

You have fallen in war. You remember nothing but your death. They didn't watch your back, they let the enemy hit you. Everyone must know how betrayed you felt, you want to scream it to the world and resentment is all that's left of you. Right now you can't do anything but yell: There's only orders to bark and orders to follow. Whoever doesn't obey is wrong, and he must pay for it.

Reception

- *Listen raptly to the Veteran's war story. Is he talking about you?*
- *When the Veteran shows the Memento, revert to a stereotype and do your worst.*
- *To prove the Memento is yours, tie it back to the stories and Mementos you have.*

Transmission

- *Every Fallen soldier holds up his Signals. Whoever has the most is the Sergeant.*
- *The Sergeant holds up an Unattuned Signal for trade. Everyone else does the same.*
- *If the trade happens, you re-enact the war story. The Sergeant picks a protagonist.*
- *If it doesn't, you play Slap the soldier. The Sergeant chooses the victim.*
- *Slap the Soldier ends if the victim guesses right or gives up an Attuned Signal.*

Epilogue

- *If you get four Attuned Signals, take off the Veteran's blindfold. The Epilogue starts.*
- *Once the Veteran speaks the Name, keep quiet and follow his lead.*
- *Get in line. You may embrace one Relative only if you have four Attuned Signals.*

You have fallen in war. You remember nothing but your death. You were one of many victims of friendly fire. Shit happens, they say, but you don't see why the others feel like they can carry on like nothing ever happened. Right now you can't do anything but sow discord: You always badmouth the others, lashing at them with pointed words, but you never find anything to say for yourself.

Reception

- *Listen raptly to the Veteran's war story. Is he talking about you?*
- *When the Veteran shows the Memento, revert to a stereotype and do your worst.*
- *To prove the Memento is yours, tie it back to the stories and Mementos you have.*

Transmission

- *Every Fallen soldier holds up his Signals. Whoever has the most is the Sergeant.*
- *The Sergeant holds up an Unattuned Signal for trade. Everyone else does the same.*
- *If the trade happens, you re-enact the war story. The Sergeant picks a protagonist.*
- *If it doesn't, you play Slap the soldier. The Sergeant chooses the victim.*
- *Slap the Soldier ends if the victim guesses right or gives up an Attuned Signal.*

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CODE ..._



You have fallen in war. You remember nothing but your death. You stepped on a landmine, a victim to your own bad luck. You never miss a chance to lament your sorry fate, obsessively seeking pity from anyone. Right now you can't do anything but mope: Your voice cracks out in sobs before you get to the end of a sentence.

Reception

- *Listen raptly to the Veteran's war story. Is he talking about you?*
- *When the Veteran shows the Memento, revert to a stereotype and do your worst.*
- *To prove the Memento is yours, tie it back to the stories and Mementos you have.*

Transmission

- *Every Fallen soldier holds up his Signals. Whoever has the most is the Sergeant.*
- *The Sergeant holds up an Unattuned Signal for trade. Everyone else does the same.*
- *If the trade happens, you re-enact the war story. The Sergeant picks a protagonist.*
- *If it doesn't, you play Slap the soldier. The Sergeant chooses the victim.*
- *Slap the Soldier ends if the victim guesses right or gives up an Attuned Signal.*

Epilogue

- *If you get four Attuned Signals, take off the Veteran's blindfold. The Epilogue starts.*
- *Once the Veteran speaks the Name, keep quiet and follow his lead.*
- *Get in line. You may embrace one Relative only if you have four Attuned Signals.*

CODE ._.

You have fallen in war. You remember nothing but your death. Not every prank turns out well. This one was really bad and the punchline was more of a bullet hole. Straight through your head. So absurd it makes you laugh. Right now you can't do anything but make fun of the others: Your jokes are grotesque, your stories pointless.

Reception

- *Listen raptly to the Veteran's war story. Is he talking about you?*
- *When the Veteran shows the Memento, revert to a stereotype and do your worst.*
- *To prove the Memento is yours, tie it back to the stories and Mementos you have.*

Transmission

- *Every Fallen soldier holds up his Signals. Whoever has the most is the Sergeant.*
- *The Sergeant holds up an Unattuned Signal for trade. Everyone else does the same.*
- *If the trade happens, you re-enact the war story. The Sergeant picks a protagonist.*
- *If it doesn't, you play Slap the soldier. The Sergeant chooses the victim.*
- *Slap the Soldier ends if the victim guesses right or gives up an Attuned Signal.*

Epilogue

- *If you get four Attuned Signals, take off the Veteran's blindfold. The Epilogue starts.*
- *Once the Veteran speaks the Name, keep quiet and follow his lead.*
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