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MORTON'S L I T E

13%

an introduction to
real-life gaming

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WHAT IS MORTON'S LITE: 13%?

It is the first step towards changing your life forever and an introduction to the adventure that is real-life gaming. Specifically, it is a free sampling of Morton's List, The End to Boredom. As a game, Morton's List is in a class by itself: There is no playing board but the ground you walk on. There are no imaginary characters or scores—only the players, and the actual Quests set forth by the game. In Morton's Lite: 13% there are no winners or losers, only the memories and real experiences gained. The rules are easy to follow, and all will be explained in the following pages.

To understand Morton's Lite: 13% , it is necessary to understand Morton' List, the game from which these rules and Quests are drawn. When asked to describe Morton's List, there are as many answers as there are people who play. For some, it is a way to kill an hour with some random fun. Others claim that Morton's List has shown them their own hidden talents and deeper levels of reality. Some even claim that it has opened secret doors to personal growth, leading to life-long transformation. Whether this game is simply something to do in conjunction with a favorite drug, or brings you a soulmate and newfound levels of happiness, it has already changed lives and ended boredom for thousands worldwide since 2001.

For those already familiar with Morton's List, Morton's Lite: 13% is a trimmed-down, stand-alone game, featuring things familiar and new. It is to be passed around freely to those inside and outside of the Inner Circle, explaining the basics while providing the real-life entertainment that you know and expect from Morton's List. Whether you are playing for the first time, or already a Twilight Lord, Morton's Lite:13% is the chainsaw that can cut boredom out of your life forever.

Choosing to play is always up to you; but since fate, karma, and chance have brought this game into your lives, why not read on...?

ELEMENTS OF THE GAME

Quest

This is one of 28 different and interesting activities contained within *Morton's Lite: 13%*. These activities are called Quests because in the context of the game they are something greater than fun things to do—they are entertaining missions to complete. While playing *Morton's Lite: 13%* players will randomly determine one of these Quests and then perform it. Some are well-known leisure activities. Others are more creative, some are mystical, some challenging, and some adventurous. Many will take players to places and show them experiences that they never would have enjoyed had they not been playing *Morton's Lite: 13%*. The 28 Quests of this book are selected from the 360 of *Morton's List*, reflected in the title (the extra percentage comes from the Manipulations).

Manipulation

This is an activity done before, during, or after a Quest that changes players' behavior or the nature of the Quest—think of it as a game within a game. Manipulations are wild cards that add spice and a dash of the bizarre.

Table

In *Morton's Lite: 13%*, a Table is a collection of numbered, ordered Quests or Manipulations. There are 2 Tables in this game, The Hand-Picked Table, consisting of 28 Quests, and Morton's Manipulations, consisting of 28 Manipulations. In the original Morton's List, there are nine primary Tables consisting of about 29 Quests, each structured around a theme. These are Solar Rise (daytime and normal business hours), Cosmic Law (games and

order), Mortal Ties (extroverted and socially interactive), Lore Galore (knowledge and science), "I'm Neutral" (the theme of no theme), Mountain (physical activity), Vision Quest (creation and self-awareness), Chaos (mayhem and destruction), and Nightscape (nighttime and after hours). Each Table is bound to its opposite, day to night, order to chaos, social to spiritual, mental to physical. Beyond these, there are three higher, seldom-attained Tables, and one very illusive Table of legendary Quests. The 28 Quests of *Morton's Lite: 13%* are drawn exclusively from the first nine Tables (3 from each Table), with the 28th being from one of the higher Tables.

Moral Code

Everyone has a Moral Code. Though some are more elaborate than others, each one of us lives by our own personal code of conduct. Whether this code is influenced by religious faith, governmental laws, or comes from an inner sense of what is right and wrong is unimportant. What is important is that people recognize and respect the beliefs of others, whatever they may be and wherever they may come from. This applies directly to anyone playing *Morton's Lite: 13%*. There are bound to be times when some player or players have a moral objection to completing a Quest that was rolled. Whatever the grounds for the objection, the Quest is either modified so that everyone can participate without bending their beliefs, or another Quest is rolled. It is never right to pressure people into violating their Moral Code—after all, the purpose of this game is for everyone to have a great time.

Inner Circle

This is the group of people playing *Morton's Lite: 13%*. The Inner Circle is established when the players take an oath to do whatever Quest is rolled, so long as it doesn't conflict with their Moral Codes. Players within the Inner Circle are commonly referred to as group members. The Inner Circle is typically made up of three or more players, and the old adage, "the more the merrier," certainly applies here. However, it is possible to play with two players, or even one. Throughout the game the Inner Circle supports each other, and works together (most of the time, anyway) to both take part in the Quest and have a good time.

Table Master

One member of the Inner Circle is randomly determined to become the Table Master for the duration of each Quest. Although still part of the Inner Circle, this person is responsible for guiding the group along, handling any disagreements that might arise, and generally acting as a final decision maker. A good Table Master listens to the thoughts, opinions, and ideas of all members of the Inner Circle, before deciding on a course of action that will bring the most enjoyment to the most players.

Morton Boulder

This is the special 30-sided die used to play *Morton's Lite: 13%*. Except in very rare instances, only the Table Master may roll the Morton Boulder. Its primary use is to randomly determine the Inner Circle's Quest and Manipulation.



(sold separately)

Karma

Unlike traditional Buddhist/Hindu definitions of karma (the effect of people's good and bad deeds that bind them to the cycle of birth, death, and rebirth), here it is the force that *Morton's Lite: 13%* harnesses to end boredom. This is the life force and energy within us. When Karma is high, people feel good, motivated, open-minded, and ready for anything. When drained of Karma, people feel slow, lethargic, and generally uninterested in doing anything: bored. Karma exists in many forms. It is most often described as *positive* but occasionally as *chaotic*, *strange*, or even *naughty*. What is so wondrous about Karma, however, is that it exists somewhere between luck and fate, tying one power to the other. In some unexplainable way *Morton's Lite: 13%* focuses the Inner Circle's Karma, taking a seemingly random Quest and turning it into an entertaining and occasionally life-altering experience.

ORDER OF PLAY

SUMMERIZED

Below is a brief summary of steps needed to play and master *Morton's Lite: 13%*. Before playing the game, fully read through all six steps (explained on the following pages). Once familiar with the game mechanics this outline can be used as a reference to make sure none are skipped. On the following pages are detailed descriptions of the six simple steps below:

1. Inner Circle

Before playing, anyone new to the game should be made familiar the rules. All players then give an oath that they will perform whatever Quest and Manipulation is rolled for at least one hour. Those (feeblos) not wishing to participate leave the area. All who choose to play become the Inner Circle.

2. Table Master

The Inner Circle randomly determines who among them will become the Table Master for the duration of the Quest. The Table Master is the group's guide and leader.

3. Rolling the Boulder

The Table Master makes two rolls of the Morton Boulder. The first is on The Hand-Picked Table (page 13) to reveal the Inner Circle's Quest. The second is on Morton's Manipulations (page 36) to determine how the Quest will be Manipulated. Before and/or during the die rolls the Table Master has the option of leading the group in a ceremony called a Karmic Gathering to instill the Morton Boulder with Karma.

4. Winds of Change

The Inner Circle discusses the Quest/Manipulation rolled, and how to go about accomplishing it. Should there be any moral objections, or it is overly impractical to complete what was rolled (requiring a car, good weather, too much time or money, or being overly dangerous or unlawful) the Table Master rolls a different Quest and/or Manipulation, as necessary.

5. The Quest

The Inner Circle makes preparations, gathers any necessary supplies, and sets forth to complete their Quest.

6. End Time

One hour into the Quest the Inner Circle's commitment to the game is fulfilled. Those wishing to continue play may do so until the Table Master declares the Quest over.

ORDER OF PLAY

1. Inner Circle

When a group of people gathers to play *Morton's Lite: 13%*, the first step is to determine who will become part of the Inner Circle. Only those who take the oath of *Morton's Lite: 13%*, giving their word to complete whatever Quest and Manipulation is rolled, form the Inner Circle. By agreeing to play, each member of this group vows to put at least one hour of honest effort towards enjoying the game and participating in the Quest. With this commitment, players are assured suspense, letting Karma decide their course as they pass through *Morton's Lite: 13%* into a realm of limitless possibilities. This is perhaps the single most important aspect of playing the game. Those who would break this oath be wary: bad Karma and unforeseen dangers await. Anyone new to the game should be fully aware of this and all other steps before deciding to play.

Those who decided not to take the oath of *Morton's Lite: 13%* for any reason may not participate in the Quest, and should leave the immediate area before the Inner Circle proceeds. Why? Because the whole process of determining the Table Master and the Quest requires a focusing of positive Karma. If those who declined the oath are unwilling or unable to leave, the Inner Circle should relocate.

Generally, anytime is a good time to play *Morton's Lite: 13%*, but there are a few considerations as to when the *best* time is. Most businesses close up and people tend to go home some time after dark. Therefore, the further it gets past midnight (even on weekends) the greater the difficulty the group may have enjoying some Quests. Various Quests however, thrive on darkness, so this guideline is far from etched in stone. Additionally, each player should have access to about six dollars. Many Quests cost nothing to complete, and some might even make the group money, but there will be times when cash is beneficial or even necessary to complete a Quest. If the Inner Circle rolls a Quest that requires

cash and finds themselves completely broke, they will need to acquire some. This becomes an integral part of doing their Quest. The group will also need a Morton Boulder (a virtual one is available at MortonsList.com), one six-sided die per player, a timepiece, and a copy of this book (at least this last is a given!).

It is also best to have at least three players and generally the larger the Inner Circle the better. However, really large groups may become unmanageable unless the Table Master is a particularly good leader. If the Inner Circle should happen to number 13, they may need to add or lose a player to avoid mysterious repercussions. Although *Morton's Lite: 13%* is oriented towards groups, two people (or even one) could play the game. In cases like this, skip Step #2 because the leadership of a Table Master is not needed.

2. Table Master

Once the Inner Circle is formed, they begin the process by which one of them is randomly chosen to become the Table Master for the duration of their Quest. The Table Master is basically a leader who listens to all opinions and ideas, then makes decisions if group consensus cannot be reached. Instead of being a dictator, the Table Master works alongside everybody to make the Quest as fun as possible. Table Masters do not give orders; they make fair decisions to help turn an otherwise chaotic mob into a focused group. It may help to think of the Table Master as Arthur Treacher and the other players as extra crispy fish planks, or perhaps like Lion-O and the players as Thundercats—all working together for fame and adventure.

In addition to those mentioned above, the Table Master has two other unique privileges and responsibilities. First, only the

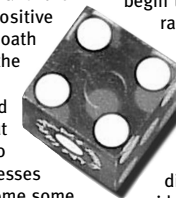


Table Master rolls the Morton Boulder to determine a Quest and Manipulation.

Second, the Table Master is the one who declares the Quest over, as described below in Step #6, End Time. Remember that even with all these privileges, the Table Master is still part of the Inner Circle, and does the Quest like everyone else.

Being the Table Master brings with it the challenging but rewarding responsibility of leading a group through surprising encounters and uncertain fates. It also puts a chaotic spin on normal group dynamics.

Sometimes accustomed leaders will find themselves taking the back seat to those who are normally meek. In other words: those who are usually lost in the circus of life could become the ringmaster, leading carneys in a bizarre performance that is only limited by the creativity of their own MINDS!

The following is the *official* way of determining Table Master, although it may be done more informally via drawing straws, rock-paper-scissors, flipping coins, or any other *random* process. If time and dice are available, it is recommended that the elimination-style roll-off be used.

For each player participating, one six-sided die is needed. One person begins by rolling all dice and totaling the results. Next, the player to the left picks up the dice and rolls. This continues until everyone has rolled once. The player with the lowest total is eliminated from the roll-off. This person removes one die and has lost all hopes of becoming the Table Master. The next round of rolling is identical to the first, minus the eliminated person and one die. All ties are broken by rolling dice. As players are eliminated one by one, suspense builds until Karma reveals the one destined to lead the Inner Circle through the journey that lies ahead. This person becomes the Table Master. *There can be only one.*

3. Rolling the Boulder

The newly selected Table Master then randomly determines which of the 28 Quests, modified by one of 28

Manipulations, the Inner Circle will do. First, the Table Master turns to The Hand-Picked Table (pg. 13) to roll the Quest. To determine their Quest, the Table Master rolls

the Morton Boulder a matches the number rolled with the corresponding number on The Hand-Picked Table. Next to each item on the Table are page numbers. By turning to the appropriate pages, the Table Master is easily guided through the entire process.

Table Master then turns to Morton's Manipulations (pg. 36) to determine the group's Manipulation, for their ultimate Quest/Manipulation combo.

When the Morton Boulder is rolled, it cannot be interfered with until it comes completely to rest. While rolling, it is recommended that the Table Master be the only one to reference *Morton's Lite: 13%*. This creates an atmosphere of suspense, because the results of the rolls are revealed only as the Table Master wishes.

Although optional, the Table Master may enjoy setting a certain mood while rolling the Morton Boulder. Called a *Karmic Gathering*, this ceremony can raise anticipation, and more importantly, Karma:

Karmic Gathering

A Karmic Gathering can include anything that makes rolling the Morton Boulder more inspiring and enjoyable. Something as simple as a headdress, for instance, can highlight the Table Master's status, and add a ritualistic flair. These include baseball caps, wigs, potted plants, nylon stockings, lampshades, etc. Even how the Morton Boulder is rolled can be played with to create a unique effect. Tossing, swirling, throwing, juggling, launching, or any other form of projection will all reveal a number between 1 and 30.

The ceremony should include all group members and stimulate as many of the six senses as possible. Candles, music, incense, dances, dramatic lighting, costumes, Karma-increasing speeches, and more are all great mood-inspiring aides. The duration and complexity of this ceremony is totally up to the Table Master. The main purpose here is to set an exciting mood and atmosphere before and during all rolls leading up to the Quest.

4. Winds of Change

Once the Table Master has finished rolling the Quest and Manipulation, everyone discusses how best to go about completing them. Typically there are many options within any given Quest, though some are more specific than others. Although the Table Master approves final details, it is important to seriously consider all suggestions from the rest of the Inner Circle.

Sometimes it's a good idea to establish criteria for the Quest. Otherwise, it can be difficult to determine if everyone has actively participated. For instance, if the Table Master rolled Friendly Encounter, (pg. 19), the decision could be made to relocate to a favorite hangout. There, all group members choose people who look like they they would make good freinds. Additionally, it is determined that "friends with benefits" is the ultimate success. If they fail to make friends, they must try again until they succeed, or at least manage to talk with a new friend for five or more minutes. Thus, the Table Master has determined criteria for the ultimate success (friends with benefits), and minimal success (a five-minute chat). Whatever the Table Master decides, let the most fun for the most people be the most important rule.

When discussing the Quest, the Inner Circle should take care not to stretch its intent too far from the original meaning. If there are any questions as to what the Quest pertains to, they should fully read its description before attempting to complete it. For instance, were Skate or Die (pg. 26) rolled, the Inner Circle would be wrong to play a skateboarding video game. Paranormal Activity (pg. 33) could be completed by trying to ghostwrite at a graveyard, or attempting to photograph ghosts at a "haunted" house. It would be counter to the spirit of the Quest to simply watch *The Ring*, the movie. There are many different paths to legitimately fulfill a Quest, so don't be weak with it.

Adventure Aids

Entertainment Guides and Newspapers—From want ads to bar bands to personal ads to yard sales, there's nothing better for local information than a good daily or weekly paper.

Friends and Relatives—Vital in all aspects of life, friends and loved ones can be a great help. Aside from providing cars, money, and advice, they often know or remember or posses just the thing the Inner Circle is looking for.

Government Info Centers—Roadside tourist centers are typically located on highways near state boundaries, but anyone can call or write to their state Offices of Tourism and receive free information in the mail. Additionally, the U.S. Government's Consumer Information Catalog is one of the best all-around free resources to have. It lists over 200 free or low cost booklets on every topic imaginable. Write to: Consumer Information Center, Dept. B, Pueblo, CO 81009.

Internet—This is, of course, potentially the greatest Adventure Aid of all. Nearly any topic can be looked into. From local to global, many (meta)search engines can help the Inner Circle explore the world around them. There are also many free services available: games, maps and trip planning, match-making, chat, etc. Also, www.mortonslist.com contains many resources useful to the Inner Circle.

Maps—When navigating in unfamiliar territory, maps of every scale can really come in handy. On the small scale side they are great for locating out-of-the-way cities, tracts of wilderness, lakes, and other large and/or especially interesting places. Larger scale city/tourist maps often include entertainment and cultural centers as well as attractions of all sorts. Whether pinpointing the location of a once grand now abandoned building, or finding out which train track tunnels under a river, a good eye can pick out a lot of useful information from any map.

The Pages—It's amazing how many interesting and potentially very useful businesses lie hidden within any decent sized Yellow Pages. Many also provide a wealth of free public service information. This, as well as business pages, can be indispensable resources perfect for locating goods and services, whether they be as common as a restaurant or as rare as a nudist resort. White pages may also come in handy for locating people; and never underestimate the blue governmental pages. There, the Inner Circle can find out about everything from community centers to garage sale and hunting ordinances.

The Telephone—Whether calling directory assistance, tourist bureaus, or 800, 888, or 818 numbers, the telephone is an invaluable tool. Numbers, in the right combination, are all that is required to unlock limitless information.

When engaged in Winds of Change, the Inner Circle should be fully aware of the many options available to them. Below are some resources that could be extremely useful when gathering information for a Quest:

Normally, once a Quest is begun, the Inner Circle does everything possible to accomplish it. In rare circumstances, however, the group (or one or more members) may be unable or unwilling to complete a Quest. The only time it is acceptable to re-roll a Quest is in the following instances: 1) one or more of six specific reasons arise, as described and illustrated in the Warning Icons section; 2) a Quest is deemed overly impractical; and 3) an individual's Moral Code would be violated. In any case, if a re-roll is warranted, the Table Master can choose to re-roll.

1. The Warning Icons—Each Quest may be assigned up to six Warning Icons. If applicable, these appear at the top of the Quest description and represent obstacles that might make it too difficult to complete. Should a Quest with one or more icons that pertain to the Inner Circle be rolled, the Table Master roll may decide whether or not to re-roll. Example: If the Inner Circle doesn't have access to a car and rolled Primal Hunt (pg.14), which has a car icon, a re-roll would be warranted if the group lived far from an area where they could hunt. Had the Inner Circle lived within reasonable walking distance of potential prey, the car icon would not have applied, and a re-roll would not have been needed. The Warning Icons and their meanings are as follows:



Car—These Quests will likely require the use of a car or other motor vehicle, either to reach a possibly distant location or because the Quest specifically involves an automobile.



Danger—These Quests may involve an element of danger, physical or otherwise. Should these risks be considered too great, the Inner Circle may re-roll. If they decide to go ahead anyway, they should take utmost care to protect themselves and avoid all unnecessary perils.



Law—These Quests may not be legal depending on where the Inner Circle is located, or the player's age. Beyond this, some activities can become illegal when done to excess or recklessly. It is also a good idea for everyone present to be fully informed of all applicable laws and statutes.



Money—These Quests will probably cost each member of the Inner Circle more than the six dollars that everyone should normally be prepared to spend.



Time—These Quests will probably take longer than one hour to complete. The Inner Circle should determine how long the Quest could take, and if anyone is not able to take part due to time restrictions, it may be re-rolled. If they go ahead with the Quest, anyone who wishes still has the option to stop playing after one hour (if that player is half-stepping, that is).



Weather—These Quests will probably have to be completed outside and may involve physical activity. Whether due to extreme temperature or precipitation, or if the weather is simply considered too uncomfortable, the Inner Circle may yield to Mother Nature and re-roll.

2. Impracticality—Sometimes, there are certain gray areas that the Warning Icons just don't cover. A Quest may be just too impractical for it to be enjoyable. For example, a Quest requiring computers is rolled, and no group member owns one. After considering all other options, such as libraries, universities, and friends' houses, and taking into account that it is 4:00 a.m., they realize that none of these approaches are going to work. Desperate, they look through the Yellow Pages trying to find a twenty-four-hour copy center (known to have computers), only to learn the nearest one is over 25 miles away (too far). Ultimately, they are forced to deem the Quest impractical and should re-roll.

3. Moral Code—Everyone has a Moral Code. It is a set of rules we live by, and encompasses all of our morals—what we think of as right and wrong. Many of the morals in our Moral Code are also forbidden by law, such as not doing illegal drugs or killing another person. Yet many of us hold moral codes against activities that are allowed under the law. For instance, some people refuse to have sex before marriage, or eat animal products for religious, health, or other reasons. These self-induced restrictions are just as valid and important as ones enforced by police. Neither should ever be violated by playing *Morton's Lite: 13%*.

It may happen from time to time that one or more members of the Inner Circle will object to completing a Quest on the grounds that it violates a Moral Code. This is natural and should be expected and not seen as a problem. To resolve the objection, alternatives that both make the Quest morally acceptable and fall within its guidelines may be discussed, or it may be re-rolled entirely. It should also be noted that phobias are treated like a Moral Code, and Quests that instill serious negative psychological reactions may be re-rolled.

5. The Quest

Once the Inner Circle has a good idea of what they will be doing for their Quest, and how it will be changed by their Manipulation, it's time to start. As previously sworn, the group should spend no less than one hour participating in it. This insures that everyone has enough time to really experience the Quest, and have fun along the way. Keep in mind that the hour time minimum officially starts at the beginning of this step. Before the Inner Circle embarks on their adventure, they may need to prepare. This may include the gathering of supplies, equipment, helpful contacts, etc. Time spent getting ready is considered time spent doing the Quest.

During their journey the group may interact with many different people, some of whom they may know. These people are considered outside the Inner Circle and not bound to the group's Quest. Only the Inner Circle, as it was formed, is committed to enjoying all *Morton's Lite: 13%* has to offer.

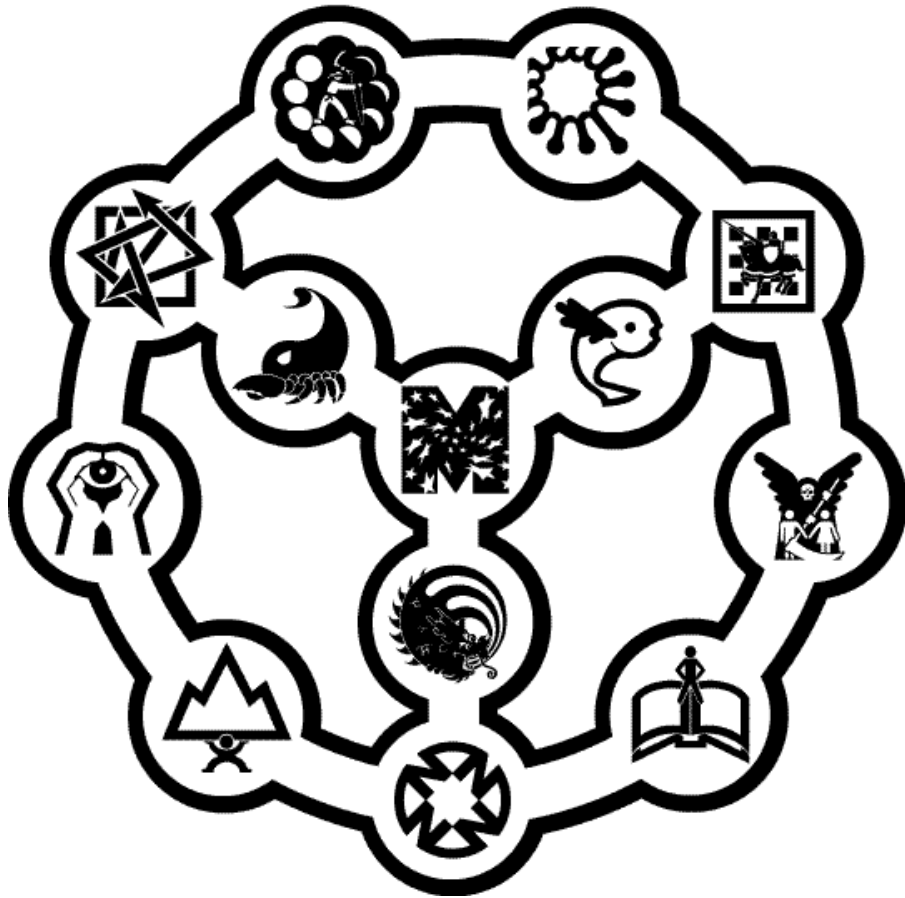
It sometimes happens that an hour goes by and the Inner Circle has not been able, for whatever reason, to accomplish their Quest. Perhaps their Quest was Evade the Blockade (pg. 24) and they decided to try to sneak into a theatrical performance featuring exotic Brazilian dancers. When they arrived at the theater, however, all the main entrances are heavily guarded. They spend some time lingering at the back door, hoping to slip backstage unnoticed. Eventually, security gives them the bum rush, forcing them to relocate. Since the hour is up, the Table Master decides to perform Step #6, End Time, described below. Hopefully, everyone did their best and found entertainment in their predicament, perhaps even making friends with others hanging around outside. Of course, if group members still had time on their hands and the gumption to continue, they could keep on keepin' on until they succeeded in their original Quest.

6. End Time

The primary event of End Time is for the Table Master to declare the Quest over. This may come right after the hour minimum or at some later time. Keep in mind that group members are free to leave the Inner Circle and stop playing after one hour. Afterwards, the former Inner Circle may wish to compare experiences, make suggestions for next time, divide up the valuables of missing friends, etc. Some may even want to better remember the experience by writing it down.

And so the Quest ends and the game is over. The Inner Circle dissolves... until the next time, when a new Inner Circle is formed and *Morton's Lite: 13%* is opened again.

THE HAND-PICKED TABLE



Before you is a sample platter from the all-you-can eat smorgasbord that are the Quests of Morton's List. Three Quests from each of the nine primary Tables, as well as one special result, a non-Quest, and one Quest from a higher, rarer Table are combined here to give you a taste of the flavor that is real-life gaming.

After rolling your Quest, proceed to Morton's Manipulations (pg. 36), to find what will make your Quest truly unique. Whether karma, fate, and chance hold for you a Quest that is wild, calm, active, or controversial, may your boredom be ended, and you be left hungering for more.

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1. The Window

The Window of opportunity is now open! For this, the Table Master rolls again on TheHand-Picked Table. The Inner Circle then chooses from either the Quest rolled, the one above, or the one below it. For example, if #20 were rolled, Quest #19, #20, or #21 could be chosen. The two not chosen are discarded as if never rolled. However, if a 13 is rolled or chosen, The Window is lost and the Table Master goes directly to the Belly of the Crow (pg. 27). If The Window is miraculously rolled a second time, any Quest may be chosen. Keep in mind that The Window can never be chosen in this way; it must be rolled. Thus, if #29 were rolled, only two Quests could be chosen (#28 and #29).

2. Volunteer



In this modern world of guns, knives, and survival of the self, there are still those who possess that rare quality of compassion. They selflessly march on, with little or no funding, volunteering their hard work and time to support their causes. For many unfortunates, these good Samaritans provide hope where there is little. Their reward is the joy and satisfaction of giving to others, and this is priceless.

Volunteer donates the Inner Circle's time and effort to a cause without compensation.

There are bound to be plenty of fulfilling volunteering opportunities in the Inner Circle's area. Group members can volunteer their services for nearly any task, as there are few people who would refuse donated hands and sweat. There are also many organizations and groups that rely on the good will of volunteers for their efforts to continue. Public television, the Red Cross, churches, major hospitals, the Peace Corps, shelters for people with troubles, YMCA/YWCA, the Humane Society, environmental groups, and secret human experimentation labs would

falter or even disappear were it not for un(der)paid help. These associations don't have an abundance of money to keep resources flowing inwards, making them extremely receptive to selfless labor. Many times, it merely takes a phone call or a talk with a representative of one of these organizations to quickly become an acknowledged volunteer.

Emergencies and disasters may also provide opportunities for the Inner Circle to offer much needed backbone. Floods, earthquakes, volcanoes, tornadoes, hurricanes, fires, giant rogue elephants on the loose, and killer bee invasions all call for people to band together against these larger-than-life catastrophes. By digging ditches, filling sandbags, rebuilding houses, and bagging bodies, group members' efforts will have a great effect on the aftermath of such disasters. No matter how they decide to tackle Volunteer, giving time to an organization in need should help them grow as humans (unfortunately, selfish "I wanna get laid and paid" attitudes are hard to change).

IDEA: The Inner Circle volunteers to help a political campaign in progress, but really act as spies. Actually group members are secretly working for an opposing political faction and feeding their true benefactor sensitive information.

3. Primal Hunt



The hunter sat, perfectly still, waiting. To an observant passerby, there could be no difference between the rough brown tree bark and the hunter's perfectly matched suit. Silent, breathing slowly and intentionally, the hunter listened. Somewhere, a small aircraft hummed its way through the brisk, remote air. Ears perked up for a moment, trigger fingers readied, but the hunter's intensely cool gaze did not flicker, even for an instant. This sound was not what the hunter listened for. A cheery forest butterfly chirped its wings, and lazily sucked thick nectar. This too was heard by the hunter, but did not merit even

the slightest ripple in concentration. Every sound, no matter how subtle, conjured images, but each was not the one. Then, with a crinkle of crispy leaves and a hushed rustle of still underbrush, the hunter heard the correct noise. The image of prey appeared.

Primal Hunt ensnares the Inner Circle with hunting for, or attempting to capture, prey.

To begin, the Inner Circle need only think of what to hunt, and where to go do this. Many states have seasons during which it is legal to bag specific critters, and with minimal paperwork the group can get hunting licenses to hunt deer, elk, pronghorn, caribou, rabbit, squirrel, bear, pheasant, duck, goose, wild turkey, and other animals. Some peskier creatures are even subject to hunting all the time. Rats, dingoes, and other verminous creatures may draw a small bounty (per head) depending on the group's area.

All the Inner Circle needs for any sort of hunting are rifles, bows and arrows, handguns, or any other implement of choice. Should group members be hunting for larger game, they may use the classic techniques of still hunting (in which the hunter stands still, upwind, and waits for the animal), stalking (in which prey are actively pursued), stand hunting (in which the hunter is hidden up in a tree, in a stand), and driving (in which the animal is flushed out with dogs, falcons, or other group members). For geese, ducks, or other fowl, it is best to hide in out-of-the-way areas, covered in camouflage. With birdcalls and decoys, their targets will be aflutter in no time.

Another option that does not put the Inner Circle in direct armed vs. unarmed conflict with wild animals is trapping. Traps can include anything from the infamous improvised box and stick technique, to toothy metal bear traps, to something in between. Some traps are designed to kill or injure the animals they capture, while others safely detain them. Traps for rats, mice, voles, or other small furry troublemakers (preferably

baited with peanut butter) can even be used to clear a contaminated area. Hunting or trapping, it's all good and it's all primal.

IDEA: The Inner Circle decides that modern tools normally used to hunt animals have taken all of the challenge out of the sport. Instead, group members head off to hunt animals with weapons such as boomerangs, bolas, atlats, nunchaku, and Sporks.

Disclaimer:
Always use extreme caution when handling or using any sort of weapon or trap.
Do not aim at or near a person, group of persons, or the property of others.
Do not trespass or enter dangerous or restricted areas.
All hunters must be properly licensed.
Do not harm or destroy the property of others.
Do not harm legally protected animals.

4. Pleasure Parks



Think of the word park. If the first thing you think of is the stress of finding a good place to leave your car in the crowded mall lot, then you are not yet ready. If, instead, the first thing that comes to mind is wide-open wooded lands, cool streams, and rolling grassy hills with chirping butterflies, then you are already on the same easygoing wavelength as Pleasure Parks.

Pleasure Parks takes the Inner Circle to an outdoor natural park.

Deciding which park to visit will likely be harder than actually getting to one; but once there, the Inner Circle is free to do whatever desired. There are innumerable parks of all sizes and purposes to be found nearby and faraway from all urban centers. City, metropolitan, county, state, and national parks are widely accessible and often offer small pockets of wilderness to everyone. For the Inner

Circle's general safety, remember that groups of wild, drunken, high school bullies are known to roam exurban parks within a joyride of bustling cities, and giant blood-thirsty Sasquatch sometimes terrorize larger tracts of nationally protected wilderness.

IDEA: The Inner Circle journeys to a nearby riverside park. This long, narrow stretch of trees and excellent riparian habitat provides group members with relief from the noise of urban life and brings them closer to the water. While there, they skip stones, find logs that fell across the river, and sail little boats on strings.

5. Custom Dictionary

Informal An individual with whom one must deal; a tough customer.
custom dictionary (küs'tam dik'shō-nē-rē) *n.* 1. A one of a kind sourcebook created by a rowdy band of people known as the Inner Circle. 2. A book listing and explaining regional slang words, often detailing pronunciation, meaning, and etymology. 3. One of 360 activities or *Quants* in a strikingly unconventional game called *Morton's List*. 4. A personal reference book that can provide years of amusement. [Middle English *custome* from Old French *custome*. Medieval Latin *dictionarium*.]
custom house (küs'tam hōus) *n.* 1. A governmental building or office, often at a port of entry.

Custom Dictionary defines the Inner Circle as the makers of a reference containing personalized descriptions of words used by the group.

Words are the most underrated and unappreciated commodity that exists in our society. Everyday, untold words are wasted by babbling people who do not give them the thought and attention they deserve. Amongst every group of friends there exist slang words that are not presently defined in any dictionary. Indeed, new words are being made up continuously, and it's way past due for them to get their just deserves: to be made official.

To begin, the Inner Circle need only acquire paper or a computer. Next, group members should think of words (slang or otherwise) that they wish to define. These may be totally made-up, or words that exist, but are redefined as the group uses them.

They should then write these down along with definitions. Imitating a dictionary-style format is a good way to present important information. Thus, in the end, the group will create a unique reference book, based on obscure words that can be enjoyed for years to come.

Below are examples of slang words and their definitions, as used by the Psychopathic Crew:

Nin-ja (NIN-juh) *n.* pl. nin-ja or nin-jas. 1. A weird or bizarre looking person: "Whoa, look at that *ninja!*" 2. A subtle putdown, usually spoken with a demeaning tone: "You're a *ninja*; What's up, *ninja?*" 3. Friend or comrade who is in the know: "Come on *ninja*, let's go"; "What's up, *ninja?*"; "I got a whole crew of *ninjas*." 4. An unfamiliar person, stranger, or newly met acquaintance: "Shurika's dating some *ninja* now"; "Billy Bill hangs out with a crew of *ninjas* on the South Side." 5. a. A mercenary, trained in the martial arts and master of stealth, assassination, sabotage, and propaganda. b. Anyone who wears a flashy *ninja* costume. *v.* nin-ja'd, nin-ja-ing. 1. a. To steal: "I *ninja'd* a new pair of shoes from the store." b. To take, grab, pass, or pick up: "Can you *ninja* me that remote control?" 2. To sneak: "I didn't have to pay because I *ninja'd* in." 3. To leave: "Come on, let's *ninja*." 4. To move or travel: "We were *ninjaing* around in our car, all day."

Bone (BONE) *n.* pl. bones. 1. a. An unfortunate and undesirable event: "I got the *bone* yesterday when it rained." b. A restriction: "When I stole his keys I gave him such a *bone*." 2. A dollar: "The drink costs five *bones*." *v.* boned, bon-ing. 1. To restrict or hurt: "I *boned* myself by waiting too long."

School (SKOOL) *v.* Schooled, School-ing. 1. To educate or inform someone: "I hear what you're saying, but let me *school* you with the real information." 2. To display exemplary talent or competency at a task or ability: "I've never seen anyone *school* a cello like that." 3. To confuse or surprise: "That *ninja* *schooled* me." 4. To restrict or over-whelm: "My car got *schooled* by the snowstorm." 5. To be severely reprimanded or scolded: "When I was late to work I really got *schooled*." 6. To be sick, injured, or dismayed: "I felt *schooled* after my relationship ended." 7. To express a state of well-being: "Today, I'm *schooling* it." 8. To exert influence over an object or person: "School that ladder a little to the left." Idioms: new school 1. Of or pertaining to contemporary trends; new: "I haven't met many of the new school employees." old school 1. An era of time in the past, no longer in popular favor; old: "Nobody listens to that old school album anymore."

Tac-tic (TAK-tik) *n.* pl. tac-tics. 1. A plan or activity: "I've got *tactics* Friday through Sunday." 2. A shady ploy to accomplish an objective: "I had to use *tactics* to steal that car." 3. Recent sexual intercourse, usually used to dehumanize the act and said while nodding the head and smiling: "Did you get any *tactics* last night?"

Strapped (STRAPT) *adj.* 1. Armed, as with a gun: "Both the police and the bank robbers were *strapped*." 2. Fully prepared or ready for anything: "Fool, I stay *strapped*. I go to church—I'm *strapped*. I go to see my moms—I'm *strapped*. I go to buy pampers for my baby—I'm *strapped*."

In closing, keep in mind that every widely spoken language on Earth is but the culmination of thousands of years of constant change. This evolution is an integral part of communication, and provides the most effective way of exchanging ideas. Otherwise, we would probably be limited to grunts and howls, indicating raw emotions like anger and lust. Wait a minute... that doesn't sound so bad.

IDEA: The Inner Circle creates a person dictionary. This fun book contains dictionary-style entries describing people that members of the group are familiar with. An example is provided below: Warren Beechnut 1. A gargantuan, slightly gelatinous male who enjoys chili-cheese dogs. 2. A mean-tempered miser who enjoys blowing out couch cushions. 3. A putrid stank that fills the air. 4. One who has perfected the art of gazing at a TV until red-eyed. 5. A large, heavy obstruction that blocks the view. (Note: any similarity to any persons, living or dead, is purely coincidental... sike!)

6. Board Games

What single activity has provided millions of people with countless hours of wholesome entertainment? The answer isn't stamp collecting, reading mystery novels, abusing credit cards, or even talking on wireless phones. No, the answer is as close as your parlor or 1950s-style rec room. That's right, you guessed it: board games. Who doesn't enjoy sitting around a table with friends in a cozy room while enjoying an engaging board game? Nothing else is there for you like board games. Not your spouse, your friends, the nightly action news team, your dog—heck, not even booze. Thank you, board games.

Board Games allows the Inner Circle to play any non-foreign, low-strategy game requiring a flat board.

What better cure for the Inner Circle's boredom than tried-and-true board games? Commercial board games range from the familiar to the obscure. There is Clue, The Game of Life, Mouse Trap, Pay Day, Shadowlord, Save the Whales, Ripley's Believe It or Not, Survive!, Girl Talk, Operation, Snit's Revenge, Candyland, Chutes and Ladders, Talisman, and Sorry! among countless others. Every family or tribal unit is sure to possess a wealth of unique and entertaining board games in their attic, living room, basement, or crypt. Sadly, some games may have been neglected for years; left to collect dirt instead of providing the entertainment they were designed for.

Alongside popular commercial games there exist many obscure special interest games that the Inner Circle may be interested in. For instance, psychologists use The Ungame and The Talking Feeling and Doing Game as therapeutic tools. Dr. Ruth's Game of Good Sex can help lovers hone their sexual prowess. The Rainbow Gayme helps people feel more comfortable with the homosexual community. The Transformation Game explores blocks in people's lives from a spiritual perspective. If group members don't own any of these interesting games, they need look no farther than the corners of their local resale shop to find those listed here and many more like them.

IDEA: The Inner Circle grabs two of their favorite board games: Monopoly and Dungeon. The boards are placed side by side and a link is established between the starting space on the Dungeon board and the Free Parking square on the Monopoly board. Choosing playing pieces from either game, players start on the Monopoly Go square, but may switch back and forth between boards whenever they land on Free Parking or the Dungeon main entrance. Players may slay monsters and gain treasure on the Dungeon board to buy property and hotels on the Monopoly board. Every ten gold pieces found in the dungeon is worth one dollar of Monopoly money and one dollar can be traded for ten gold pieces. All money may be instantly converted at any time. Gems, chalices, and other treasures can be converted into Monopoly money as well, based on their gold piece value. Magical items, however, cannot be sold (that would be too crazy because magic doesn't exist in the Monopoly world, of course). One player wins when all other players are either bankrupt or dead.

7. Savor the Flavor

Some people eat when they're hungry. Some eat when they're bored or depressed. Still others eat to enjoy the subtle tastes of a fine delicacy. These people choose to discern the subtleties that are inherent to all food of real quality. They appreciate the almost indistinguishable differences between fine wines, cheeses, jalapeño peppers, and toaster pastries. For them, the world is a richer, more taste-filled place. The good news is that anyone with a passion for food and drink can become a connoisseur.

Savor the Flavor sharpens the Inner Circle's sense of taste with comparisons of foods and beverages.

The first and most practical option for the Inner Circle is to conduct a taste test (either blind or not) between similar brand name foods. With several varieties of food items, the group may establish which is best without the usual name brand prejudices clouding their judgment. Their taste test could involve blindfolds to imitate the famous Pepsi vs. Coke challenge, or even compare these bigwigs with a few other more obscure yet tasty colas. Ever wonder how American Fare, Bubba, Fanta, Big K, Faygo, Jolt, and RC among others stack up?

Other good taste tests could involve tasting the differences between various brands of delicious microwavable breakfast burritos, canned corn, energy drinks, fast-food hamburgers, spaghetti sauces, candy bars, bottled water, or any other food type represented by many brands. What really is the difference between the \$1.49 bottle of water, the \$.79 brand, and tap water, anyway?

Of course, it isn't always necessary to compare common food and drink. With their superior senses of taste, the Inner Circle may sample and rate vintage wines, soufflés, international beers, caviar, and or course, malt liquors.

While sipping a fine beverage, the group may comment upon the complexion, bouquet, taste, and potency of their chosen drink. Remember to use words like hickory, bold, cedar, redolent, and aromatic. Whatever food is tasted, group members will find that there is a little bit of gourmet in the everyday.

IDEA: The Inner Circle poses as food critics to

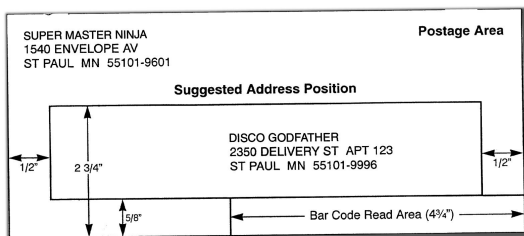
exercise their taste buds and opinions. In their new roles, group members prepare sheets to rate a randomly chosen restaurant on service, atmosphere, cleanliness, and of course food taste. After (hopefully) enjoying their meal, they may then submit their findings to a local newspaper, as well as the restaurant.

8. Mailbox Express

Remember when your grandma gave you twenty bucks and you were supposed to write her a thank you note? Remember your friend who joined the army? Remember saying "I'll keep in touch" to that passionate summer romantic partner of so long ago? There are probably a dozen people whom every member of the Inner Circle has lost touch with over the years; and what better time than now to reconnect, using letters?

Mailbox Express prompts the Inner Circle to write letters of a more or less positive nature.

People love getting mail. Mailbox Express helps the Inner Circle spread that love. Think of the joy a simple letter can bring to older relatives, distant friends, and lost loves. By writing any of these individuals, group members will be both strengthening their own ties, and bringing those whom they write joy and a pleasant surprise.



Writing the familiar need not be the only option. There are numerous pen-pal services available. These may be found in the Yellow Pages, through various foundations, and on the Internet. If no one in the Inner Circle has experienced the unique enrichment that only corresponding with a pen-pal can bring, then it may be the time to get out the pens and

start makin' some pals. When considering pen-pals, the group can choose between national and international, male and female, liberated and incarcerated, or promiscuous and prudish. With over six billion people on the planet, of which about two-thirds are literate to some degree, this leaves more than four billion people for group members to write.

Businesses love to hear from customers about their products. Compliments or even complaints often receive prompt responses that more likely than not include return letters, coupons, and even an occasional free item. The Inner Circle could even write to embassies for information on dual citizenship, travel, etc. Other possibilities include writing to Santa Claus, Hanukkah Harry, Osiris, and other religious/Hallmark icons. Of course these sorts usually don't write back, but they do bestow various benefits.

Remember, too, that a letter doesn't have to be written. Letters may be recorded on audio or videotapes to provide an even more effective means of communication with whomever the Inner Circle is addressing. Also, electronic mail allows the group to send letters at the sluggish speed of light, but hand written letters often have meaning long after a forwarded e-message has been deleted. Whomever group members choose to write, and whatever means they use, as long as there're no bombs attached, everyone involved is sure to be blown away with happiness.

IDEA: Everyone in the Inner Circle chooses a person from the White Pages with an interesting name and writes that person a letter. Any pretense may be used, any identity assumed. For example, one group member could claim to be a suicide mission survivor in need of emotional support. The letters ask for responses, thus long after the Quest is over group members may receive letters from their new friends.

9. Friendly Encounter

A person without money is considered poor, but those who have a true friend are

among the richest in the world. Indeed, you can have all the money, power, and respect on Earth, but without friendship you may be the loneliest person there is. Friends are those people whom you can lean on when maybe you are down, call on when you're in trouble, and hang with when times are good. You can never have too many friends, so why not make some more?

Friendly Encounter spurs the Inner Circle to go out and make some new friends.

The first thing that the Inner Circle should consider is where to go to meet new people. Any public place is a good start, but somewhere group members feel comfortable is always preferable. This could be a bar, coffeehouse, bookstore, etc. If they have some special interest (such as shooting guns) they could go to a place featuring activities along those lines (like a firing range) to find others who share their interest. Certain activities can put group members into situations in which they can't help but meet new people. For instance, while donating their time for a cause, they may become friends with fellow workers and others they meet.

There's a lot more to making friends than simply relocating to a public place. One method is for the Inner Circle to talk to strangers as a group. Alternately, each member could make new friends individually. Another option involves group members introducing their personal friends to the rest of the Inner Circle. Whatever approach is used, keep in mind that although money can't buy (or lease) love, it can buy greedy friends. Many a one-sided friendship was kick-started by a little freely spent dough. Whether they use their high charisma or cold hard cash, new friends may be right around the corner.

IDEA: The Inner Circle imitates people nearby. More often than not, this approach will cause people to relate well with the group and to strike up conversation. Group members try this at a John Tesh concert, imitating his fans as they snap their fingers to his smooth stylings.

10. Conduct a Survey

Every week polls and surveys gather statistical information about what people think, how they feel about current events, how they spend their time, and countless other issues. But, are the surveyors asking the right questions? Are they covering what really matters? Well, now you have a chance to ask people about the topics that are more interesting, more intriguing, more shocking, and more offensive than the usual wussy surveyor would ever dream of asking.

Conduct a Survey deals with the Inner Circle planning and executing a survey of any sort.

The first things to think about when conducting a survey are the questions. The questionnaire the Inner Circle creates or finds could contain inquiries about any topic imaginable. This poll is then released to gather essential information about the thoughts and opinions of the public, or the group members themselves. The survey topics may range from sexual fetishes to Loch Ness Monster sightings in the group's area, from whether the Earth will end in nuclear war or locust plagues, to the relationship between smoking and infidelity, or anything else conceivable. The unlimited scope of entertaining topics such as these means nothing but fun.

With any survey, how the questions are presented is very crucial in determining the nature of the data the Inner Circle will compile. Some common ways that surveys are structured include true and false, a scale of some sort (very satisfied to very dissatisfied, for example), multiple choice, or by category. An example of a multiple-choice question could be: When was the last time you were abducted by aliens for scientific experimentation? A) ten years ago or more; B) one to nine years ago; C) within the past year; D) last night; E) I don't remember ever being abducted—their experiments must have erased that portion of my memory.

There are many approaches that can be

used to gather responses to the Inner Circle's survey. The most direct approach is to walk amongst the public, perhaps having people fill out short photocopied forms. Some other commonly used surveying methods include mail-in, telephonic (make sure it's before 8:00 p.m. in many states), and email. Once the means of contacting people has been determined, the actual survey is ready for action. Polls are sometimes predictable, often surprising, and always entertaining.

IDEA: The Inner Circle creates a survey to ask each other. The questions all have to do with finding out what the group thinks about one another. Once all of the results are assimilated, the information is converted into percentages, pie charts, and other visual aids.

11. Devise an Invention

From the beginning, we tool-using primates have been struggling to stay warm, keep food around, stop animals from eating children, and increase the amount of leisure time. Little by little, inventions have pushed the technological limits of humanity. The result is the world you see around you, filled with personal spacecraft, genetic reprogramming, and time travel. What shapes will tomorrow's inventions take? Why not take an active step forward, by devising one today?

Devise an Invention dares the Inner Circle to invent something.

The saying goes, "necessity is the mother of invention." If that is true, then the Inner Circle's needs can be a good source of inspiration for what to invent. Group members could first work out their ideas on paper, as it's best to have a finalized plan before constructing anything. In addition to a bit of inspiration, it is also a good idea to have a heap of stuff around in order to turn an idea into reality. With a plan, some tools, and a large pile of parts, it's possible to assemble any invention whether it be simple, silly, useful, surreal, world altering (or all of the above).

If the inventions the Inner Circle has in mind are truly elaborate or outlandish, then they may be written out as blueprints, diagrams, schematics, etc. (That is, until the group raises the millions it would take to get the inventions off the ground.) A word of caution, however: any inven-

tion worthy of the name should be kept secret until it is fully registered with the U.S. Patent Office and ready to be unleashed upon the world. A small list of successful inventions include the Spork, sewing machine, Ab-flex, cotton gin, Garden Weasel, sliced bread, Roller Blades, breakaway clothing, steamboats, umbrella, Post-It notes, nylon, Juice Weasel, penicillin, and Velcro.

Besides necessity, the Inner Circle can look to other sources for direction. Ideas can be sparked by learning about existing inventions, or by developing new uses for old objects. The group could even make new devices by combining everyday objects such as blenders, bottles, fans, scissors, flippers, irons, etc. An example of a dual-purpose invention could be gluing a comb to the top of an alarm clock. This way, when the alarm goes off in the morning people may immediately begin combing their hair. Other better known inventions of this type include hats with built-in can holders, brass-knuckle key chains, and glasses with windshield wipers.

Just taking some time to think about new contraptions that would enhance the Inner Circle's day-to-day activities can be inspirational. These methods of tapping into inner creativity were used by famous inventors such as George Washington Carver (many uses for the peanut), Toshi Tada Doi and Joop Sinjou (compact disc), Charles Goodyear (rubber vulcanization), Nikola Tesla (alternating current, or AC), Samuel Colt (revolver), and Enrico Fermi (nuclear reactor). Ask any inventor: it isn't hard to stumble upon a thought that will revolutionize life as we know it. However, in order to stumble, the mind must first be put in motion. So grab some paper and pens, dig up some raw materials, and just start tinkering. If the inventions mentioned above are any indication, the world is always ready for something new, whether it's useful, dangerous, or just plain farcical.

IDEA: The Inner Circle investigates a method to enhance creative thinking while inventing, developed by Thomas Edison. Group members begin by reclining in chairs and securing their left arms to the armrests. They then hold several metal bearings in their left hands, under which metal cups are fastened. They proceed to sit back, relaxing their minds and bodies. If anyone should fall asleep, the bearings will fall into the cups, awakening the sleeper. After repeating this process several times, Edison mastered the art of staying in the half-awake half-asleep (hypnagogic/samadhi) state. Once there, group members will be capable of figuring out how to make things that would normally be considered impossible.

12. Reality on Film

A desolate street corner: 1:05 a.m. The man brings his camera to bear on the worn prostitute. She eyes the lens disdainfully as she takes a drag from her cigarette and blows the smoke out the side of her mouth. Her matted brown hair dangles down to her lower back. Dark circles hang under her eyes, and her lips are burnt from sucking on crack pipes. Her stained clothes hang on her emaciated body like a death wrap. She stands as if her leg had been broken at one time and never properly healed. "Why are you out here tonight?" the cameraman asks. She looks at him with a rotted smile and says, "It's a living."

Reality on Film summons the Inner Circle to record a documentary on video or other media.

Documentary films deal with real life people, places, and events. Although video cameras are the typical documenter's tool, 35mm cameras and audio tape recorders may also be used to document reality. The Inner Circle should first decide on the subject matter to film. The choices are endless. Some ideas for documentaries are: animal treatment by next-door neighbors, the life of someone the group knows, the local police, labor conditions at McDonald's restaurants, suburban gangsters, as well as endless other topics. With a little thought and preparation, the group's documentary may even join the ranks of such thought-provoking films and series as *Roger and Me*, *Marty Stouffer's Wild America*, *Nova*, *Arnold Schwarzenegger's Pumping Iron*, and *The Occult Experience*. Many of these inspirational documentaries are available on video.

One specific example could be filming the nightlife of the Inner Circle's area. By going out with a camera, group members could capture happenings that take place at night (parties, beat downs, pimping, car accidents, drug deals, etc.). They may also interview people they encounter. While filming, feel free to ask all sorts of odd and unusual questions. Interviews may be easier if it is explained that the group is filming a documentary about nightlife before asking what people are doing, where they are going, who they are meeting, etc. One group member could even be the narrator, starting a documentary with an introduction such as "This is ace reporter, Jimmy Cranaxe, reporting live from outside The Naked Bunny. We are about to attempt to sneak a camera into the adult establishment you see behind me to capture the shady dealings that take place inside. Of course, this is purely for research."

The Inner Circle should attempt to get the truth about real life situations before filming, no matter what. All too often, TV documentaries don't talk about the real deal of the streets. Hollywood whitewashes reality and candy-coats

the truth. With that in mind, be prepared to film at any moment because one never knows when a bank robbery, tornado, or near-death rescue will take place. The most important thing is not what the group is documenting, or how it is done, but instead that reality is being captured on film.

IDEA: The Inner Circle forms a video production team and makes a documentary of carnival life at a state fair. The Table Master assumes the role of director. Other positions include interviewer, makeup artist, cameraperson, lighting technician, sound person, best boy, etc. After collecting the raw footage, the group returns and edits it into a tight, finished product using two VCRs and a tape recorder.

13. Belly of the Crow

Crows are linked with death, decay, sorrow, and the spirit world in many cultures. They are nearly universally known to be bad omens, much like the number 13. Rolling Flight of the Crow indicates that the time is just not right to play *Morton's Lite*: 13%. The Inner Circle must immediately dissolve and should not play *Morton's Lite*: 13% again, until after the next sunrise. Take special care to heed this warning; to do otherwise may result in bad Karma. Better luck next time.

14. Intellectual Duel

Remember when, as a young child, there were always those dumb kids who insisted that professional wrestling was fake? Using advanced logic, their arguments for why this sport wasn't real could be easily crushed. Mr. T had his own Saturday morning cartoon, wore gold *chains*, and used to work as a bouncer, giving drunken patrons *chokeholds* and *haymakers*. Hulk Hogan had a Saturday morning cartoon, wore a gold belt, and wrestled, using *full nelsons* and *leg drops*. Mr. T was real; therefore, wrestling must be, too. Think about it. Today, important decisions about the environment, the defense budget, and the direction of the space program are argued using similar methods of debate.

Intellectual Duel entails the Inner Circle formally debating an issue.

Debate is as much about trying to change other people's opinions as it is about clarifying one's own. The Inner Circle may begin by picking a topic that group members hold divided opinions on. Topics such as legalized pornography, the existence of a god, gun control, the validity of

monogamy in marriage, and extraterrestrial visitors, nuke 'em or hug 'em? are only the beginning of a list of many subjects that will fan the fires of debate. When setting up a debate, the group may wish to split into two teams. From there, one side defends an argument, while the other refutes it. During this time, one group member may act as a referee of sorts, to ensure that fights don't break out, and that people may speak without interruption. To better prepare their arguments, the two respective sides may wish to find supportive information, make visual aids, and organize key ideas.

Normally, the two most eloquent and composed group members act as speakers for each side of an argument. However, there are a number of other ways in which a debate can be structured. The Inner Circle may instead allow everyone to speak (possibly with time limits), organize panels, set aside a period where all speakers voice their opinions at once, or follow the format of a presidential debate. If the group's size will allow it, a neutral group of individuals may act as a panel of judges, weighing arguments, and deciding which side they agree with more strongly. The most important concept to guide the debate is organization, and staying within the pre-established rules.

Unlike other kinds of discussion, debating is an art in which each word is pondered and responded to with tact, thought, and speed. Many people don't normally converse in this way, and instead become overly focused on what they are saying, and not what other people are saying. A good debater spends more time listening than talking. By understanding the opposing argument, the debater can pick up on shoddy reasoning, and use real logic to discredit the opponent's position. Totally crushing someone else's belief structure can bring a perverse joy. Ultimately, experiencing someone else's opinion can be enlightening; but to change someone's mind by winning an intellectual duel is by far the sweetest victory.

IDEA: The Inner Circle divides into the *pro* and *con* sides of a particular topic, based on personal beliefs. Then, before argument begins, the two sides switch positions. The fun begins when group members must argue against something they support, or for something they really don't like. This is a proven method of increasing people's debating skills, as it causes them to look at the argument itself, and not their feelings about it.

15. Rating Attributes

Every day, people are rated. Every time you see people on the street, you immediately (either consciously or unconsciously) rate

them on all sorts of criteria on a variety of scales. Thoughts such as "that girl is a perfect ten," "that guy looks like a date-rapist," and "that burn victim is probably a calculus wizard" enter one's mind as often as thoughts of food or sex. These ratings are rather subjective and arbitrary, and one is tempted to ask, "where's the accuracy?" We're all familiar with the scale of 1 to 10, but this is only the tip of the ratings iceberg. Every attribute, ability, and trait can be rated. Everyone has a place at some point on some scale.... So where do you fit in?

Rating Attributes assigns the Inner Circle the amusing task of evaluating people's qualities based on personal opinions.

People have countless qualities that the Inner Circle can measure. There are the physical statistics of strength, toughness, agility, health, and beauty. There are the mental statistics of intelligence, common sense, logic, intuition, and willpower. There are the social statistics of charisma, generosity, etiquette, bravery, and chutzpah. There are even the strange "other" categories that include emotional threshold, sense of humor, honor, competence, and spiritual completeness, just to name a few. Even more abstract qualities include whininess, potential to fake the funk, barbaric bloodlust, creeping ability, and angst. Basically, group members are free to come up with any attributes with which to rate themselves or others.

Once the appropriate adjectives have been decided upon, the Inner Circle needs to choose a scale or rating system to use while evaluating people. To start, there are simple alpha and numeric scales (3 to 18, Ω to A, level 30 stale to level 30 fresh, etc.). Beyond these, there are qualitative ratings such as "very satisfying, somewhat satisfying, neither satisfying nor dissatisfying, somewhat dissatisfying, or very dissatisfying," "red, orange, yellow, green, blue, and purple," or "feeble, poor, typical, good, excellent, incredible, amazing, and ludicrous." Any of these or others may be used, depending on the level of detail the group wants to attain.

After deciding on a scale, the Inner Circle begins rating people on various qualities. When the results are in, total numbers (or their equivalents) may be averaged to reduce everyone's individual opinions into one accurate description (accurate being used very loosely). The group should find that at least half the fun is in comparing these (often controversial) final results.

The Inner Circle could even decide to rate each other using military ranks. As with any

group, some people are natural leader types and others are not. So with this in mind, group members could decide amongst themselves (or vote) who the Dons, warriors, soldiers, and sub-scrubs are. In the end, whatever method is used in Rating Attributes, people may not agree with how they were rated, but will definitely have a better idea of what others think about them.

IDEA: The Inner Circle creates a number of categories like high schools do for senior classes. Of course, new categories are added, including Most Likely to Fail, Most Studious, Largest Feet, Biggest Feminist, Most Likely to End Up in Prison, Craziest Hair, etc. Group members then vote amongst themselves to determine who will be awarded each title.

16. Reminisce

What is life, really? We live in the entirely elusive present; the space between the past and future, but that instant is infinitely small. Think of where you'll be tomorrow. Before you know it, tomorrow will be a memory. In truth, all we have is memory. As soon as we begin to forget about our past, we begin to lose ourselves, and slip into the oblivion of time. The answers to our problems, the direction for our future—all this can be found in our past. Our memories can either be sweet or bitter, proud or regretful, hilarious or deadly serious, full of joy or pain, sunshine or rain. Above all, it is life—our life.

Reminisce encourages the Inner Circle to recall past events through conversation, old photos, or other means.

Even though we usually think we have lost most of our memory of long ago, this is untrue. Every image, every sound, every taste, touch, and smell of our waking and sleeping existence is recorded within our minds and can be easily accessed with quiet contemplation. The Inner Circle should first decide how to go about sharing this wealth of memories with one another. In a quiet environment, group members could sit and take turns talking about their recollections. This is a powerful way to learn a good deal about each other's history. If just a few people decide to share in this way, there should be enough time to give a detailed account of their pasts, maybe even condensed versions of their entire lives. Group members should feel free to openly share their experiences with one another and ask questions.

A great way to get even shy people talking is to write questions that deal with the past on pieces of paper and drop them into a hat. The Inner Circle then takes turns drawing from the hat and speaking for about five minutes on whatever question pulled. Sample questions and topics include the following: "What are your earliest memories of school?" "Describe your initiation into the seedy drug underworld," and "How did your first date go?"

Perhaps the most powerful tool the Inner Circle could use for bringing memories to the surface, short of hypnotic regression, is the use of objects from the past. These include old photo albums, letters, journals, old toys, scrapbooks, and other such mementos can help bring an individual's past alive for the rest of the group. Oftentimes it is not the sight of these things, however, that brings back the strongest memories, but their smell. Let it be known that smell is by far the most powerful at sparking recollection, so scented items are the easiest tools to open one's mind to the past.

Lastly, the Inner Circle could choose to approach Reminiscence by piecing together someone else's history. Most often photos, official records, diaries, and other clues to a person's past are stored in attics or basements. It's always best to get permission before invading someone's privacy, but even if stealth is necessary, the group is sure to have a very special and meaningful time. The deeper the analysts decide to dig, the more surprises are bound to turn up. Whatever methods they use to delve into the past, just keep one thing in mind: make the present wonderful, because it all becomes the past in due time.

IDEA: The Inner Circle splits into two groups. Each group chooses one person's past to examine. The two groups then separately interrogate these individuals, trying to come up with all the major events of their lives. The groups then write all events (good and bad) on a sheet of paper, and begin to construct a timeline and brief report on the respective person's entire life. Once finished, each group then gives a presentation to the other group, covering everything from birth to present. Along with each group's timeline and speech, other aids from the person's past are used, such as: guest speakers, pictures taken at different ages, video footage, old effects, or whatever else will enhance the demonstration.

17. MortonsList.com

Just when you thought it couldn't get any more unpredictable....

Mortonslist.com evokes the Inner Circle's curiosity by investigating the official Morton's List website to receive a Mystery Quest.

The description of this unorthodox Quest is not written here because the Inner Circle must look up <http://www.mortonslist.com/> in order to find out what it is. This website contains a link to a Mystery Quest. There, group members will receive all the information they need. Though no further details can be bestowed here, let it be known that it changes regularly. When encountered, it will never be the same twice. (Why are you still reading this? Don't wait—go now!)

IDEA: The Inner Circle sends emails through the website, leaving group members' profiles and what they thought of the Mystery Quest.

18. Primitive Arms

Atlatl. To many, this word seems unfamiliar, yet vaguely Central American. Few appreciate how profoundly this word has shaped the course of human history. Without it, mastodons might still roam the Great American Plains, terrifying children and crushing satellite dishes. In fact, the entire course of civilization may have been set back thousands of years were it not for the atlatl. So mighty, so deadly, so precise. The atlatl was the most powerful weapon known in 10,000 BCE. With this primitive range weapon, humanity was able to not only survive, but to protect and conquer.

Primitive Arms aims to increase the Inner Circle's ability to use any thrown or projected ancient weapons in competition or practice.

The irrational urge to kill things has led to the wide variety of thrown weapons available to the Inner Circle today. Sharp instruments such as bowie knives, axes, throwing stars (or shuriken, as ninja call them), and spears can be thrown directly from the hand, without the need of additional leverage-producing devices. Other blunt objects such as the bola, sling, boomerang, and rocks can be just as fun as some of the more deadly weapons, while providing a more athletic and less murderous undertone. More complex,

and often more accurate, devices include darts spat from blow guns, quarrels hurled from crossbows, rocks slung from slings, marbles launched from Wrist Rockets, or arrows shot from short, long, composite, or daikyu-style bows. These sophisticated primitive range weapons offer stealth and piercing might that has yet to be matched by modern firearms. Welding any of these devices is sure to give a tremendous sense of power to any but the pinkest coward.

There are many ways the Inner Circle can practice with ancient weapons. A quick search will reveal many archery ranges where group members can rent bows and spend hours venting their hostilities on bales of hay. As well, they could decide to stay in their own backyards. Gathering their primitive arms, they could decide to impale such things as trees, wooden doors, sides of barns, cans, water balloons, and fleeing infidels. The group may paint larger targets with bull's-eyes in order to better gauge accuracy. After warming up, a competition could be held to permanently decide who is the best.

All of this talk leads up to the deadliest primitive weapon of them all, the atlatl. Below is some more information about this devastating invention of the Asiatic nomads:

The oldest atlatl ever unearthed dates back to 19,000 BCE. There is evidence, however, that suggests these devices penetrated flesh as far back as 40,000 BCE. In North America, the atlatl was a vast improvement over the Clovis point spear. A newly developed breakthrough technology called leverage was used to hurl a short spear at ludicrous speeds, of over 120 mph, into the hearts of huge megafauna such as the giant sloth, saber-toothed tiger, and wholly rhinoceros. The atlatl, though bearing an accursed name, was one of the earliest tools of mass destruction, for better or for worse.

The Inner Circle's rediscovery of forgotten pre-agricultural roots can be educational, physically challenging, and uniquely sobering. When holding a crude weapon, one better understands the realities and harshness of ancient human conflict. One can almost imagine the sound of bones snapping, the cries of mourning, and the pulse-pounding thrill of conquering weaker hominids. Wield these weapons for fun, but remember the words of Albert Einstein: "I know not with what weapons World War III will be fought, but World War IV will be fought with [atlatls]."

IDEA: The Inner Circle creates a life-size dummy out of old clothes, zip-ties, fishing line, etc. Group members then fill it with crumpled newspaper, Styrofoam peanuts, fake blood packets, etc. Finally, they attach a big portrait of someone they dislike to the dummy's head. Next, they tie it to a tree and practice hitting it in vital spots with their

weapons of choice.

Disclaimer

Primitive ranged weapons are not toys. Do not use ranged weapons unless trained by a qualified instructor. Always ensure that no one is down-range of a ranged weapon. Do not drink and use ranged weapons. Do not aim at or near a person, group of persons, or the property of others. Do not harm or destroy the property of others. Do not aim at legally protected animals. All ranged weapons users must be properly licensed.

19. Martial Warfare

The force of a martial arts blow impacts with a kinetic energy spirited with the mystic powers of Chi. Hands and feet flow with deadly ease, like a hypnotic dance whirling with graceful jumps and spins, reaching out with phantom fingers of death. Warriors clash, life fades. Timeless styles act as dark, sacred arrows that when cast, strike back. Whispers carry on the winds of war, "two men enter, one man leaves." Then, there is silence, like the raising of a hammer before it is brought to bear.

Martial Warfare pits the Inner Circle against each other in organized, mock-fighting.

Of the many factors for the Inner Circle to decide upon, fighting style comes first. There are many different ways to go about practice fighting or sparring with one another. The choices include, but are not limited to: boxing, fencing (epée, saber, foil, Florentine, kendo, etc.), kick boxing (Muay Thai, Chinese, etc.), jousting, freestyle (or street) fighting, Kung Fu (Shaolin, Monkey, Drunken Fist, Unlimited Air Stance, Genius, Praying Mantis, Golden Chicken, etc.), martial arts (Bruce Lee's Jeet Kune Do, Judo, Karate, Tae Kwon Do, Ninjitsu, Capajuera, etc.), and armed martial arts (nunchaku, Anti-Horse Sword Technique, Flying Guillotine, etc.). It would be extremely helpful if a group member was trained in one of the styles listed above so as to coach the others. If no one is experienced, they may imitate the fighting techniques witnessed in real life or seen on TV (like in martial arts movies).

Aside from sparring (which should only be attempted if all participants are trained in a fighting style), there is the semi-safe option of mock unarmed fighting. Any or all of the following basic guidelines can be used, or totally new ones devised. Typically, any hit to the torso, head, or legs is considered good, and the fighting momentarily stops as the attacker is awarded one point. It may be decided (for obvious reasons) that hits to the eyes, neck, and groin are not permitted. Hits to the arms are considered blocked, and the fight continues on.

When a fighter reaches a certain point total (such as six), the fight is over. Judges can be used to determine how many points each hit is worth (from one to three, for example) based on how powerful or lethal it looked.

For health reasons, the fighters should not execute full-force punches and kicks, but should instead pull their punches or merely tap the target area. If more realism is required, the target areas could be protected or padded gloves worn. Full force could then be applied while fighting. (Even if protected, always take care not to strike pressure points, and *never* use the *quivering death touch* powers granted by certain martial arts.)

If the Inner Circle decides to do mock armed martial arts, fake versions of real weapons (safe to hit each other with) should be acquired. Besides purchasing toy weapons, some examples of improvised ones include a broom (spear), a long sock with a foam ball inside (morning star), or a cardboard tube (sword), etc. Scoring is basically the same as above with one exception: arms are now score areas. Should the group have training, and wish to fight with real or semi-real weapons (as in fencing), proper protective gear should always be worn.

Before any mock fighting begins, the format for the competition should be decided upon. Martial Warfare is typically set up as an elimination-style event. That is, when people lose a match, they are eliminated from the contest. That way, one player is ultimately crowned the champion. The Inner Circle could also set up any combat scenario wished, besides the typical one-on-one match: two vs. two, one with a sword vs. two without, etc. The group may even decide to have no points involved in the fighting. One example would be to fight each other with padded weapons, attempting to knock each other off stools, logs, etc. Other options include fighting with full force punches and kicks against well protected opponents (wearing padding and guards). This way, the group can safely practice form, execution, accuracy, balance, and timing.

Finally, a location to fight should be found. This could be indoors or out, preferably including a well-lit ring (available at some gyms), Coliseum, or arena (hail to those with the resources to pull this off). If these are not obtainable, then any quiet distraction-free environment or area with an entertaining backdrop could be chosen (rooftop, forest glade, beach, etc.). With that last thought, an image of a whiny teenage loser balancing on a log practicing the crane stance with the ocean behind him comes to mind. Wax on, wax off—perhaps the very fundamentals to being a martial arts master. Or at least gaining great skill in shining cars.

IDEA: The Inner Circle participates in the event known as Clash of the Ninja. This competition is comprised of three events in which group members dual against each other to earn points. An event is completed only after every player has faced off against all the other players (not necessarily in a row). One group member judges each event or appoints a judge while competing. As play progresses, both winners and losers keep track of their points. After the third and final event, points are totaled, and the ultimate winner is determined.

Ninjitsu Fight—Two participants square off in a mock fight of unarmed combat. When ready, the judge starts the fight by saying, “begin.” Opponents try to score points by hitting each other’s head or torso area using either hand or foot attacks. Points are scored when an area is *ouched*. Whenever a hit is scored the judge stops play and awards either a full point or a half point depending on how well placed the hit was. If the hit was unclear or both hits were simultaneous, the judge says, “no point.” After any stopping of play, the opponents move five feet apart, and await the judge’s signal. The first combatant to earn three points wins, and combat is stopped. All points (including the loser’s) are kept track of, to be added to future points earned.

Sumo Wrestling—First, a 12-ft. diameter wrestling circle is designated. The rules are simple (and loosely based on actual Sumo wrestling): two opponents begin by facing each other at opposite edges of the circle. At the judge’s signal, the two opponents immediately close and grapple one another. Two points are awarded for making an opponent touch the ground with anything other than the feet (such as a knee, hand, or face). As above, play is stopped anytime points are awarded, and opponents return to opposite edges of the circle. If an opponent is pushed outside the circle or both opponents are forced to the ground at the same time, no points are scored. Whenever play resumes after a no-point situation occurs, both opponents face each other at the center of the circle, and brace shoulders. The judge then signals for combat to re-start; and the struggle continues until one of the players earns four points, and wins the round. Again, all points are tallied (and added to those in event #1).

Knife Fight—To begin this clash, two fake knives of different colors are acquired. (In this example they are blue and red.) Next, a fighting zone, roughly 40 by 20 ft., is marked. The knives are placed at opposite ends of the fighting zone. Two opponents start by facing each other in the center of the zone, no more than three feet apart. One player represents blue, the other red. Players begin facing their respective colored knives, but blocked by the opposing player. At the judge’s signal to begin, players attempt to attain their knives. Combatants may only use the knife of their corresponding color, and the only way to score a point in this event is to mock-stab one’s opponent in the torso area. However, grappling, wrestling (such as dragging an opponent to your knife), disarming, tripping, etc., is all perfectly legal. If any player or knife goes outside of the fighting zone, the judge calls a halt. The combatant or knife is then positioned inside the fighting zone near where the foul took place. The first time a player steps out of bounds without being pushed, a warning is issued. Further infractions results in the opposing player being awarded one point. After any point is scored, the play area is reset as above. The first player to reach three points wins.

After the last event is completed, every player totals the points received from all three events. Ties are settled by a good old-fashioned stare down. The player with the highest total is the winner.

Disclaimer

Only spar after being trained by a qualified instructor. Always wear protective gear while participating in this Quest.
Do not spar with dangerous weapons. Always spar on a padded surface. Never strike with full force. Do not strike the eyes, neck, or groin. Do not use deadly force, or any level of force that could be harmful to others or oneself.

20. Skate or Die

Ever since Michael J. Fox invented the skateboard (as depicted in the 1950s documentary, *Back to the Future*), a craze has swept the nation. Beyond that, roller skates have been an even more popular invention, as showcased in the late ‘70s epic film, *Roller Boogie*. Now, with the innovation of in-line skates, people can skate harder and faster than ever before. There is one thing in common with all of these forms of skating: they are simply some of the best ways to get and stay fit. If the fun, excitement, and healthful benefits are any indication, it will only be a matter of time before shoes are completely replaced by retractable roller technologies.

Skate or Die rolls the Inner Circle forward on in-line skates, skateboards, ice-skates, roller-skates, etc.

The Inner Circle may wonder why dying is mentioned right alongside skating. Well, that’s because skaters who aren’t quick enough to avoid cars, steamrollers, and rabid squirrels will soon be on another type of wheeled device: a hospital gurney. Before going out-and-about to live the roller lifestyle, the group should make sure that: 1) all members know how to control their wheeled or bladed devices; 2) the proper safety gear is worn; and 3) liquor comes later—after the skating equipment is cleaned and put away. Proper safety equipment includes helmets and elbow, knee, shin, crotch, wrist, ankle, and abdomen guards. Okay, now that the tutorial is over with, it’s time to get to the real excitement of skating. True skaters don’t fear death. The only fear they have is of not living life to the fullest.

Whether on slick, modern in-line skates, or old style roller-skates, an experienced skater takes to the concrete like a construction worker. Once the Inner Circle has achieved the proper attitude, the only thing left is to decide on the venue. Depending upon the type of skating, there are a variety of options. The fixed features of the urban jungle are a skater’s playground. Malls, parking garages, sloped streets, paved lots—all these places offer wide expanses of flat ground for distance travel. For stunt skating and skateboarding there are all sorts of curbs, fountains, parking blocks, handrails, stairs, and even more daring features to be found.

If the Inner Circle would rather not have to

dodge cops, however, there are also a plethora of indoor rinks and skate parks to explore. Although roller rinks may have gone out with sleeveless T-shirts, some do still exist, and offer great music and loads of pubescent skaters. In the winter months, ice-skating ponds and rinks are great places to shred the ice or practice double axels. Figure skating, speed skating, and recreational skating, are all cool ways to warm up the winter. Whatever the preferred method of skating, everyone should have no trouble finding a great place to have fun. For beginners, skating can be an exhilarating experience, and even experts can always improve their smooth moves. There’s no doubt about it: skating is one way to face death, *and* have a level-ten atom bomb time doing it.

IDEA: The Inner Circle visits a frozen lake, known for its good ice-skating. Then, group members practice backwards skating (and other stunts), bullying, and ice dancing abilities. While there, they also try to establish the longest chain of ice-skaters that they can. After it is made, whoever is leading the train attempts to *crack the whip*, by taking a sharp turn at high speeds.

21. Creative Writing

Wednesday, February 15, 1922—I had first found the game in a decrepit bookstore. The shopkeeper looked more like a haggard butcher than the mousy bookworm one would expect to reside in such a place. Regardless of his less-than-fitting appearance, it was soon apparent that his knowledge of forgotten tomes was sharp beyond all my estimations. His callous, degenerate manner masked a more approachable spirit, like the hard steel ribbing of a Victorian corset over soft flesh. With a flash of yellowed, sturdy teeth, he produced a chewed velvet sack from beneath his worn counter. He assured me that this book had come into his hands by no ordinary means, and that it was a volume unlike any to be found in my expansive library. Skeptical of such claims, I languidly pawed at its hand-tooled morocco cover, and thumbed through the musty, crumbling pages. Without rethought I knew that both my unknowing bookkeeper and I were in grave danger. This was not a collection of scribbling by the hands of men, nor were its illustrations those of things familiar to you or me. No twist of mad intention, nor clever forgery could weave such a blend of tortured beauty and seductive premise. With a sudden pang of humanitarian impulse, I paid what he asked, and saved him from the fate bound to any near that book. I knew then, as the work claimed, that my boredom would

soon be ended, but at what price? I fear this may be the last entry in my journal....

Creative Writing releases the Inner Circle's creative juices, with writing from reality or imagination.

On the great shelf of all that is written, the Inner Circle will find the writings of such authors as Bradbury, Hughes, Christie, Joyce, Wilson, Rice, Thoreau, King, and Asimov. In the books beyond these distinguished authors, is a limitless expanse of blank pages. These are the great tomes that have yet to come. On these great blank sheets, group members can pen their creative thoughts and try to ensure their place in literary history. With writing utensils in hand, they can let the words flow from their own minds, into their arms, through their hands, and onto the paper. Some say authors come as close as possible to immortality with their timeless tales.

Only the talent, vocabulary, and imagination of the authors limit the ways in which the Inner Circle may use written language creatively. If it so pleases them, group members could write fiction in the form of short stories, novellas, or novels. Within the broad realm of fiction, genres include (but are not nearly limited to) explosive science fiction, fantasy epics, political satires, trashy romances, children's stories, suspense thrillers, teen mysteries, and spine-tingling tales of horror. Non-fiction is a possibility as well, including biographies, true-life short stories, and technical works (*The Complete Guide to Finishing Moves in Professional Wrestling*, for example). Perhaps group members could even write their autobiographies. Keep in mind that writing about familiar topics is a good way to keep details as accurate as possible without requiring a great deal of research.

Besides the Inner Circle writing individually, there are also group writing activities available. One option that could be entertaining is for someone to write up the first paragraph of a short story, and then have everyone write a story starting where this introduction left off. Another option would be for the group to re-write the ending of a well-known book to see who can come up with the most entertaining changes.

The Inner Circle could write a continuous story wherein one person starts the story

and writes a single paragraph. After the first person has written, the story is passed to the next person, who then writes the next paragraph. When the third person gets the story, only the second paragraph may be used to write from. The fourth person only views the third person's paragraph, etc. The story continues in this manner until everyone has written at least one paragraph and then it is read aloud. This could also be done in sentences or by having writers switch at random times (even if in mid sentence). Group activities such as these are a great way to blend everyone's imagination and multiply the creativity.

IDEA: The Inner Circle conducts various writing exercises to improve writing abilities: character sketches (descriptions of characters, real or fictional), memoirs, stream of consciousness writings (whatever comes to mind), scene concepts (describing a detailed setting), and plot outlines.

22. Naked Beauty

The famous Venus of Willendorf statue does more than shed light on the Goddess-worshipping habits of ancient Europeans. It shows us they may have been primitive, but they sure knew beauty when they saw it. Not only is this small stone statue of a curvy woman nude, it's buxom to the point of no return. Without a doubt, she's all woman. Archaeologists tell us the sculpture represents fertility, and it very well might. Beyond all that anthropological hot air, however, it shows that since the very beginning, people have thought the human form to be attractive, sexual, and even magical. The exploration of these feelings in an open and honest atmosphere can only help us become more in touch with our bodies, ourselves, and the beauty of being human.

Naked Beauty entices the Inner Circle to create any visual or written artwork which glorifies the nude human body.

Everywhere the Inner Circle turns, human form is used as art. From gaudy cigarette billboards, to renaissance paintings, to soft-core pornographic movies, to steamy romance novels, there are countless sources to draw inspiration from. Going back to some great masters, Michaelangelo's David, the

Venus de Milo, or Anais Nin's *Delta of Venus* have inspired sculptors, painters, and writers of all times. All of these famous works have attempted (and some have come very close) to capturing the limitless wonder of the human body in all of its activities.

The Inner Circle has only to decide what form of art to explore the human shape with. Drawing, painting, and sculpting nude images are great ways to begin in the naked field. Works of art can either be based on real or imaginary people. Cartoon art depicting nude characters can also be very visually appealing, and a whole comic book could be created.

Another exciting option is writing erotic stories, poetry, or novels. These should be tastefully done, bringing great attention to the beauty of the human body and of the desires attached with it. Stories such as these show how a shapely naked form is a powerful tool of sexual attraction, enticing all with its forbidden pleasures of the flesh.

The Inner Circle could explore the fulfilling art of nude photography, which is possible if carefree models can be found who are not too shy to shed the restricting garments that hide the elegance of their naked forms. Up close and personal photography such as this can provide artistic enjoyment for years to come. That's not even mentioning nude filmmaking, either.

Outside the realm of the common nude arts exist a whole spectrum of other options. Plaster body casts can be made by casting various appendages and then filling the molds with foam to create lifelike sculptures. The naked human body itself can be used as a canvas for special paint and decorations, adorning the whole body from head to toe. Also, nude models covered in paint can be pressed onto large sheets of paper to create impressions of their exquisite forms.

Those with computer skills may find pleasure in enhancing nude pictures, using image editing to change them as they wish (perhaps adding themselves to scenes with naked models). Digitally brushing over the small flaws of the body can make it appear perfect, or certain proportions can be enlarged for shocking but artistic appeal. Everything mentioned above makes for wonderful ways to express inner desires creatively. In the end, remember that it's all art. Only the Inner Circle's inhibitions and sense of good taste limit the possibilities.

IDEA: One member of the Inner Circle

volunteers to pose nude. The other group members set up easels and drawing paper in a circle around the model. They then capture the model's naked form, from all angles, with charcoal pencils.

23. Deep Topics

The spoken word: by far the greatest power that humans have to shape their own destiny. The effects that carelessly spoken words have on others might last for a lifetime. It is words that cause people to fall in love, and but a few uttered words can destroy a relationship that has lasted for years. Words can set a reputed killer free, and poorly chosen words could sentence an innocent to imprisonment for life. There are those who have mastered the use of words to acquire money, power, and respect—anything they need in life. Indeed, do not take words lightly. Choose your words wisely. Make sure they have meaning and a strong purpose.

Deep Topics probes the Inner Circle's thoughts, feelings, and beliefs with very meaningful conversation.

The Inner Circle should first find a quiet, distraction-free area with comfortable seating. The group should then decide upon a deep, significant topic to talk about. This ought to be of an important nature that greatly removes group members from casual conversation. As they engage in this discussion, many revealing and insightful realizations will probably surface, even if they have known each other for many years. The group should verbalize input in an intelligent and peaceful manner. The sole purpose is to enlighten everyone's minds and increase awareness of others' beliefs. An early warning sign that things are going astray is when anyone's hands are around anyone else's throat. If this should occur, stop, drop, and roll. This usually stuns people long enough for them to come to their senses. (Note: This technique works in almost all emergency situations.)

Below is the Deep Topics Table, containing 30 topics that the Inner Circle could choose or roll for:

Deep Topics Table

Discuss...

1. The possibilities of alternate realities, dimensions, or other planes of existence.
2. Supernatural experiences.
3. Relationships with parents.
4. The nature of morality.
5. What true happiness is.
6. How science has progressed and affected society.
7. The most evil thing each person has ever done.
8. How everyone feels about death.
9. Each person's greatest achievement in life.
10. If there is a Supreme Being /afterlife.
11. The deeper meaning of common things (music, fast food restaurants, commercial ads, etc.).
12. The ideal Utopia.
13. What evil is.
14. Everyone's self-image and (perceived) biggest flaws and assets.
15. The significance of dreams and their meanings.
16. Each person's most significant (if any) sexual experience.
17. Whether or not humans have free will.
18. Personal definitions and descriptions of love.
19. The nature of the mind.
20. A brush with death.
21. Feelings about war.
22. Where the future will take humanity.
23. Each person's most formative childhood experiences.
24. What was learned from first lovers.
25. Concepts of higher consciousness.
26. What each person values most about life.
27. How everyone views the treatment of animals by humans.
28. The death penalty, and whether killing is ever justified.
29. Spiritual experiences.
30. What the true purpose of life is.

When discussing issues of such a deep and personal nature, it is easy to let unreasonableness get in the way of clear communication. Remember, we can all learn from each other, especially from those who we disagree with most. Nobody has all the answers, and when we realize that, we can all begin to learn more about the questions.

IDEA: The Inner Circle rolls on Morton's List (pg. 13) to come up with a hypothetical Quest. Group members then discuss what they would have done for that Quest, what they think would have happened while doing it, and what they would have learned.

24. Evade the Blockade



Every day in every city, hundreds, even thousands of parties, receptions, concerts, conventions, and gala events are held and enjoyed by those possessing precious invitations or tickets. Yet these wonderful places of entertainment, free food, and pleasant conversation need not only be limited to those holding pieces of paper *allowing* them to attend. Why? Because rules are meant to be broken.

Evade the Blockade involves the Inner Circle getting into any private or ticketed event, though trickery, fast-talking, and/or stealth.

The Inner Circle should first figure out what event to sneak into. It is well worth stopping to consider just how vast and varied the world of private events is. There are many ticketed gatherings and places to choose from, including music concerts, circuses, amusement parks, the Pentagon, movies, nightclubs, sports games, and science centers. Though not so well publicized, private social gatherings are also very common. These include weddings, shipboard parties, diplomatic teas, company picnics, gallery openings, Bar and Bat Mitzvahs, conventions, funerals, debutante balls, graduation parties, and more.

Once the Inner Circle has located a target event, the next step (arguably the trickiest) is to get in undetected, or more accurately, *unquestioned*. The art of getting inside an event without paying or having proper credentials is a challenging and highly rewarding task to undertake. There are a few tricks and pointers that will help group members deal with any unexpected obstacles that may stand between them and where they want to be. The most important element of a successful infiltration is to feel and act like there could not be a more natural place to be. It is also important to not get too excited or scared, as this will draw attention to the group. Also, make solid contingency plans, such as determining a spot where everyone will meet if they get split up (should they need to run from guards, for example). Stay calm, and remember that getting thrown out is the worst thing that could happen. Even then, always try again.

After reaching the proper mental *altitude*,

the means of a stealthy entry should be considered. Most attempts will likely be restricted to front doors or other main entrances. However, larger venues such as concert halls and arenas have many alternate access points (balconies, windows, fire doors, ventilation shafts, back doors, etc.). These openings may be closed but not locked, or patrolled by lazy guards, only intermittently. Oftentimes, one-way doors can be opened by friendly strangers on the inside who think it's neat that people are trying to sneak in.

Next, is the safer but more challenging fast-talking approach. Here, a smooth-talking group member can use charisma to talk the Inner Circle through the doors ("oh, we forgot our invites, we're with Mr. Smith"). Dressing the part is an important key to this method. When attempting to infiltrate a convention on ancient Rome, dress as the Romans do, so to speak. Carry a briefcase, wear a suit, bring a gift, make a nametag—do whatever it takes. Large 35mm cameras and tripods can give the illusion of media affiliations. Pretending to know one of the event stars is another tactic to give credibility where there is none. Making a fake all-access pass (easily done at copy centers), that can be quickly flashed with authority is also a sure way inside. Even rushing by the front desk in a hurry and calling out "Dr. David Reubens!" can cause enough confusion and false importance to block any attempts at thwarting the group.

A rather long-range approach could also be attempted. The Inner Circle may call important people who are running an event, claiming to be writers for a small independent magazine wanting to do an article. If things go well, the con artists will be added to the guest list (maybe even gaining press passes). Printing impressive business cards is yet another tactic, as is leaving them in strategic locations and with the right people. Who knows? The group may make the right connections, and even get invited to the next big event, for real.

IDEA: Knowing of a large concert in the area that does not allow smoking inside, the Inner Circle drives to the location, picking up a couple of packs of cigarettes along the way. Group members light up as soon as they arrive (pretending to smoke if they do not normally do so). Next, they sneak over and mingle with smokers who are let out of the venue to indulge in their habit. When the smokers are readmitted, the group enters as well, knowing that ticket stubs are rarely checked.

Disclaimer:
Do not break any laws.
Do not taunt, harass, or threaten security personnel.
If caught, exit gracefully.

25. Web of Deceit



During the late 1980s the phenomenon of crop circles took the world by storm. Simple and elaborate designs began appearing overnight in the wheat fields of England, United States, Japan, and other corners of the world. Respectable scientists and crackpots alike began inventing theories to explain these events. But in the end it was revealed to not be atmospheric plasma concentrations or mysterious UFO spacecraft creating the circles: they were the work of two Englishmen, Doug Bower and Dave Chorley (along with other copycats and perpetrators). It was all a big hoax, so they claimed... or was it?

Web of Deceit encourages the Inner Circle to stage a hoax.

The use of photography is perhaps the easiest way for the Inner Circle to create a hoax. With a camera group members can create evidence (or even proof) of supernatural or unlikely happenings. A snapshot of a glow-in-the-dark Frisbee can become an alien saucer from a hostile planet. Paint a few childlike sketches on a rock, take a picture, and instant ancient cave paintings are substantiated. A blurry photo of someone wrapped in a furry blanket running through the woods could become Bigfoot. Some garbage floating on a lake could be photographed from far away, and easily mistaken for a giant sea monster. With easy-to-use computer photo-editing programs, the group can even add ghosts, poltergeists, or other psychic phenomena to ordinary family photos. Recent pictures of group members may even be digitally merged with historically significant scenes, so that they can claim to be immortals.

Beyond still pictures, the Inner Circle may use video cameras. These can capture confessions of ex-top government agents, film alien autopsies, or document yeti / grey alien / faerie / Chupacabra sightings. Besides filming hoaxes, more elaborate schemes could be created for anyone to witness first hand. With a little elbow grease, group members can fabricate their own giant footprints, UFO crash sites, blood crying statues, asteroids from space, mysterious messages in the sand, and even email virus hoaxes. One option is to create realistic looking footprints leading away from a famous statue, to give it the appearance that it has walked. Another option would be to try to convince people that a plump group member is the real Santa Claus. This could be backed by such evidence

as a Santa suit, beard, good/bad list, magic tricks, toys, and many pictures of reindeers (taken at the zoo). The group may get ideas from famous past hoaxes, or even start a new trend.

The last step, after all the preparations have been made, is trying to convince other people that the hoax is real. People are inherently gullible: they will believe what they want regardless of whether or not it makes sense. Think about the Big Bang theory, the value of diamonds, or the five-day work week: all these things are nothing more than ludicrous concepts, substantiated only by the fact that people continue to believe in them.

IDEA: The Inner Circle creates a hoax séance. Group members first create a sinister ambience, then gather any unsuspecting dupes they can find. One member, talented at vocal impressions, is designated as the medium. At key moments during the séance this person asks aloud for a sign from the spirit world. This cues hidden members to bang on walls, thump their feet in the attic, cut the power to the fuse box, click a TV on via remote control, or whatever else they have prearranged. At another time the medium claims that a spirit has entered the room—at which time hidden members silently open windows to let in a cold draft. At the climax, the medium acts as if possessed, and talks like the supposed spirit. After a couple minutes, the lights flicker, and the medium returns to normal. When it's all over, the medium answers any questions, trying to convince the spectators that it was all real.

Disclaimer:
Do not break laws or jeopardize safety to stage a hoax.

26. All that you Like

"That's right. We're doing things my way—all that I like! You got it? So I better start seeing smiles and appreciation, you ingrates. Hey you—in the back! Wipe that frown off your ungrateful face, you loser. Hey, didn't you say you planned on joining the army soon? Yeah, well I was in the Marines once, and a spineless jellyfish like you would never make it in the military, where you have to struggle and strive to be the best! Now, for the rest of you civilians, let's get this straight: this is going to be a happy time, a fun time, and a rewarding time. Most importantly though, it's going to be my time! Hey, who called me a jar-head?"

All that you Like gives a random member of the Inner Circle the power to choose an activity for the whole group.

First, group members should spend a few minutes individually contemplating what they would like to do most for entertainment. This could be anything from watching horror movies to quilting blankets with pretty ducks, to shopping for nouveau European wicker chairs. Next, one group member is randomly chosen by drawing straws, picking cards, playing bingo, or some other random process. Then, all group members do whatever the winner states. Not only do they do the activity, but they should also show enthusiasm the entire time. It only takes one crybaby to bring everybody down.

Much like the Table Master, the winner decides on the details of the activity. This is not to say that the winner has the authority to enslave the Inner Circle into doing chores or other boring, selfish, ventures. Rather, the winner thinks of something to do *with* the group, for fun. The sole intention is for everyone to have a good time. The Table Master still has the final say as to whether the chosen activity is legit or not, but should fully cooperate with and assist the winner. When it's all done and said, everyone should have a good time, and try to appreciate someone else's idea of entertainment. But if push comes to shove, All That You Like insures that at least one person will have a most superior time.

IDEA: The winner decides that playing *Morton's List* is the best option for the Inner Circle. After another Quest is rolled and group members are on their way, they experience the weird paradox of being involved in two Quests simultaneously—as well as possibly having two Table Masters and an All that You Like winner who is also flexing some authority. These random probabilities are truly the best formula for chaos!

27. Neighborhood Patrol

It's time to do the dirty work of cleaning up the trash that litters the streets. No, not pita sandwich wrappers and discarded juice boxes. That garbage may be a nuisance, but we're talking about the type of trash that makes it unsafe for Mr. and Ms. Public to use the ATM late at night; the trash that thinks it's funny not to feed the meter when they park their new sport utility vehicles to go to a late-night restaurant. It's time to make the streets safe from lawless hooligans who get cheap thrills by depriving hardworking peo-

ple of shopping carts by taking them home, to use for drunken drag races. It's time to crack down on these rowdies and restore order.

Neighborhood Patrol empowers the Inner Circle to step outside and make the local streets safe for honest citizens.

In these troubled times of wild lawlessness, the world needs people like the Inner Circle to band together and stand tough against criminals—to do what the police can't or won't do. Simply, the group will become vigilantes. This controversial term comes from vigilante, meaning: *on the alert; watchful*. In reality most organized vigilante groups operate fully within the law, as with the successful Neighborhood Watch program. The group could join this organization or start a new law-abiding street force.

The other option before members of the Inner Circle is darker: taking matters into their own hands. Villains rely on people being too afraid and meek to stop their tyranny of the streets and canals. The cops just don't know what to do. These are desperate times, and dealing quick street justice may be the only way for the group to make a real difference. This is the time for action, not self-pity or the hindering shackles of red tape.

Whether working with the law or alongside it, the most important thing is that the Inner Circle gets out on the streets and becomes a scourge to vile nightlife. One method of infiltrating criminal rings is to dress and act as they do. Conversely, group members may even want to adopt the dress and tactics of successful street guardians. Brightly-colored berets, paramilitary attire, walkie-talkies, concealed stakeouts, fingerless gloves, strategic area patrols, durable boots, flashlights, and coherent organization can all be used to effectively stamp out crime. All they need do, however, is simply walk around in the open—beacons of justice for any criminals who see them.

For the Inner Circle's education, below are legal guidelines related to making a citizen's arrest:

Citizen's Arrest Procedure:

1. Say "You are under arrest" to the person(s) witnessed committing a crime. They have no legal right to refuse.
2. Call the authorities or take the offender(s) to a police officer or judge. If they walk away or refuse to cooperate in any manner they may later be charged with the additional crime of evading justice.

3. The authorities will provide a complaint form for the arrester to sign.
4. In rare circumstances, the District Attorney's Office may ask the arrester to give testimony in court.

Crimes for which a Citizen's Arrest may be Issued:

1. Abuse of Corpse or Venerated Object
2. Cruelty to Animals
3. Disorderly Conduct
4. False Alarm
5. Harassment
6. Obstructing Public Highway or Through-fare
7. Public Intoxication
8. Riot (seven or more people must be involved, and all must be arrested)
9. Silent or Abusive calls to 911, and Interference with the Same

By banding together and standing strong in the face of wrong, the Inner Circle can help to reclaim the streets in the name of justice by putting an end to underage drinking, trespassing, vagrancy, parking or curfew violations, vandalism, muggings, loitering, jaywalking, and malicious mischief of any sort. Once the streets have been swept clean of lawless trash, families will breath sighs of relief, and once again rejoice when the sun goes down. Group members won't be able to let their guard down in the paradise they've created, however, because as always, the price of freedom is eternal vigilance.

IDEA: The Inner Circle starts up a new chapter of the Alliance of Guardian Angels, Inc. (founded in New York City by two people in 1979, which now has over 5,000 members in 67 cities across the world). Group members pattern themselves after these tougher-than-leather champions of street-style justice who are smarter, more valorous, and better organized than any hoodlum or gang. They train in first aid/CPR, the penal code, how to make citizens' arrests, martial arts, and patrol techniques. Carrying no weapons, and never stepping outside of the law on or off patrol, the group boldly steps out into the night. For more information, the group writes the international headquarters: Mr. Curtis Silwa c/o Guardian Angels, 982 E. 89th St. Brooklyn, NY 11236, or calls 718.649.2607.

Disclaimer:

False imprisonment/arrest can result in civil/criminal prosecution. Use extreme caution when apprehending anyone. Do not harm suspects. Always use the buddy system. Do not frighten people. Only attempt neighborhood patrols after being trained by a qualified professional. Training should include the penal code, patrol techniques, CPR/first aid, and how to make a citizen's arrest.

28. Trash Jackals

Ever hear that one man's trash is another man's treasure? Well with so much friggin' trash out there, there's bound to be shitloads of booty for everybody. Trash is everywhere you look, like a sea of human refuse. For those afraid to swim, it's scary; but for those ready to dive in, it's a free-for-all waiting to explode. Really good stuff is discarded every day because people are too lazy or too stupid to see how useful it really is. The best news is that the trash keeps growing, all day, every day. Four and a half pounds of trash a day, for every single living human being in this country. That's a lot of garbage, and a hell of a lot of fun.

Trash Jackals throws the Inner Circle into the world's dumpsters and garbage heaps to seek out discarded treasures.

No dumpster, alley, or trashcan is off limits to the Inner Circle's frenzied, ravenous hunt for good junk. From the dainty siftings of green trash pickers, to the hearty diggings of veteran or elite dumpster divers, any garbage hunter has a chance of striking the mother load. The location of a pile of trash is way more important than how it is explored. Here, the group should take lessons from real jackals: it's all about smell. If a dumpster reeks like week-old Szechwan pork, it probably won't have too many working VCRs in the mix. Dumpsters behind restaurants and supermarkets will most likely be filled with rotten food, although some fresh and ready-to-eat snacks may be at the top. Toy store, music store, and bookstore dumpsters rate among the cleanest and most profitable. It's amazing what people throw away. It's almost like a bunch of crack got into their water or something.

For some real excitement the Inner Circle could explore a city dump, landfill, or auto graveyard. Residential trash picking is also a viable alternative. It's always rubbish night somewhere nearby. Rich neighborhoods are renown for the quality of their rubbish. Finding a family that's moving out is trash jackal heaven. Wherever they rummage, group members are bound to turn up some valuables in a short time. Remember to cover a wide area and show no mercy, no pity, and no remorse when it comes to jackaling through people's trash.

IDEA: The Inner Circle draws inspiration from the habits of the wild trash jackals of the Serengeti Plain of Africa, mimicking these canines' behavior to maximize trash-finding efforts. First, the group establishes a social

hierarchy, with the alpha male/female at the top and everyone else in a pecking order below. With an eye out for predators, group members next hunt down trash in their territory as a pack. Once a suitable prey item (heap of trash) has been tracked and downed, everyone jumps in for the kill. The alphas get first pick of the spoils, and anything they don't want is passed down the ranks until it reaches the lowest scrub, called the omega male/female. In order to quell tension and avoid an armed revolt, after the entire hunt is over, each member gets a chance to trade one item for one belonging to a higher ranking member (whether agreed to or not). The trading begins with the omegas, and moves up the hierarchy. The alphas are allowed to trade with anyone whom they wish.

Disclaimer:

Do not pick up any questionable trash.
Do not enter dangerous or restricted areas.
Always wear protective gloves when handling trash.

29. Paranormal Activity

"Awaking from my sleep to a pitch-black room, I tried to clear the fog of the night's increasingly disturbing nightmares. Shaken, I knew that I was paralyzed—suffocating, face-down on my pillow. A fear, unlike any other I had ever experienced, gripped my heart. I felt the presence of the dark being next to my bed. The demon was waiting for me to die, and with a sickening awareness I knew that I was dying. The life force was melting out of my body, and the paralysis was cementing itself to my limbs with every heartbeat. I remember thinking that if I could only move any part of my body, even the smallest part, my life force could be reclaimed. If not, my soul would be taken by the beast. On the brink of suffocation, it was all I could do to move my little finger... but it was enough. Breaking the bonds of that demon gave me the courage to devote my life to battling these ghostly apparitions. But it doesn't end there, for when I die, I shall hunt down my demon enemies in the spiritual world, and destroy them, one by one."

Paranormal Activity sends the Inner Circle to investigate ghostly phenomena.

The Inner Circle is about to leave the realm of books, abstract thoughts, and ideology, and journey beyond the furthest known edges of reality to a place where the supernatural is natural, the paranormal is normal, and fiction becomes fact.

There are many methods group members can use to find and interact with haunts on *their* terms. It is crucial that they go to an area where phantasms are known or rumored to exist. These restless apparitions are frequently attached to the astral/emotional bodies of buildings. Ghosts can often be found near the sites of unspeakable past horrors. An unavenged murder, for instance, will likely damn a soul to wander until justice is served.

Wherever explored, the Inner Circle may wish to try to record any strange phenomena encountered. One technique of capturing ghosts is by leaving a tape-recorder in a potentially haunted area. Visual documentation is possible with photos or a video camera. For some unknown reason, their subtle emanations may be better seen on film than with the naked eye. Thus, it is possible to shoot or photograph a *cold spot* where group members see nothing but feel a presence, and have a real ghost turn up when the tape is watched or the picture developed. Infrared film may be purchased at photography stores and is perfect for this sort of work because it captures electromagnetic subtleties our eyes cannot sense. Most of the time ghosts just don't float around carrying signs reading, "Hey! Look at me! I'm a ghost!" so they may have to coax a shade out of the woodwork.

Besides documentation, certain investigative techniques can be used to certify the existence of ghosts. One such method is using a Ouija board in the middle of a graveyard to talk with ghosts trapped between the mortal and spiritual worlds. Taping the endless feedback loop created by pointing a video camera at a TV screen and feeding the signal into the TV has been known to pick up haunting sounds of the spirit world. Small children or animals are often very sensitive to supernatural phenomena and may be used to sniff out a ghost. Of course, the Inner Circle could also perform a full investigation of a haunted house, including talking with current residents, researching its history, interviewing living relatives of the supposed ghost, searching the house for clues, etc. If group members are able to unravel the reasons why a ghost is trapped in our world, they may be able to satisfy its unrest and set it free.

There is a real danger inherent to ghost hunting, and there are no promises. Demonic and violent ghostly entities have been known to kill a person from sheer fright, age someone 10-40 years, or paralyze and attempt to steal the souls of those lax enough to close their eyes, even for a second....

IDEA: The Inner Circle gazes into the spiritual world using a very powerful aid, known as a mirror. Group members utilize a proven technique that first requires a pitch-black area, void of all light and sound. They set this area up in a large closet. Next, they place a comfortable chair in the center, facing a large mirror. One at a time, group members sit in this room, staring intently into the mirror (even though they cannot see it), waiting for the spirit forms to emerge. This well-

tested method has been known to bring forth ghostly images after 10-30 minutes.

Disclaimer

Do not break any laws.
Do not enter dangerous or restricted areas.
The Paranormal can be dangerous.

30. Unwanted Favors

They say that some people just can't be helped. Some feel that people are too stubborn or a little too set in their ways to change. Maybe they've been doing the same thing for years, or maybe it's just the way they are. You know what? It doesn't matter one lick.

Unwanted Favors entices the Inner Circle to help someone in a way the receiver might not necessarily desire.

Some people have really bad habits. They might not know it, but their habits are really, really bad. Fortunately, the Inner Circle will be offering some much needed, but unasked for, assistance. This help could come in the form of preventing them from seeing a television show that they watch too much, or getting rid of those hurtful cigarettes, alcohol, pork rinds, and/or collectable card games that consume so much time and money. An overweight friend might be helped with weights, an exercise video, a scale, and appetite suppressants. Group members may deliver these gifts clandestinely, or even stay and help their chubby pal burn the excess pounds away.

Maybe someone the Inner Circle knows has a damaging idea or belief. A confrontation and a whole-hearted attempt to get the person to change could be exactly what is needed to get on the road to freedom, so to speak. Perhaps someone has been dwelling at a relative's home for too long. A prearranged, serious discussion about getting that person out and living independently might be all that is needed to trigger some much-needed growth. There are also any number of small, decorative touches that other people may appreciate, but would not necessarily ever do themselves or ask for. Nice favors the group might inflict include painting someone's room a pleasing color, trimming unruly hedges into magnificent animals and geometric shapes, or dramatically rearranging furniture.

The Inner Circle may sign friends and acquaintances up for causes that they should be a part of, or put them on mailing lists for catalogs, sale flyers, and other notices that will certainly help out. Another option for the group is to boldly clean out old, junky items that a friend probably doesn't need anymore. Oftentimes,

people unintentionally accumulate vast collections of music that is never listened to and clothing that is never worn. When is better than right now for the group to shed someone else's clutter? Of course, this and most favors should be done in secret, to ensure a pleasant surprise. This is not the time to be polite, or even considerate. This is time to help. If helping people become better requires that they be a little inconvenienced, or discomforted, or even angry, so be it.

IDEA: The Inner Circle knows of a friend who prematurely ended a relationship some time back. The group realizes that this friend was meant to be with the other person, and takes the necessary steps to get them back together. First, group members anonymously send flowers and other romantic paraphernalia to the ex, signing the attached card, "an old friend." They then track down the old flame, making casual remarks about how well their friend is doing, and how this person "would really like to see you again." Finally, they send letters to each, in the guise of being from the other. These state where the ex-lovers are to meet to "talk things out." The group sits back, and watches the dormant passion rekindle.

Disclaimer:
Do not tamper with or destroy the property of others.

MORTON'S MANIPULATIONS

Manipulations are like break-beats, spinning the Quests of The Hand-Picked Table on their backs before kipping them up and onto the Inner Circle's cardboard. When combined with a Quest, they make for entertainment that is always interesting, outlandish, and sometimes hilarious. Some Manipulations may cause people outside the Inner Circle to point and stare or ask them what flavor crack they be smoking. These are only assurances that the Manipulation is being done correctly. Other Alterations are games played within Morton's Lite: 13%, creating layers of objectives as the group completes a quest within their Quest. Whatever the Manipulation, the group can be assured that no two games of Morton's Lite: 13% are ever the same.

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1. Hollywood Havoc

Tired of being yourself? Try being someone else.... Everyone takes on the name, attitude, walk, talk, posture, and/or dress of someone other than themselves. Like actors, the Inner Circle adopts the voice, attitude, and as far as possible, the dress of any persona they chose. This could be a famous celebrity, TV character, cartoon or comic book character, mythological being, or even a fellow group member, among limitless others. They could even act out a role that doesn't involve a well-known personality, but is instead more of a profession, such as a detective, monk, hippie, mad scientist, ninja, malevolent alien, carnivorous plant, etc. (Note: It is strongly suggested that the Inner Circle avoid becoming lost in others' personalities, as this could lead to expensive psychology bills, clothing that doesn't fit, and made-for-TV movies about the group's confused identities.)

Idea: The Inner Circle chooses personas which are all of a similar theme (an EMS team, a band of pirates, a Mongol horde, an assassin cult, etc.).

2. Symbiotes

Together like both sides of a \$50 bill, like Ponch and John, and like crumpets and tea. Each member of the Inner Circle picks or is assigned a buddy to be with at all times. If the Quest rolled involves playing sports, they both go to the same team. If the Quest involves eating, they both eat from the same plate. If the Quest involves making something, they both work on it together. If the group is comprised of an odd number of people, a group of three can be made or there may be an odd person out—whichever they want.

Idea: For all interactions, the symbiotes only interact with people in groups of two or appear to be couples. This way, the Inner Circle will never need to worry about having anyone feel like a third (or fifth, as the case may be) wheel.

3. Document

Historians may not remember the Inner Circle, but they will certainly remember their Quest.... Here, the Inner Circle is given the task of recording the events of their Quest. Not unlike reporters, one or more members of the group document everything that happens. Various methods and tools can be useful, such as writing, photography, video cameras, finger painting, tape recording, etc.

Idea: The Inner Circle records the story of their Quest in the form of a song or ballad, which is sung afterwards (and perhaps by journeying bards for generations to come).

4. Carry a Shocking Object

This doesn't mean an object that can shock you, like a cattle prod, although that might work just as well. One member of the Inner Circle carries an object that has a startling effect on most people. The group member carrying it should keep the object in plain sight, taking care not to conceal it. Examples of shocking objects include sexual toys (inflatable dolls, dildos, and the like), weapons (chainsaws, butcher knives, etc.), alarming food (raw meat, big dead fish, etc.), tasteless items (excrement in a clear plastic bag, dead squirrel, graphic anti-abortion posters, etc.), an unconscious person (real or otherwise), among countless other options.

Idea: At the end of the Quest, the Inner Circle leaves the object in some highly visible location, for all to enjoy.

5. Critical Acclaim

How does one break the sometimes thick ice in social situations? With upfront remarks, of course. During the Quest, each member of the Inner Circle gives six compliments and/or critical remarks to six people they meet. These people must be outside

the Inner Circle, although they could be relatives in the area, friends who happen to be around, attractive strangers, etc. In addition, each of the six remarks should go to a different person, although multiple members of the group may criticize/praise the same person. These remarks may be given face to face, or via the telephone. Comments may be as appropriate ("Hey, you chug those ice beers like a wild maniac!" while at a bar, for example) or as off the wall ("That's a really sporty looking neck brace you got there," while at a hospital, for another example) as the group feels.

Idea: When interacting, certain members of the Inner Circle make harsh critical remarks constantly, while the others shower people with compliments.

6. The Whole Truth

Soon the Inner Circle will gain the respect that comes with truthfulness, for they may never tell a lie of even the smallest kind. Truth and honesty are held in highest regards in all that they do. Keep in mind that group members don't necessarily have to answer every question, but if an answer is given, it must be truthful. If there are members who like to talk, then this Mutation allows them to give their honest opinions about everyone and everything that they encounter. "Those are some pretty funky feet you got kickin'," or "No, I don't think you're looking slimmer these days with that loopy fat you gained" are bound to come out sooner or later.

Idea: The Inner Circle acts as a sort of *truth police*, and whenever they hear a lie, they expose it for what it is.

7. The Flip Side

The Inner Circle does the exact opposite of whatever Quest is rolled. During the Winds of Change (Order of Play #4) the group decides exactly what this opposite is going to be. How they go about completing this inverted Quest may

require a great deal of creativity. For example, if Oh! Lympics!, (pg. 153) was rolled, that could become *Un-athletic Cooperation*. In this, the group would collaborate in grabbing all the munchies, pillows, beer, and remote controls they could muster. They would then settle in a darkened, phone-free area in order to attain the highest level of laziness. For a different example, Intellectual Dual (pg. 97) could become *Agree*, where the group attempts to find different topics that everyone agrees upon. Reminisce (pg. 127) could easily become *Make Predictions* and so on.

8. Superfusion

Two separate Quests are rolled and then fused together into one *Super Quest*. That is, the Inner Circle will take elements from both Quests and formulate a new, hybrid, Quest which contains properties of both parent Quests. For example, the Table Master rolls Device an Invention (pg. 20) and Martial Warfare (pg. 24). During the Winds of Change (Order of Play #4) the Inner Circle discusses how to go about merging the Quests, and finally decides on inventing body armor, which will be used in the various sparring-style events of their Martial Warfare. The designs are evaluated and improved at the end of the Quest, having (possibly) saved the combatants from painful blows to sensitive areas.

With over 784 Super Quests, a lot of thought and creativity may be needed, as certain Quests may not seem to merge together very easily. In the end, the Super Quest may have little or nothing to do with the original Quests' main focus. In the rare case that the same Quest is rolled twice, this Manipulation does not apply.

9. Ground Zero

The Inner Circle does their Quest elsewhere. If they have motorized vehicles (such as a car, public transportation,

a powerboat, etc.), they must travel at least five miles away. If they rely on foot-based or bicycle power, then they must leave the general area they are currently at. Good locales to think of visiting include a distant friend's or family's house for homebound Quests, or perhaps a neighboring park or city for outdoor or social adventures.

10. Endangered Species

Before the Quest is rolled, know this: with this Deviation, the Inner Circle has to do the Quest no matter what. Rain, sleet, or snow—day or night—safety precautions be dammed, and all icons no longer apply to any Quest. If *Nightscape* (pg. 217) is rolled in the middle of the day, or *Solar Rise* (pg. 17) at midnight, the group no longer has the choice to avoid it; their fate is sealed. Personal morals should also be recklessly cast aside (although this is only a suggestion, it should be taken into heavy consideration).

Before acquiring their Quest, the Inner Circle will have to make another oath based on this new principle. This new oath states that they are willing to forgo any cushions, and take the Quest on with a hardcore attitude, no matter what the restrictions. If anyone decides they do not wish to make this second oath (aka weak-willed sponges) they should immediately stop playing *Morton's List* and may not play again until the next moonrise. These ex-Inner Circle members should be treated as people not willing to make an oath to the game (as described in the Order of Play #1); basically beat about the head with vegetation until they leave. They can not witness any further rolling or participate in the Quest.

11. Pied Piper

Like moths to a flame, so are pipes to a pie. The Inner Circle tries, during the Quest, to get as many people to join them as possible. These should be peo-

ple who the Inner Circle runs into during the Quest, and not people contacted. Recruits should participate in the Quest, and are treated very much like members of the Inner Circle (but receiving no Degrees).

Idea: The Inner Circle takes along a bullhorn, so as to more easily grab people's attention.

12. Table Lieutenant

With this Deviation, the Table Master uses the military approach to insure that everyone is doing what needs to be done. So, for the duration of the Quest, the Table Master acts as an officer in the military, and leans more toward giving orders, than hearing opinions. That is not to say that the Table Master will treat the rest of the group like slaves—members may be ordered to do things, but only as long as it pertains to the Quest. Good orders include: "Let me get that front seat, I need to see," or "Go check out the building, and see if there's any security," or "Give me that last slice of pizza, I need the energy." Bad orders include: "Give me your money," "Rub my butt," or "Hey, since we're gonna be in my house for awhile, why don't you wash my clothes." Even though these may seem like real-life military orders, they do not apply to this Deviation. The Table Master (unlike a real officer) still ensures that everyone has a good time and should not overstep this authority.

13. Crow of Normality

Rolling a 13 is never a good thing, and here is no exception. No Manipulation is acquired. The Inner Circle does their Quest normally.

14. Emperor's Clothing

What could be more fun than doing a Quest half-naked? Like grandpa used to say: "Half the clothes, twice the fun." During the Inner Circle's Quest, group members will strip down to the least possible amount of clothes (within the limits of legality and comfort, of course). Guys should wear only boxers, briefs, or whatever kind of secret fetish undergarments they usually sport. Girls should go down to bra and panties. For those a little too uncomfortable with that, the option of continuing to wear socks and a T-shirt may offer some camouflage for their flabby bodies. Beyond this main option, the group may wish to simply change into swimwear. Shorts of all sorts, tank tops, wife-beaters, mesh clothing, bikinis, and anything considered "revealing" by high school dress codes is fair game. Winter weather may threaten this Mutation considerably, especially while outdoors. Keep the cold in mind, but try to get away with as little clothing as possible.

Idea: The Inner Circle, being in an appropriately secluded area, and feeling very comfortable with themselves, strips completely naked. They then do their Quest normally, trying not to get too distracted.

15. Soundtrack

How could a wrestler enter the ring without super-hype music? How then, could the Inner Circle begin a Quest without some theme music of their own? With this Mutation, the group listens to music for the duration of the Quest. Group members should first decide how to play the music. Options range from portable players with headphones to boom boxes, and car audio to computers. Any music is good so long as it represents some facet of what the Inner Circle is doing at the time. Extra hype theme music can also be played whenever the group is in need of a quick fix of Karma, is travelling, or when otherwise

doing anything even slightly dramatic.

Idea: Each member of the Inner Circle establishes individual theme music, and plays it whenever he or she is speaking or acting.

16. Pirates of Plunder

Arr! There be booty abounding in the briny seas of this here Quest! During the course of the Quest the Inner Circle will take anything that is not nailed down. Group members may wish to acquire bags or backpacks to aid in the plunder. They should, however, take care not to lift items belonging to other members of the Inner Circle. This Mutation is not necessarily about stealing, as there are many free items lying about, such as phonebooks, matches, weekly newspapers, flyers, utensils, menus, or other such items. At the conclusion of the Quest, the Inner Circle should take time to show off all the acquired goods.

Idea: After the Quest, the Inner Circle places all the objects in a huge pile, divvying them up evenly and fairly amongst everyone present, regardless of who acquired what.

17. Lucky Star

Shining so bright, wherever you are. One member of the Inner Circle is randomly chosen to be the "Lucky Star." This can be determined via roll-off, rock-paper-scissors, or any other process that is both random and fair. All other group members then treat this person as a super star, affording him or her every luxury and convenience. The Inner Circle enthusiastically pays the Lucky Star's way for everything, gives that person the best seat, etc. Any group member found not treating the Lucky Star in a royal fashion may continue to do so, but loses any Degrees that would normally be earned for the Quest. The Table Master, as with any other situation requiring final judgement, settles all dis-

crepancies.

Idea: The person chosen to receive the Lucky Star treatment passes the privilege to another group member (freely, for a fee, or for some other form of compensation).

18. Get Your Head Right

It is very important for the Inner Circle to get into a good mind state before doing anything, and a Morton's List Quest is no different. The group thinks about what will help to get them in a right state of mind, and does it. This can be any number of things, and with a little creativity, the Inner Circle will be completely "right," and ready to tackle any Quest.

Idea: The Inner Circle experiments with something new, that has never been used before to get group members' minds right.

19. Free Thinkers

Instead of rolling a Quest, members of the Inner Circle come up with their own unique Quest. It could be anything, as long as to the best knowledge of everyone present it doesn't already exist in Morton's List (although it's not necessary to refer to the game book to check). For instance, they could choose "go to an arcade" as long as no one was aware of the Quest, Arcade Action, on the Mortal Ties Table. Group members should be as creative as possible, coming up with an idea that all will enjoy. Of course, the more they know about the game, the more creative they'll have to be.

20. Orderly Conduct

No running. That's the *salad* fork, dear. The Inner Circle handles themselves in a calm, organized, and systematic fashion.

Before the Quest begins, they go to great lengths to prepare for and plan their course of action. Every move to be made during the Quest is discussed and planned out in excruciating detail. This may involve synchronizing watches, making maps, notarizing permission slips, and other keys to a nice and orderly system. Even the simplest, most pointless laws are to be observed at all times (jaywalking, loitering, etc.). Some things which may help the group keep the Quest more organized include walkie-talkies, a local law book, a day-planner, a list of emergency phone numbers, elbow and knee pads, a spare tire and jack, etc.

Idea: The Inner Circle adopts a governmental system of organization, such as democracy (all decisions being put to a vote), communism (everyone is assigned positions of authority—president, treasurer, chief of covert operations, secretary of censorship, etc.), gynarchy (all positions of authority being filled by females), etc.

21. Path of the Left

Something wicked this way comes.... The Inner Circle will walk the dark side, on a path of selfishness. They will be rude, crude, and insensitive toward the needs of others (for some, basically being themselves), although it may be in their best interest not to bother people twice their size. They will always give orders, never ask questions or give compliments, and never, ever say thank you. The group may even decide to act this way towards each other. Also, whenever uncertain about a choice of turning right or left, the group should always choose left.

Idea: Everyone in the Inner Circle takes on an alias to represent their new attitude (Blade, Spider, 2-Dog, Mr. Bones, Scorpion, Snake, Crazy Shitneck, Da Boss, Knuckles, etc.).

22. Mitosis

After the Quest is determined, but before Winds of Change (Order of Play #4) the Inner Circle splits into two groups.

How they decide to do this is up to them, as long as the two groups are relatively equal. The subgroup without the Table Master then rolls off to determine the new Table Master for that group (Order of Play #2). Groups of two (or less) do not need a Table Master.

The split causes each group to perform the Quest separately. Before beginning, the two groups determine a time and a location where they will meet to share their experiences. Once this is established, both groups find separate locations and continue their Quests, picking up at Winds of Change (Order of Play #4). Both groups keep away from each other, and do not discuss their Quest with the other group, until after they meet towards the end. Should they both encounter each other during the Quest, this is fine as long as they don't interact.

23. Freebie

Take one. C'mon, it's free. The first one's always free. The Inner Circle decides on something to pass out to everyone met during the Quest. All group members should help to pass out these items; but only one item needs to be passed out to every new person they see. Items to be distributed could be anything that the group has an abundance of – small candies, newspaper articles, photographs, quarters, or whatever. A more ambitious Inner Circle could make unique free promotional handouts, such as flyers.

Idea: The Inner Circle hands out small printed flyers, each with a return mailing address on it. When/if any of these flyers are mailed back, the group mails that person a small prize.

24. Stay Strapped

I got your back, 'cause you know I stay strapped. No matter what. All members of the Inner Circle grab some kind of weapon, which they keep accessible at all times. This could be some-

thing as low-tech as a rock, small knife, large knife, or crossbow, a medium-tech atlatl, or any of the more high-tech "straps," depending on legality and/or what the group has available to them.

Idea: The Inner Circle practices using common household objects as weapons, until they are able to wield them with deadly proficiency. This way, they are never far from a practical weapon.

25. Secret Coalition

We shouldn't explain anything further about this Mutation. Because, of course, it's a secret. But here it goes anyway. The Inner Circle's Quest is now a complete secret to everyone outside the group. It is of the utmost importance that no one know exactly what the Inner Circle is doing (or why). While playing a board game, for example, the group could stay in a locked room with all the shades closed. Beyond that, if someone were to try to enter, group members would hide the board game and deny doing anything, saying only that they were, "Just chillin'."

A Quest involving bowling could be made secret by the Inner Circle going to the weakest, most unused bowling alley in the area, occupying the lane furthest from any other bowler, and then only bowling when no one is looking. Similarly, a group clandestinely attending a movie would pick the film with the lowest ratings and enter after it had started; sneaking in, one at-a-time, and sitting low in the seats in a very empty back row. Lastly, basketball could be played on a vacant court, with group members assigned to watch for any approaching people. Upon threat of someone discovering their game of b-ball, all involved suddenly act like they were just hanging out near the court. No matter what the Quest, never admit anything.

IDEA: The Inner Circle takes along the back-up activity of Hacky Sack. So whenever someone else might see what group members are up to, they can quickly switch to the default activity. Doing that, the group can be assured that no one will be any the wiser.

26. Peep No Evil

Seeing no evil makes the whole world blind. Or something like that. During the group's Quest, one half of the Inner Circle

(rounded down) is blindfolded for the duration, while the other half acts as guides. These guides may physically lead blinded group members, give verbal directions, or otherwise instruct them, so long as they make sure that the blindfolds remain in place. Normally, one person is assigned to each blind person, but one guide may lead several people, as the needs of the Quest dictate.

Solo Play Note: If only one person is playing, that person blindfolds himself or herself, and should find someone to help with the Quest. If the player can do it without outside help, then the Quest may be performed unassisted, but with extra caution.

Idea: The Inner Circle decides that the players who assist are not allowed to speak.

27. Illusions of Nobility

You are a king! If only a king of squirrels, a king no less. Too bad they can't understand your commands.... Every player is randomly paired off with another. These pairs then roll off against each other, with the winner deciding whether to go first or last. For 30 minutes, one person from each pair acts as the servant, and the other as nobility. The servants must take any orders given by their kings/queens unless these break one of the servant's Moral Codes, are dangerous, or create a situation that is genuinely uncomfortable. At the end of the 30 minutes, the roles are reversed. This Mutation becomes void after exactly one hour. If there is an odd person out, the Table Master is not paired with a partner and does not participate in this Mutation.

Idea: At the 30-minute switch, each servant-king/queen pair does not switch places with each other. Instead, all servants become kings/queens and all kings/queens become servants, but to different Inner Circle members.

28. States of Being

You can't blame it on a chemical imbalance. Whose chemicals are ever in the correct balance? The Inner Circle acts out an emotion or state of being during the Quest in a highly exaggerated and dramatic way. Everyone may roll on or choose from the table below to acquire a different random personality trait, or just pick one. Group members should spend a few minutes concentrating on their emotion, so they can effectively role-play it to the fullest effect.

States of Being Table
1. Afraid of everything
2. Mean
3. Just plain crazy
4. Shy
5. Bored
6. Excited
7. Bitchy
8. Bi-curious
9. Doomed
10. Life of the party
11. Too big for one's britches
12. Highly motivated
13. Rotten to the core
14. Angry
15. Whiny crybaby
16. Freaky
17. Confused
18. Haven't slept in days
19. Dumb as a board
20. Deadly serious
21. Completely paranoid
22. Pessimistic
23. Frantic and indecisive
24. Chivalrous
25. Sad
26. Ravenously hungry
27. Amnesiac
28. Crunked-up
29. Smarmy
30. One with the universe

Idea: The Inner Circle rolls one emotion, with everyone acting it out together.

29. Gold Fever

It's time to look out for number one. Throw the camaraderie (which is a big part of Morton's List) out the window, and replace it with competition, as well as possible backstabbing, cold-hearted tactics, betrayal, and shady dealings. Instead of working as a team, the Inner Circle competes against one another to see who has the most success in accomplishing the Quest. The player who wins that honor then gets to greedily handle the illustrious "gold."

To establish this "gold," all players could give up an equal amount of money and put it into a pot. Alternately, something of value could be substituted for money, or the Table Master could use the Inner Circle's money to buy a mystery prize for the winner, etc. The winner is decided by a (possibly secret) vote. Everyone voting must vote for

someone else. In case of a tie, the Table Master decides the victor.

Idea: In the grand Olympic tradition, the pot is divided into three awards (gold, silver, and bronze) and given to the top three competitors. For their \$50 pot, the first place award could be \$35, \$15 for second place, and a smack on the ass for third.

30. The Window

The Window of opportunity is now open! For this, the Table Master rolls again on Morton's Manipulations Table. The Inner Circle then chooses from either the Manipulation rolled, the one above, or the one below it. For example, if #20 were rolled, Manipulation #19, #20, or #21 could be chosen. The two not chosen are discarded as if never rolled. However, if a 13 is rolled or chosen, The Window is lost and the Table Master would go directly to the Crow of Normality (pg. 39). If The Window is miraculously rolled a second time, any Manipulation on this Table may be chosen. Keep in mind that The Window can never be chosen in this way; it must be rolled. Thus, if #29 were rolled, only two Manipulations could be chosen (#28 and #29).

THE COMPLETE QUESTS OF MORTON'S LIST

Solar Rise

1. Hit the Beach!
2. Community Recreation
3. Ancient Artifacts
4. Rally to Protest
5. Photo Finish
6. School's in Session
7. Help Wanted
8. Sightseeing
9. Beast to Beauty
10. Impressive Structures
11. Water Wonderland
12. Volunteer
13. What's Your Status?
14. Primal Hunt
15. Revitalize
16. Botanical Benefits
17. Hole in One
18. Slackin'
19. Off the Hook
20. Explore a Library
21. Beastly Exhibits
22. Watch Them Work
23. Flail and Crook
24. Marvelous Museums
25. Living History
26. Go Fly a Kite
27. Order in the Court
28. Pleasure Parks

Cosmic Law

29. Shoot Pool
30. Board Games
31. Big Money Big Prizes
32. Vittle Variety
33. Enforce the Law
34. Tap Five, Get Live
35. Flashback
36. Snake Eyes
37. Party Games
38. Backyard Games
39. Joystick Junky
40. Childhood Games
41. Luck of the Draw
42. Custom Dictionary
43. Strike 300
44. Guess & Sketch
45. World Board Games
46. The Five Senses
47. The Hunted Hunter
48. Savor the Flavor
49. Foreign Fun & Games
50. Global Grub
51. Roleplaying
52. Into the Gray Matter
53. Tactical Pastimes
54. Play on Words
55. Clubroom Games

Mortal Ties

56. Fine Dining
57. Mailbox Express
58. Live Show
59. Arcade Action
60. Romance Connection
61. Cookout
62. People Watching
63. Grounds to Play
64. Diverse Pathways
65. Call the Known
66. Seduce a Date
67. Cruisin' the Strip
68. Smooth Selling
69. Banquet
70. Track the Stars
71. People's Voice
72. Cultural Exchange
73. Friendly Encounter
74. View Sports
75. Kickin' It
76. Seeds of Passion
77. At the Movies
78. Conduct a Survey
79. Fast Talking
80. On the Move
81. Beware the Shoppings
82. Open Airwaves
83. Visiting Hours

Lore Galore

84. Mental Olympics
85. Devise an Invention
86. Ecology on Crack
87. Skills for Trade
88. Psyche 101
89. Reality on Film
90. Game Masters

91. Chemical Calamity
92. Whodunit?
93. Intellectual Duel
94. Pure Research
95. Caught in the Net
96. Building Things
97. Unexplained Entities
98. Trials of Trivia
99. Human Test Subject
100. The Third Eye
101. Puzzling, Isn't It?
102. Scientific Experiment
103. Problem Purge
104. Don't Believe the Hype
105. Man vs. Machine
106. Push the Button
107. Tomes of Knowledge
108. Gourmet a New Way
109. Media Blitz
110. Mind Bomb 77345
111. Buried Relics

"I'm Neutral"

112. Prized Collections
113. Videology
114. Feeding Frenzy
115. Story Bound
116. Theater of Battle
117. Rating Attributes
118. Sofa Spud
119. Dead Acres
120. Toy Box
121. Draft a Map
122. Live Action Roleplay
123. Archives of Life
124. Tables are Turned
125. World Records
126. Hobby Haven
127. Make Money
128. Nature Unbound
129. Reminisce
130. Wand of Illusion
131. Pick your Poison
132. Roaming Around
133. www.mortonslist.com
134. Play that Funky Music
135. Topic Talk
136. Animal Kingdom
137. Test of Ability
138. Laugh and Lose

Mountain

139. Bike Ride
140. Street Sports
141. Bodies in Motion
142. Peak Performance
143. Opposed Force
144. Radical Overdrive
145. Cross Training
146. Sink or Swim
147. Field Sports
148. Weightlifting
149. Skedaddle
150. Team Challenge
151. All-star Wrestling
152. Primitive Arms
153. Ariel Adrenaline
154. Oddball Stunts
155. Water and Ice
156. Arena Sports
157. Oh! Lympics!
158. Obstacle Course
159. Hone your Skills
160. Racquets of Fury
161. International Sports
162. Acrobatics
163. Neo-athletics
164. Outdoor Hiking
165. Martial Warfare
166. Skate or Die

Vision Quest

167. Who are You?
168. Draw the Line
169. Keep your Day Job
170. Herb Friendly
171. Visuality
172. Staged Drama
173. Instrumental Music
174. Tranquillity
175. Book of Spells
176. Old School Wisdom
177. Collage of Color
178. We Can Dance
179. Creative Writing
180. Eye of the Needle
181. Photographic

182. Tri-dimensional Art
183. Naked Beauty
184. Spiritual Exercise
185. Craftastic
186. Artistic Brush
187. Hypnotic Allure
188. Soul Search
189. Gnomania
190. Poetic Element
191. Talent Show
192. Divination
193. The Child Within
194. Deep Topics

Chaos

195. Pyrotechniques
196. Criminal Intent
197. X-rated Games
198. Snakin' Cold Cash
199. Spread Propaganda
200. Go for Broke
201. Hard Porno Pleasures
202. Evade the Blockade
203. Murderous Battlegrounds
204. Web of Deceit
205. Crazy Clichés
206. Shadow Stalkers
207. Snack Bandits
208. All that you Like
209. Chillinous Invasion
210. Demon Dialers
211. Buffoon Foolery
212. Anarchy on Wheels
213. What the Hell!?!?
214. There are No Rules
215. Hellified War
216. Drunken Free-for-all
217. Bustin' Caps
218. Derelicts of Dialogue
219. I'vel Nuder XXX!
220. Fish out of Water
221. Scavengers of Fortune

Nightscape

222. Drive-in Movies
223. "Come on Over"
224. Stellar Concert
225. Spread Darkness
226. Bonfire
227. Midnight Gaming
228. Ninja Mission
229. Club Nocturnal
230. Coffee Café
231. Lights Out
232. Neighborhood Patrol
233. Day's End
234. Dancing Lights
235. Slumber Party
236. Peeping Perverts
237. Netherworld Séance
238. Erotic Zones
239. Trash Jackals
240. Open 24 Hours
241. Naughty Nerdy Action
242. Celestial Night
243. Throw a Party
244. Cantina
245. Dream Walking
246. Graffiti FX
247. After Hours
248. Circle Unseen
249. Paranormal Activity

Yang of the Sky

250. The World in Need
251. Gifts of Love
252. Nurturing Growth
253. Heroes of Kindness
254. Our Animal Friends
255. Fellowship for All
256. Beautify
257. Passive Strength
258. Lifeblood
259. Path to Safety
260. Positive Acclaim
261. Receiver of Joy
262. Spiritual Offering
263. Healthy & Whole
264. For the Children
265. Spread Humor
266. Time Capsule
267. Happy Friendly Games
268. Building Trust
269. Cleansing Fire
270. Final Testament
271. Making Amends
272. White Magic

273. Bonds of Endearment
274. Mother Earth
275. Good Samaritans
276. Boundless Light

Rainbow Dragon

277. The Survivalist
278. In Perspective
279. Form a Club
280. Night Terrors
281. Message to the Cosmos
282. Forbidden Secrets
283. Theology
284. Dear Diary
285. Scrapbook
286. Choose Wisely
287. Unwanted Favors
288. New Resolutions
289. Secret Society
290. Prophecies
291. Road Traveler
292. Family Tree
293. Creative Purity
294. Ceremonial Rites
295. Globe Trotting
296. Two Cents Worth
297. Famous Quotes
298. Face the Fear
299. Venting Steam
300. Nature Magic
301. Elevate Your Mindstate
302. Members Only
303. Breathing Room

Yin of the Earth

304. Storm of Hate
305. Dark Humor
306. Hostile Mail
307. Kill or be Killed
308. Give Someone the Bone
309. Carnal Desires
310. The Tyrant King
311. Escalate Disorder
312. Weapons of Destruction
313. Circle of Assassins
314. Substance Abuse
315. Black Magic
316. Payback's a Bitch
317. Rampage of Ruin
318. Vile Tempters
319. Betrayal
320. Drop the Bomb
321. "I'm Superior"
322. Infinite Evil
323. Blood Money
324. Spread Horror
325. Inflict the Diss
326. License to Kill
327. Forked Tongue
328. Fun with Death
329. Personal Gain
330. Break Moral Code

Twilight Scroll

331. Alien Contact
332. Superhuman Power
333. Ark of the Covenant
334. World Dominance
335. Soul Mates
336. Notorious Acclaim
337. The Great Sphinx
338. The Eighth Wonder
339. Dimension Flux
340. Meet your Maker
341. Lost Atlantis
342. Miracle Worker
343. The Grand 13 Theory
344. Shangri-La
345. Seek the Holy Grail
346. Eternal Life
347. Shape History
348. Eighteen-Buddha Attack
349. Crystal Skulls
350. Center of the Earth
351. Big Money Hustler
352. Escape the Planet
353. Breakthroughs in Science
354. Become a Ninja
355. Time Travel
356. Wish Fulfilled
357. Spark of Life
358. Guardian Shield
359. Enlightenment
360. Find MORTON