

Heads Will Roll

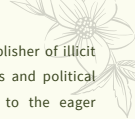
A Solo Journaling Game




The year is 1599. You are a publisher of illicit pamphlets, scathing caricatures and political scandal which you distribute to the eager public daily.

You have been betrayed by a former friend and await the inevitable day you are taken to the tower. Avoid execution for as long as possible. Roll a D6 to see how your day unfolds. Journal your experiences, draw cartoons, write dangerous articles.

If you roll the same number twice the guards arrive and the game is over.





1 | A friend offers to assist you with passage out of the country, but you choose not to abandon your work. How do you explain your decision to them?

2 | You are stopped by a guard and interrogated on your way to the printing press. Do you successfully dodge their questions? Do you sense you are being followed still?

3 | You run out of ink on your final printing run of the day. How do you get the important message out to the people?

4 | You are offered a bribe to print a different story than your planned print run. The briber says it's urgent. Do you take it?

5 | You slip in a piece of your own writing or artwork into today's edition. What is it?

6 | You have time to say goodbye to someone important but it means missing a print run. Do you go?

