NANOWORLD

A Game of Clones

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Welcome to Nanoworld; you are the game master. Nanoworld is a nano-game about clones discovering themselves and the dystopian world of Nano. It's your job to describe the world of Nano, be a fan of the clones, and make their life interesting.

Start by Asking
= Ask the clones about life on Nano.
= What's the first thing you remember?
= What were the clones engineered to do?
= What does your work place look like?
= What does a clone's wake-time consist of?
= What did you dream about last rem-time?
= What are the "uniques" like?
= What's unsatisfying about a clone's lot?

Tell clones to each choose a number and then take turns calling out looks and naming stats; all clones should mark whatever is called out. You know... because they're clones.

Then Ask
= What just happened to disrupt your work?
= What do you do?

Rolling Dice
Clones can always do what they were engineered to do. Everything else is brand new. When they attempt to do something new and interesting, make them roll and keep a running list of what clones can and can't do. Some things are possible but risky for clones; list those too, but make clones roll when they do those things.

Play until you reach a satisfying conclusion.
Welcome to the world of Nano, clone. You are one among Nano's vast workforce. Alike in every way, you serve your purpose together. You will never be unique; you are alone among yourselves.

Clone #: _______

Look
Hair: Blond, Brown, White, Bald
Eyes: Blue, Green, Starlit, Barcode
Garb: Coverall, Suit, Tunic, None
Gender: Masculine, Feminine, Both, Neither

« Stats »

__________ +2             __________ +0

__________ +1              __________ -1

Something New
When you attempt to do something new and interesting, roll 2d6 and add a stat of the GM's choosing. On a 10+, it's something all clones can do. On a 7-9, you succeed this time but it's something risky for clones to do. On a 6-, it's something clones just can't do.

Something Risky
When you take a risk, roll 2d6 and add a stat of the GM's choosing. On a 10+, it's like you were engineered to do it. On a 7-9, you do it but the GM will tell you an unforeseen consequence. On a 6-, the GM will tell you where things went wrong or offer you a hard choice.
Nanoworld is a game about clones...

...on the day when things go wrong.

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Welcome to the world of Nano. You are one among Nano's vast workforce. Clones will never be unique; except, you are. Serving the purpose, you are alone.

*Nanoworld: Uniques* is a set of additional looks for clones in the world of Nano and two optional moves for one or more players.

**Looks**
- Skin: Inked, Transparent, Implanted
- Eyes: Blind, Bloodshot, Shades
- Garb: Fatigues, Scrubs, Costumes
- Gender: Cyclic, Contextual

**Something Normal**
When you reincorporate other clone's mannerisms, mark XP.

**Something Unique**
When you burn 7 XP, choose 1:
- You can do something other clones can't, but it's risky.
- You can do something risky as if you were engineered to do it.

**Then Ask**
- How long have you known you were unique?
- Who else knows that you are unique?
- What are you afraid will happen if everyone finds out?
- How do you think other “uniques” will react?