

PLAYER'S CHOICE

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NUMBER OF PLAYERS: 2

- The King
- The Adversary

OBJECT: The object of the game is to collect as many pieces as possible before time runs out and the game is over. The King makes the decision to end the game. The Adversary is aware, from the beginning, that this option belongs to the King.

EQUIPMENT:

- 1 board
- An indefinite number of playing pieces

PREPARATION: The board, of a spherical shape, is set in the heavens, suspended in the universe. Place two playing pieces on the square labeled "Eden."

These two pieces begin the game belonging to the King, but every piece added hereafter begins the game belonging to the Adversary. The Adversary's disadvantage is that at any point in the game he can lose a piece to the King. Once the King owns a piece it is his for the duration of the game. There is no provision for the Adversary to regain ownership.

THE KING: The position of the King is the highest position in the game. There is no position with greater authority, power, and advantage. While the King created the pieces, he never intended for them to be used in a game. They were created for his pleasure, to bring completeness to his kingdom. Therefore, as the pieces were created *for* him and *by* him, each one is a priceless treasure, and he will go to any length to gain each one back, even to sacrificing the Son piece, the most powerful piece on the board.

The King can and does affect the moves of the game pieces, but his influence is limited by the choice of the piece, and that choice is changed

constantly throughout the game. Rarely does the King actually put his hand on a piece and make a play, but rather he will communicate his choice to the piece and then allow that piece to make its own move.

A great advantage, however, is that once a piece has initially chosen to move into the King's realm, the King places a part of himself into that piece, thereby allowing instant communication with it. With this mind-meld, the piece can then gain knowledge from the King, knowing his desires and plans. Once a game piece has pledged its loyalty to the King and is sealed with the King's seal, the Adversary can never again own it. So, while a playing piece's natural inclination is still to gravitate towards the Adversary (its original owner), the power instilled by the King into the piece nullifies that effect.

THE ADVERSARY: While this position is different from the King's, it also has its advantages. Each piece starts out belonging to the Adversary, and has a natural inclination to gravitate towards his side. The Adversary's ability to affect the pieces is great, and he, unlike the King, has no scruples about how he uses the pieces in the game. The Adversary has few rules, but what rules he has have been set by the King and cannot be broken without special permission. His only goal in the game is to keep game pieces out of the King's possession. He cares nothing about the game pieces, their only value is in the agony it causes the King to lose them. They are the Adversary's trophies, his to flaunt in the face of the King.

While the Adversary can and does affect the moves of the game pieces, his ability to influence the piece is limited by the choice of that piece, and that choice is changed constantly throughout the game. Rarely does the Adversary actually put his hand on a piece and make a play. Rather, he will communicate his choice to the piece and then hope the piece will choose his way. The Adversary's greatest advantage, however, is that most game pieces have a natural inclination to choose his way anyway, and it usually takes very little effort on the Adversary's part to influence the decision.

THE HENCHMEN: Each player has on his side a number of henchmen who help him with the game. They have pledged their allegiance to either the King or the Adversary, and are under the complete control and authority of the one they have chosen to follow. They have duties, orders, and responsibilities that they carry out during the game.

THE PIECES: The pieces are unique in that they have the ability to choose their own moves. Each piece is able to make decisions and choices for itself. As it moves around on the board it will interact with and affect the other pieces with each choice it makes. The King and the Adversary have a limited affect on the pieces, and while they can sway a choice or affect it to some extent, the ultimate choice of the play is made by the piece.

With the exception of the Son piece, once a game piece is removed from the board, it is gone for good; nothing can bring it back into play.

PIECES WITH SPECIAL IMPORTANCE: While each game piece is of equal value, some can be given special assignments that vitally affect the side they belong to. In these particular instances, the King or Adversary actually put their hand on the piece and make a play. These pieces can be played only once during the game.

The King has the option of using these pieces:

- *The Noah Piece* - destroys all but seven game pieces
- *The Abraham Piece* - brings the addition of many pieces to the board
- *The Moses Piece* - gathers three million pieces to move together across the board
- *The Son Piece* - this is the single, most important piece on the board. This piece is different from the others, not in looks but in purpose. This is the only piece that can be returned to the playing board after its removal.
- *The Paul Piece* - the cause of many pieces moving to the King's side.
- *The Armageddon Piece* - this is the final battle between the forces of the King and the forces of the Adversary. To be played at the end of the game.

The Adversary has the option of using these pieces:

- *The Serpent Piece* - Played at the very beginning of the game, it will cause the game to change drastically. While the King created each piece, playing this piece transfers all ownership rights to the Adversary.

- *The Judas Piece* - The Adversary believes this to be his most powerful piece, the only one that can destroy the Son piece.
- *The Stalin and Hitler Pieces* - These single pieces will cause the destruction of many others, permanently removing them from the game.
- *The War Pieces* - These pieces will also cause large numbers of playing pieces to be removed from the board.
- *The Antichrist Piece* - This piece is played toward the end of the game, and the Adversary uses this piece to throw many other pieces into confusion and cause them to unknowingly join his side.

THE PLAY: The game starts with the two game pieces on the board, placed on the square called Eden. As the game is played, more and more pieces are added to the board, while at the same time other pieces are being removed. The pieces move about across the board at will, while the King and the Adversary each work against the other to gain each piece's allegiance. Even though a piece may belong to the King, the Adversary has full rights and limited power to try to get the piece to help his cause.

The King speaks in a quiet voice, allowing each playing piece to choose what he will do. The Adversary, on the other hand, will use everything in his power to force the piece to choose his side. The use of condemnation, guilt, lies, and deceit will work wonders for gaining ground with pieces. They will usually fall prey to flattering words and cunning lies, and will often be easy to confuse, distract, and entice over to helping him. The Adversary will also use his henchmen to play mind games with the pieces and cause them to make choices that will distract them from hearing the King's choice of moves. For the most part the Adversary will concentrate on the pieces that belong to the King, as the others already belong to him by default.

The Adversary's biggest threat are those game pieces that have learned to love the King, to hear his voice and carry out instant obedience. Against these pieces the Adversary bears a hatred that would result in instant removal from the board if it were in his power to do so. Fortunately, once a piece chooses the King it is immediately under his protection and the Adversary can only be a nuisance to it. The deeper the relationship a piece has to the King the harder it is for the Adversary to influence it.

If a piece chooses to give its loyalty to the Adversary it gains the power to control the Adversary's henchmen, using them to further the Adversary's game. On the other hand, once a piece chooses the King and receives its mind-meld and seal of the King's protection, it has full access to the King's power and authority, including the ability to control not only the King's henchmen AND the henchmen of the Adversary, but to control the Adversary himself. Unfortunately, few of the King's pieces realize this advantage, and fewer yet use it. The Adversary will go to great lengths to keep a piece from getting to this point, and he is usually successful.

All the pieces belonging to the King are aware of the game being played. The pieces that do not belong to the King usually have no idea of the game, even going so far as, when brought to their attention, denying that the game exists.

Each playing piece has only one strength—its ability to choose. If a piece chooses the King then the King can use that piece in a mighty way to fight for his kingdom. If the piece chooses the Adversary, or makes its choices based on itself, than it is to the advantage of the Adversary.

END OF GAME: It is the King's option to end the game. The Adversary knows this from the beginning. The King's decision to prolong the game comes from his passion to own as many playing pieces as possible for his kingdom. To lose even one is exceedingly painful for him. Therefore, he will allow the game to proceed long past the time that others might choose to end it. His goal is to allow as much time as possible for his game pieces to influence the Adversary's pieces and cause them to move over to his side. However, when he can wait no longer the game will end, and he will gather all the pieces left on the board that are his and remove them to his kingdom. The pieces that are left will go to the Adversary, and the playing board will eventually be destroyed.

This game is played for keeps. When a piece is removed from the board, it belongs to either the King or the Adversary, and once that decision is made it is irrevocable. The King will win. But the question is, how many pieces can the Adversary remove from the King's prize collection?

Play and find out.