

# الفن المحارب ولكن.. Thou Art But A Warrior: Play Advice

## Advice for Negotiation and Scenes

- Respect the ritual elements of game play.
- Really make big statements. If you want something, state that you get it - the Infidel will bargain it back. That said, take your time. Scenes don't need to start out huge and dramatic.
- Don't view the ritual negotiation as a vehicle for making fictional contributions better or more awesome, rather than a method for mediating between different player contributions to arrive at a consensus.
- Strongly advocate for your side. Hold grudges. But have an aesthetic sense that tells you when it's time to stop advocating and holding grudges. As a default, do play hard, though.
- Once you get a handle on how conflict works (and only after that) you can use incomplete statements in really fun ways. For instance, say that you and I are about to have a sword fight, and I want to draw it out. I could just say "I cut off your head" and negotiated from there. That's fine, and legal. But I could also say "I swing my sword at you" which in this case is an invitation for you to block or dodge my sword swing without going into conflict.
- After you have played a touch, look at *Song of Truth*, Polaris p.108. Consider the ramifications.

## Advice for the Heart

- The rivalry between Heart and Infidel drives the game.
- Resist the temptation to "Darth Vader" - remember that your character is supposed to be good guy! If one character is pushing experience much, much faster than other characters it winds up having the effect of that character hogging the story. It also makes the ending not so satisfying for the other players, because they don't get a chance to struggle with fate.
- Every Knight will eventually betray the people unless he dies first. So, once your Knight clicks over to Veteran, you should be angling to get your Knight to die before he betrays that which he loves.

## Advice for the Infidel

- State something awful and wait for the poor Heart player to say "You ask me far too much...". Then bring forward your hard hitting statement. Your second statement has to be lesser or *different*, remember.
- You can make the pursuit of a tragic death very hard. Find the point where you can most hurt the Heart and then hurt him there. Show no mercy for the character, but check in with the *player*.
- Show up with a Bang to toss at the protagonist for whom you are the Infidel.
- Consider that the Christians may be the good guys.

## Advice for the Moon and Star

- Act as heckler as well as cheerleader.
- Align your interests with either the Heart or Infidel in a given scene.
- Make it obvious why the Moon and Star characters are not protagonists. Their lives are not full of tragedy; they're full of something a bit less noble.