge aspect outside of the fiction of this game mimics the forbidden power of fire inside the fiction.

Author Contact Info

If you have any questions or comments about this game, please don't hesitate to contact me. I'd love to talk to you about it - especially if you've actually played it with real live humans! Or even better, real live Armadillos, Beavers, Crows and Coyotes!

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BLURB

The trickster Coyote attempts to save the First People by stealing fire. He is opposed by the great Totems: Armadillo, Beaver, and Crow – and occasionally fire itself.