

## Player Hand Out

### Welcome to The Tank.

You have lived in The Tank for as long as you can remember. Of course, being a fish, your memory isn't that great...

The Tank is an odd place. You are surrounded on four sides with solid water. It looks just like normal water, but when you try to swim through it, you bump your nose. Sometimes you can see the images of ghost fish on the other side of the solid water reflecting your movements and mocking you. The top of The Tank opens into the horrible air above, and the bottom is solid. You can, if you wish, leap out of the top of The Tank, over the solid water. If you choose to do this, please see a Tank Master (TM).

A day in The Tank is full of wonder and excitement. Giant beings surround The Tank and constantly disrupt your world. Sometimes they bring food – mmmm food. Sometimes they grab and one of your fishy brethren are taken away never to be seen again.

There are those that speak of a life beyond The Tank. Good fish are taken away to a place called “The See,” where there is no solid water to confine you. Bad fish are taken to a place of torture.

### Other Fish.

You live in The Tank with many other different types of fish and underwater life (also called fish, even if they are technically amphibious or something else). The younger fish go to school. Some of them have been playing a strange new game that involves dressing up in black and painting their face white.

For the most part, the fish get along peacefully, except during feeding time, when it's every fish for itself.

### Fish Fight.

Sometimes a fish has gotta do what a fish has gotta do. When you want to attack another fish, point your hand, er, fin at your target, and pronounce in a loud, clear voice, “I'm attacking you.”

The next step is for you and your opponent to close your eyes or turn your backs. Count to 3, and then raise a hand (or fin) in the air, holding up between 0 and 5 fingers. (Actually, you cannot hold up more fingers than you have hit points.) Take the difference between the two hands. If the

difference is 0, defender takes no damage. If it is 1 or 2, defender takes 1 damage. Difference of 3 or more? Defender takes 2 damage. Defender then gets to attack the attacker.

In the case of multiple attackers/defenders, you all hold up your hands at the same time and calculate all the damage done at once. Why not get a TM to help you make the combat go quickly? That's why he's there.

Speaking of hit points, you're going to start the game with them clearly attached to your costume via hopefully rustproof safety pins. When you lose a hit point, remove it from your costume and toss it out of the tank. If you lose all your hit points, you are at the mercy of whoever is around you. They can take all your items, push you around, or kill you. Should you die, you should float belly up until you are removed from The Tank.

### Those Strange Hand Thingies.

On the other side of the solid water walls of The Tank, you can see large, bizarre shapes moving about. These things often communicate to each other, quite unintelligibly, although they seem to know what's going on.

Every once in a while, these unbelievably huge, strange creatures reach into The Tank with appendages known as “hands.” If you are touched by one of these “hands,” you are caught and you must follow the “hand” even if it takes you out of The Tank. Fish caught by these “hands” are never seen again.

### Mmmmmmm. Food.

However, sometimes these “hands” bring a source of joy and pleasure: food. Every fish needs food. Without it, you will die. And the more food you have, the better. Food is always tossed into The Tank near the “hands,” so it is impossible to know if the “hand” is there to give food or to drag you from The Tank never to be seen again.

All food will have Hit Points attached to it. If you manage to grab a food (and you must grab it, *actually* grab it) and remove the Hit Point from it, you can attach the Hit Point to yourself. There is no limit to the number of Hit Points you can gain in this way. Throw the “eaten” food out of The Tank when you are done.

If, after a feeding, you don't gain any food, you must take one of your Hit Points and toss it out of The Tank. So you'd better get the food, while the feeding is good. It's okay to try to snatch food from other fish, but try to avoid too much horseplay in The Tank.