



ENGINE

ENGINE is a game atop another game.

To play ENGINE, you must have and play either Apocalypse World by Vincent Baker, or one of the many games derived from it.

Playing with one of its derived games with ENGINE will take a bit more work, as this game is designed with Apocalypse World in mind.

It should work, though.

Caveat: If you can use the word "dark" to describe the game, it should work.

Just play the game as normal, but add the provided Principles.

Then, once done, play ENGINE. Play it right after, or play it another day. Either way works.

ENGINE by David A Hill Jr
a Machine Age Production

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PRINCIPLES

Play Apocalypse World the way you normally would. Apply the following Principles.



RECORD EVERYTHING

Take notes. You don't need a transcript of all dialogue, but note all major events. Keep these notes simple. Be especially sure to note any character deaths or property destruction. Bullet-point anything important (read: Moves).



INDULGE!

Engage the mechanics. Do everything your game encourages you to do, do it well, and do it unapologetically. Be bold.



REVERSE EVERYTHING

Take your notes. Reverse their order. This is "The Script."

To play ENGINE, go through The Script, and retell the story in reverse order. Undo damage. Rebuild your world. Give, don't take. Look through the eyes of a creator, not a destroyer. Everyone plays the same characters, or you can trade roles for an advanced game.

At every bulletpoint, introduce a Move. Any player may use a Move, if appropriate for their characters. This includes the MC. Most Moves has an equal and opposite Basic Move or MC Principle. Feel free to create Custom Moves to undo the events of playbook Moves.

MOVES

To use a Move, roll two dice. Each Move has three potential results:

6 or less: Usually the most negative result.

7 - 9: A result that reverses the original event, but asks a question about the original event. Answer. Tell the other players. For MC Principle Moves, make declarations.

10+: A result that reverses the original event, and allows for further greatness.

The Moves are detailed below.

MODIFIERS

Another player may add a Modifier to your roll. This is a number between 1 and 4. To do so, their next roll must take an identical penalty. They may only queue one penalty at a given time.

Only one player may Modify a given roll.

MOVE: DIFFUSE A SITCH

Opposes: Act Under Fire

Things were rough. In the original game, you were Acting Under Fire because things were tense. In reverse, you must diffuse the situation, and bring things back to a calmer place. Maybe you meditate. Maybe you offer the enemy a concession. Maybe you denounce your hatred and lay down arms. Maybe you apologize.

Roll two dice

6 or less: Replay the action in its original order, act under fire. Reframe the story. Things may be better or worse.

7 - 9: You diffuse the situation. Ask yourself one of the following.

- a) What could you have done better?
- b) Who really wanted this?
- c) Why would this happen again?

10+: Reverse the event. Name someone that learned from the mistake, but not yourself. They get + 2 to their next Move.



MOVE: MEND WOUNDS

Opposes: Act Under Fire

Heal people. Mend wounds. Repair bridges. In the original game, you were Going Aggro on someone. In reverse, you must fix harm. This usually means explaining why the harm was there within the reversed narrative.

Maybe you patch them up. Maybe you make love, not war. Maybe you open up and show them a vulnerable part of yourself. Maybe you manifest a miracle.

Roll two dice

6 or less: Replay the action in its original order, go aggro. Reframe the story. Things may be better or worse.

7 - 9: You mend wounds. Ask yourself one of the following.

- a) Why didn't you take a kinder approach?
- b) Did the violence solve your problem?
- c) Who else did this hurt?

10+: Reverse the event. Determine how your mercy, your grace helped the target to create something beautiful in the world later. The one you inspired's next roll is at + 2.



MOVE: GIVE FREELY

Opposes: Seize by Force

Give charity. Give gifts. Give love. In the original game, you were Seizing by Force. In reverse, you must give that thing to its owner from the original story.

Maybe you celebrate a holiday. Maybe you owed them something. Maybe they asked for something. Maybe you don't need it anymore.

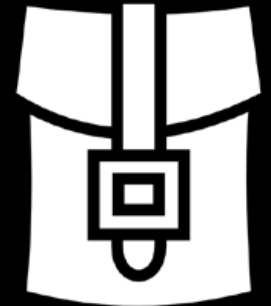
Roll two dice

6 or less: Replay the action in its original order, seize by force. Reframe the story. Things may be better or worse.

7 - 9: You give freely. Ask yourself one of the following.

- a) Why would they appreciate the thing more than you?
- b) Did you really need it that much?
- c) Why was the item not worth it?

10+: Reverse the event. Determine how the thing you gave helped its new owner. The new owner's next roll is at + 2.



MOVE: GIVE PERSPECTIVE

Opposes: Seduce or Manipulate

Things got hot and heavy, artificially so. In the original game, you Seduced or Manipulated someone. In reverse, you must help let that person down respectfully, and diffuse their misplaced emotions.

Maybe you remind them of their duties and obligations. Maybe you tell them why you're not the ideal they think you are. Maybe you tell them of a promise you made to another.

Roll two dice

6 or less: Replay the action in its original order, seduce or manipulate. Reframe the story. Things may be better or worse.

7 - 9: You give the person perspective. Ask yourself one of the following.

- a) How were they hurt by your deception?
- b) What did you really gain from your machinations?
- c) Would they have done what you wanted, anyway?



10+: Reverse the event. You've made a long-term friend because of your honesty and forthcomingness. The new friend's next roll is at + 2.

MOVE: FIND STABILITY

Opposes: Open Your Brain

You need to take a step back and re-assess the world. In the original game, you Opened your Brain to the psychic maelstrom. In reverse, you must find a calm center, and affirm the sensibility of your perceptions.

Maybe you take a break. Maybe you read a book. Maybe you spend some time gardening. Maybe you have a relaxing chat with a loved one.

Roll two dice

6 or less: Replay the action in its original order, open your brain. Reframe the story. Things may be better or worse.

7 - 9: You relax, you center yourself. Ask yourself one of the following.

- a) Was it worth putting yourself at risk?
- b) Who could you have hurt?
- c) How did your insight make things worse?

10+: Reverse the event. Steel yourself against the maelstrom. Further Find Stability rolls gain a cumulative + 1 (to a maximum + 4).



MOVE: SHOW LIGHT

Opposes: Barf Forth Apocalyptica

Take something, and make it beautiful. In the original game, you Barfed Forth Apocalyptica and made desolation and dystopia. In reverse, you must undo that nastiness, and create lovely, inspiring things. You exhibit beauty and optimism.

Maybe you show the players a patch of flowers. Maybe you show them community and trust. Maybe you give something to them, free of charge.

Roll two dice

6 or less: Replay the action in its original order, barf forth apocalyptica. Reframe the story. Things may be better or worse.

7 - 9: You relax, you show light. Declare one of the following.

- a) Show how things could have been better.
- b) Name who caused the apocalyptica. Talk about their parents.
- c) Tell us when this becomes better again.

10+: Show light. Ask the players to make three statements that would improve the scene. Those three things are true.



MOVE- BUILD - CREATE

Opposes: Look Through Crosshairs

Create something. Build something. Birth something. In the original game, you Looked Through Crosshairs at someone or something, and destroyed it. In reverse, you must recreate, you must bring new things from the ashes.

Maybe you resurrect a dead person. Maybe you reveal they didn't really die. Maybe you bring in an artisan to rebuild a destroyed place or thing.

Roll two dice

6 or less: Replay the action in its original order, look through crosshairs. Reframe the story. Things may be better or worse.

7 - 9: You build. You create. Declare one of the following.

- a) Tell what the target could have done if left alone.
- b) Talk about the creator or parent of the target.
- c) Describe how the destruction snowballed.

10+: Build. Create. Ask the players to make three statements that would improve the scene. Those three things are true.



There you have it.

ENGINE helps you to tell a story of renewal. It helps you to explore the causes and ramifications of the things that occurred in the original story.

It does not reflect on all Moves, or all Principles. Not by far. But this is a foundation. If you choose to build more Moves, we'd love to hear about them.