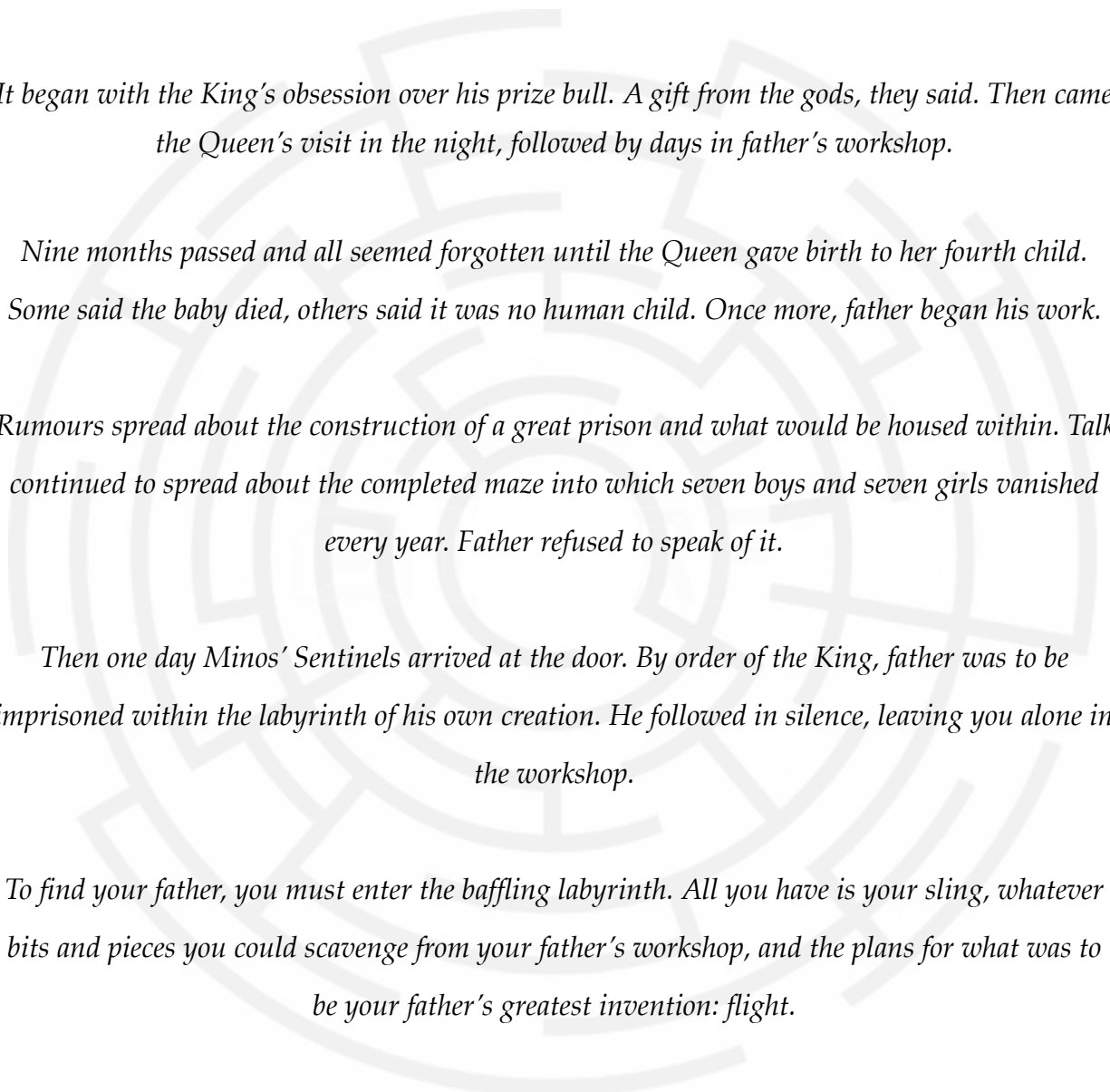




# IKE

*A 24hour RPG by Kezle*



*It began with the King's obsession over his prize bull. A gift from the gods, they said. Then came the Queen's visit in the night, followed by days in father's workshop.*

*Nine months passed and all seemed forgotten until the Queen gave birth to her fourth child. Some said the baby died, others said it was no human child. Once more, father began his work.*

*Rumours spread about the construction of a great prison and what would be housed within. Talk continued to spread about the completed maze into which seven boys and seven girls vanished every year. Father refused to speak of it.*

*Then one day Minos' Sentinels arrived at the door. By order of the King, father was to be imprisoned within the labyrinth of his own creation. He followed in silence, leaving you alone in the workshop.*

*To find your father, you must enter the baffling labyrinth. All you have is your sling, whatever bits and pieces you could scavenge from your father's workshop, and the plans for what was to be your father's greatest invention: flight.*

## ***Enter the Labyrinth***

*Ike* is a one-shot roleplaying game designed for one GM and one player. One person (the GM) takes on the role of the Labyrinth and the numerous twists, turns, secrets, and threats hidden within. The other person (the player) assumes the role of Ike as he navigates the Labyrinth in search of his father. No dice are required (except maybe to track Hits or because you might suffer polyhedral withdrawal if you don't bring them along), instead the success or failure of actions is determined by whether the attribute you choose is exhausted or not.

### ***A Mazy Multitude of Winding Ways***

There are five attributes in the game:



***Heart*** - Governs social interactions with any living being besides yourself as well as premonitions and suspicions.



***Body*** - For anything to do with strength and physical endurance.



***Mind*** - Used when Ike's intelligence or crafting ability is called upon.

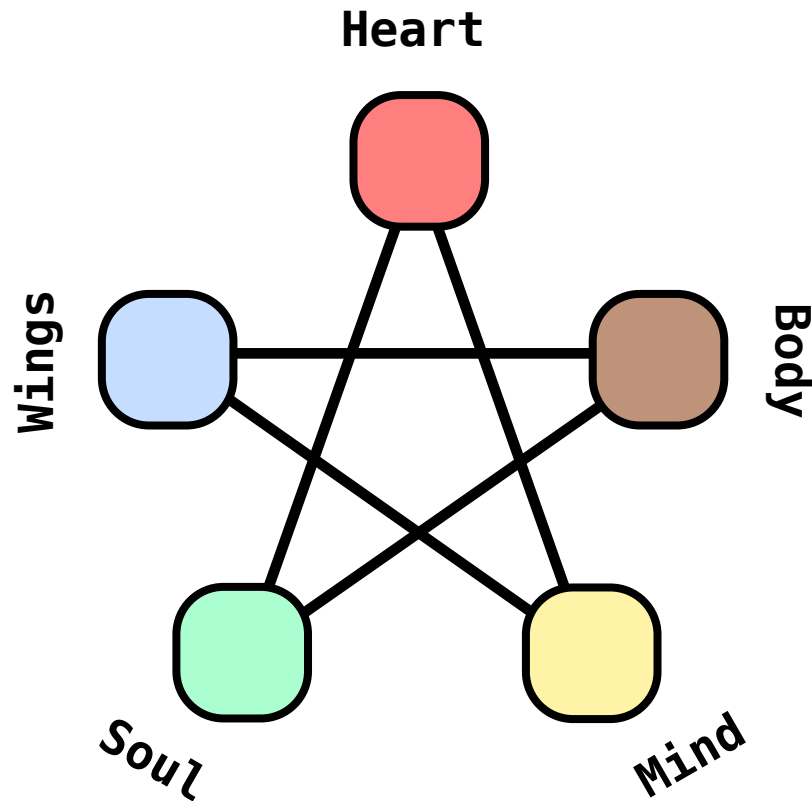


***Soul*** - Encompasses inner fortitude, resistance to the strange, and interaction with or use of unnatural powers (depending on setting).



***Wings*** - Covers agility, speed, and stealth.

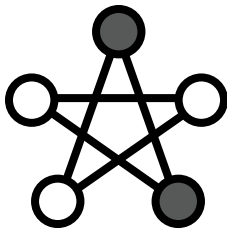
Each attribute is connected to two other attributes in a star:



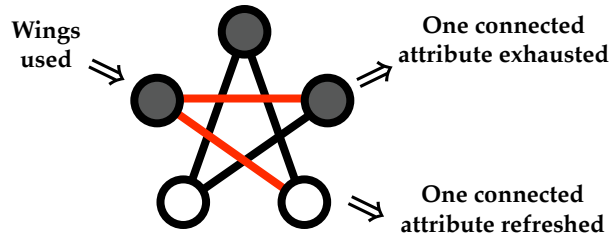
Whenever Ike attempts to overcome an obstacle or takes an action that has a chance of failure, he must use an attribute (Heart, Mind, Soul, Body, or Wings). The attribute he uses and one chosen connected attribute are both exhausted, the remaining connected attribute is refreshed (if it has been exhausted. If it is not exhausted nothing happens to it). The attribute used must be applicable to the situation and action being taken. For example, while Body or Wings may be applicable to Ike leaping an abyss that looks suspiciously like something is lurking at the bottom of it, Heart would not be suitable unless there is some very creative reasoning).

### Example:

Ike is navigating the labyrinth when he hears what sounds like a growl behind him. Rather than investigate, he decides to flee for his life and uses his **Wings** attribute.



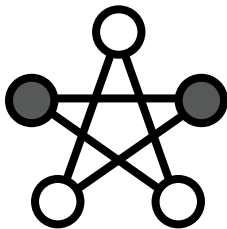
*At first two attributes are exhausted from a previous encounter*



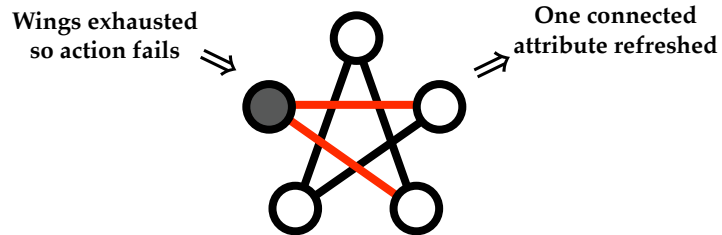
*Ike exhausts his **Wings** attribute and, since one of the two connected attributes was exhausted, it is now refreshed and the other is exhausted.*

You may choose to use an attribute that is exhausted. When you do so, whatever action Ike is attempting automatically fails and the GM describes a setback, injury, escalation in the situation, or some probably dangerous turn of events. In exchange, one of the connected attributes is refreshed.

### Example:



*Ike wants to use **Wings** to escape but it is already exhausted.*

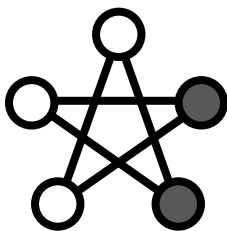


*Ike uses **Wings** anyway, failing his escape but choosing to refresh one connected attribute which he might use later to extract himself from the mess.*

If you use an attribute and both connected attributes are already exhausted, Ike takes a **Hit**. The action succeeds and all connected attributes are refreshed while the attribute used is also not exhausted. If the attribute used is already exhausted, the action fails (as

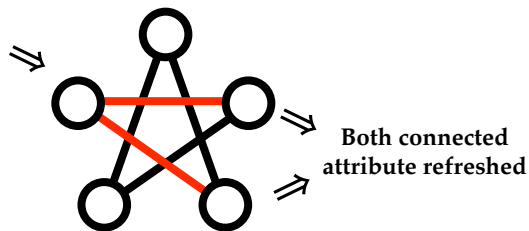
seen above) and Ike takes a Hit but all connected attributes are refreshed. Either way, the player describes some new found revelation or clue about the labyrinth or Ike's father's whereabouts. Meanwhile, the GM describes the nature of the Hit (mental fatigue, physical wound, etc.) and how it results from Ike's action. Ike can only take three Hits before he dies (depending on the length and nature of the game, this number may be adjusted. The less hits Ike can take, the more likely it is he will die a swift and painful death in the labyrinth).

### Example:



*Ike wants to use **Wings** but both connected attributes are exhausted.*

Wings is NOT exhausted



*Ike uses **Wings** anyway, all connected attributes are refreshed but he takes a **Hit**, thankfully this is his first Hit but each one takes him a step closer to death.*

Failing and thus refreshing an attribute may prevent Ike from taking a Hit for longer but ultimately the game is about exploration and discovery, Ike must succeed to progress towards his goal and suffer a Hit for the player to reveal new twists about the labyrinth and Ike's quest. To track which attributes are currently exhausted, tokens/coins/dice or something you can easily place and remove is recommended. Otherwise a lot of pencilling and erasing will be involved.

# ***The Coiled Habitation of the Crooked Labyrinth***

## The Characters:

**Ike** - Son of Dae and childhood friend of Princess Ariadne. Recently Dae has started to keep secrets and now he has been imprisoned in the labyrinth of his own creation on the order of King Minos, prompting Ike to set out in search of him.

**Dae** - Ike's inventor father. The designer of the labyrinth and somehow entangled in the recent trouble with the King, Queen, and rumours of a monster.

**The Labyrinth** - A cage of convoluted flexions fit for a monster. There is said to be no escape from the coiled habitation of the crooked labyrinth. It leads the eye astray by a mazy multitude of winding ways and bafflement is built into its countless corridors. So puzzling is the maze, Daedalus himself could not make a way out. Every year, seven girls and seven boys are sent inside, rumour says to appease a monster locked inside.

## Before you play, some questions for Ike:

- What have you heard about the labyrinth?
- What have you heard about the creature within?
- What secret do you remember from your father?
- What other motive do you have for entering the labyrinth besides saving your father?

### GM considerations:

Discuss the tone and type of setting with player. Your game may take place in historical Crete or it may be a horror fantasy with added elements of sci-fi and steampunk or anything between. Whatever sounds like the most fun to both of you.

Depending on the tone and intended length of game, set the number of Hits Ike can sustain (starting at three). Hits are taken when Ike uses an attribute and both connected attributes are exhausted. They may also occur as the result of particularly bad failures (depending on the situation and how the game is progressing). Once the tone is established, consider the basic structure of the labyrinth. Much will be revealed in play by both the player and the GM but determine at least the outside form. For example, decide if the labyrinth is a:

- Traditional maze of towering stone walls
- Suspended mass of ruins
- Ever-changing mechanical monstrosity
- Cloud-piercing tower
- A vast network of tunnels dug beneath the earth

As the controller of the labyrinth during the game, it is the GM's job to throw obstacles at Ike as he explores the maze and discovers secrets about what lies within and his father's whereabouts. If you are stumped for interesting obstacles and intriguing discoveries, this is the perfect time to pull out those random trap and encounter tables from your dungeon-crawling games/supplements (to get you started, there are also some example twists and encounters on page 10).



## ***Bafflement Built into Countless Corridors***

### Variants:

The game is designed for two players (one GM and one player) but you may try to stretch those limits. You could share the GM's role with excess players (see '*A Doomed Pilgrim in the Ruins of the Future*' by Vincent Baker for an example of this type of game). Alternatively, players may assume the role of Theseus, Ariadne, and other tributes or volunteers on their quest to navigate the labyrinth and slay the beast within (with more characters, you may want to tinker with the number of Hits and require teamwork when using attributes to pass any obstacle). Last but not least, in the default version Ike is male since he is based on the mythic Icarus, but of course he may instead be female if you so desire.

### Final Note:

This game was born from a sleep-deprived mind and written in less than 24 hours. It was never ever playtested. Any references to the story of Icarus, the mythic labyrinth, and the Bull of Minos, are intentional and not remotely accurate. *Ike* is not a recommended study guide for your Greek mythology exam or as a game design template but I hope it is at least semi-playable and may even prove enjoyable. -Kezle

### Sample Twists:

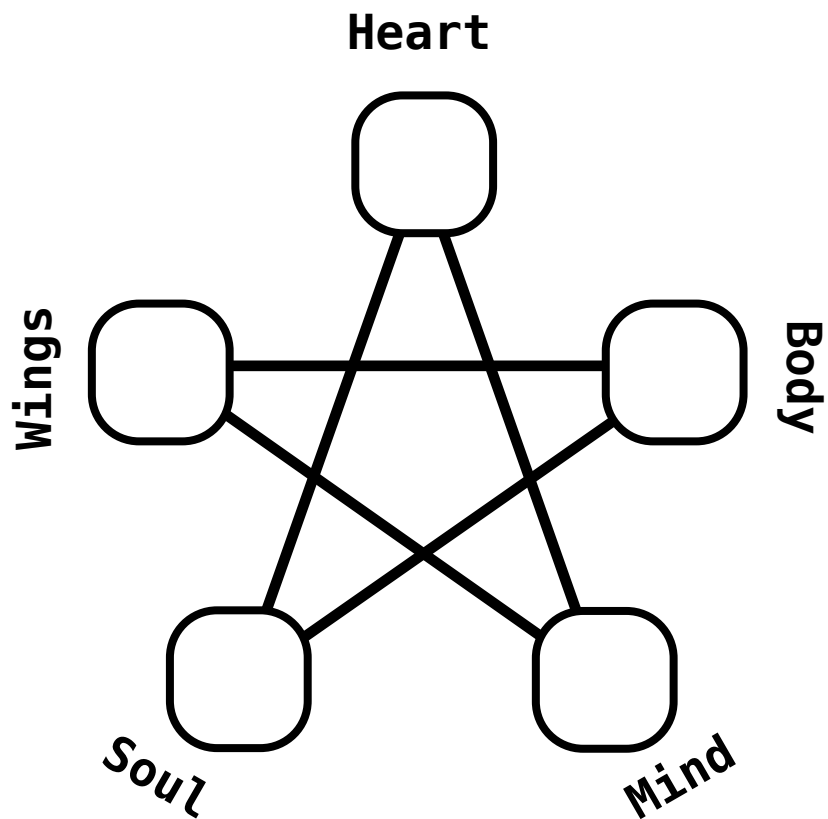
- The labyrinth is alive
- The labyrinth is slowly collapsing and soon the beast will escape
- There is no beast
- Past tributes are alive in the labyrinth
- The creature is human

### Sample Encounters:

- You know you have been at this junction at least three times, how can you escape the loop?
- You can hear singing on the other side of a wall
- You reach an open courtyard within the labyrinth but the exits close when you move towards them
- Something is following you and stealing food from your pack
- Everything you carry made of metal is pulled away and stuck to a strange stone
- You run into a deranged guard who strayed inside and became lost
- The walls here reflect everything and you find yourself lost in a maze of false images
- There is an odd smell in the air and you begin to hallucinate

### Sample Finds:

- A cryptic note in your father's handwriting
- Someone has painted a rough drawing of a horned figure and an arrow on the wall
- One of the walls is scored by scratch marks no human could make
- A piece of your father's latest contraption
- A trail of fresh blood leads down a corridor
- A line of chalk that abruptly stops before an intersection



**Heart** – Social Interaction and Premonitions

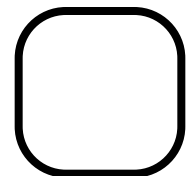
**Body** – Strength and Physical Endurance

**Mind** – Intelligence, Problem Solving, and Crafting

**Soul** – Inner Fortitude and Unnatural Abilities

**Wings** – Agility, Speed, and Stealth

**Hits**



***For Every Action*** – The Attribute used is exhausted, One connected attribute is exhausted and one is refreshed.

***Using an Exhausted Attribute*** – The Action is failed and one connected attribute is refreshed.

***When both Connected Attributes are Exhausted*** – Ike takes a HIT. All Attributes (including the one used) are refreshed and the player describes a new revelation about the Labyrinth.