READ ME!

RITES OF PASSAGE
A SCIENCE FICTION ROLEPLAYING MODULE ON HYPERCARD

Rites of Passage is a series of HyperCard 2 stacks that comprise a systemless science fiction roleplaying module. You have just downloaded the Menu and Introduction/Character stack. The aim of the Rites Project is to release the entire module (including printable character sheets and GM notes) on HyperCard for free distribution and play.

THE NATURE OF THE STACKS

The two introductory stacks are large, each over 500K when decompressed. They together comprise 85 cards giving a fifteen minute sound, text and graphic introduction to the module followed by selections from the Characters' stack. The introductory stack does NOT contain the full module: it will be released after convention play in early 1993.

Rites of Passage is written and scripted by John Hughes of The Wyrm's Footprint. It is an experiment in electronic module design and distribution. A convention version of the module will run at CanCon (Canberra, Australia) in January 1993. The completed stacks will be available through the Net shortly thereafter.

The stack is postcardware, and may be freely distributed, as long as it is not altered in any way. If you have any suggestions for improvement — scientific, programming, dramatic or jest plain old english expression then PLEASE let me know. The introductory stack contains full information on the module and on the further stacks.

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Rites of Passage is a systemless and thematic module — a module designed to explore a number of themes or moral quandaries using mood, atmosphere and depth of characterisation. Set in the 24th Century, it is designed to explore the cultural and psychological impact of computer implants and virtual reality. While focussing on characterisation and drama, the module also features a murder mystery, a black hole, possible alien contact... oh, just download and explore the stack.

HOW TO USE THE STACK

Rites of Passage requires HyperCard 2 and System 6.07 or higher. It will run on any Mac with the necessary memory. As it uses a large number of digitised sounds, a minimum of 4 Meg RAM is recommended. The Introduction (and subsequent stacks) use resources stored in the Menu stack, so they should not be separated.

VERSION 2.1

Versions 1.x of these stacks used MacIntalk, a voice generating utility no longer supported by Apple. The MacIntalk scripts caused system crashes in certain Mac II machines, and they have been deleted in the current version.

In addition, several cards have been added or clarified in the current version. The original

large Introduction has been split into two stacks. Oh yeah, and the spelling…

I'd be grateful for comments or reviews. REALLY. Please mail me at the address above.

Free Information!
Free Imagination!

John Hughes