Character name: _____

Character age : _____

Class : PARSER

My character's appearance

Character stats

> I have taken _____ spoon(s).

Taking a spoon

Say: Some things take a lot of energy for [ ] . You lose a spoon.
If the HUMAN announces they're out of spoons, continue reading at 'Switching roles'.

Explaining spoons

> In this adventure, spoons are your currency. Every try, you have a certain number of spoons to spend. A HUMAN must be aware of the number they've lost, and be conscious in the actions they try to perform.

A secret message for the HUMAN

START YOUR ADVENTURE HERE:

PARSER introduction

Step 1: welcoming a HUMAN

> Hello human. I am you, your parser, your interpreter. I am here to help you navigate your day. What is your name?

Fill all [boxes] with the HUMAN's name.

Step 2: PARSER commitments

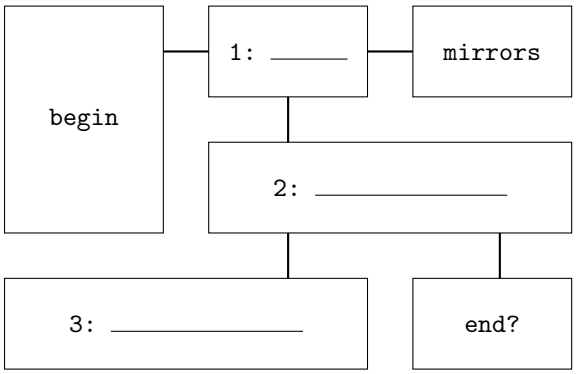
> Understood. I hereby declare to interpret the human named [ ] to the best of my abilities:

☐ Yes. ☐ No.

Step 3: commencing HUMAN PARSER

> Okay human, let us start.
Continue reading at location: Begin.

Map



A memory you share

A song you share

Password

Answering a question

When asked: who am I?

Say: [ ] is human and choose:
> They strike me as [adjective].
> I have never seen them [verb].
> I know you are fond of [noun].

When asked: where am I?

Take a look around, say: [ ] is in a place notable for... and describe:
> [something you see], or
> [something you hear], or
> [something you imagine]

For other questions, choose:
> [respond encouragingly]
> [respond questioningly]
> [respond genuinely]

Reading a HUMAN

When a HUMAN seems genuine

Say: [ ], I am [adjective] to hear that. Thank you for telling me.

When a HUMAN seems to be unsure

Choose one:
> That surprises me. How does [ ] really feel?
> Human, don't feel unsure. Try again, with confidence.

When a HUMAN seems to be making stuff up

Say: I don't understand and choose:
> I thought [imagine your thoughts].
> Sometimes your own thoughts confuse you. Continue at 'taking a spoon'.

Switching roles

Say: [ ], it is OK. Trust in your ability to parse yourself. Let's switch seats and sheets. We can give this adventure another try. Proceed to exchange character sheets and positions (if possible). Don't create new characters, but use these same sheets. The new PARSER starts at Location: Begin.

Narrating an action

Say: [ ] tries to [action]. Then refer to the action-specific responses below. Note that some locations have actions that override this script. In these cases, refer to the manual's text.

Action: move

Look at the MAP. If their move is valid:
> Find the new location in the manual and read from there.

Otherwise, choose:
> You don't succeed.
> After consideration, you don't.

Action: talk

Find the current location in the manual. If there's someone to talk to, read from there. Otherwise:
> You talk to yourself for a bit.

Action: dance

Say: [ ] has never danced much. [ ] tries for a few seconds now that no one is watching, but realizes you're watching yourself too closely. [ ] stops dancing.

Action: reflect

Say: You take a moment to breath. I understand, life is a lot sometimes.
Choose:
> Who are you?
> How do you feel?