

The Victim

The story was **True** but **Unpublished**, so those who would have been named in it have been free to carry on without consequence for themselves.

You have flipped from being **The Editor** to **The Victim** in the aftermath: if the truth had come to light, your suffering might have been lessened, but it continued because the one who hurt you never faced justice, as the truth never came out.

Frame an aftermath scene where you confront **The Reporter, The Lawyer** and **The Owner** in public, make your speech, listen to their responses and then lightly embrace the only one you can find it in your heart to forgive, ending the game.

The Litigant

The story was **Untrue** but **Published**, dragging good names into the mud and tarnishing them with a stain that will never truly go away.

You have flipped from being **The Reporter** to **The Litigant** in the aftermath: you have suffered the most as a result of these baseless accusations, so now you have begun lengthy legal proceedings against the newspaper.

Frame an aftermath scene where you confront **The Editor, The Lawyer** and **The Owner** in a court of law, plead your case, listen to their defence and firmly place your hand on the shoulder of the one who the court finds most liable, ending the game.

The Soulmate

The story was **True** and **Published**, shaking society to its core and having serious consequences for all those named in it.

You have flipped from being **The Owner** to **The Soulmate** in the aftermath: your spouse, parent or child was destroyed by the revelations in the story, so you want to confront those who broke it with the mess they made of your lives.

Frame an aftermath scene where you confront **The Reporter, The Editor** and **The Lawyer** in the newspaper office, make your speech, listen to their responses and then lightly strike the cheek of the one who you feel should pay for what has been done, ending the game.

The Source

The story was **Untrue** and **Unpublished**, just a malicious rumour started by someone with a grudge to bear.

You have flipped from being **The Lawyer** to **The Source** in the aftermath: you started the story, but you had good reason for it and maybe the truth will make for a better story than the lie after all.

Frame an aftermath scene where you confront **The Reporter, The Editor** and **The Owner** in public, tell them the truth, listen to their opinion of you and then shake the hand of the one you feel most empathy with, ending the game.