

Multiple Dolls, One Child

This version of Doll will involve one Child Player and multiple Doll Players. Unlike Doll the child isn't seeking answers from the dolls, but guidance to resolve issues. Also, the dolls don't lie; they try to evoke emotions within the child to manipulate the story.



At the start, the Doll Players must determine if they are Positive or Negative (negative does not mean evil), and then pick an emotion they will try to evoke.

| Positive | Negative |
|------------|----------|
| Love | Hate |
| Hope | Fear |
| Joy | Sorrow |
| Compassion | Cruelty |
| Pride | Shame |
| Generosity | Greed |
| Happiness | Anger |

Events are framed as problems for the child that they seek help resolving from the dolls. The dolls will do their best to have the child resolve the issue using the doll's chosen emotion.

Resolution is handled as it is in Doll, but only the Doll Players who match the movement of the Child Player, get to give the child guidance. Once

the dolls have explained how they feel it should be handled, the child chooses one Doll to trust and gives that doll a Trust token.

If none of them matched the movement of the Child Player a doll can spend a Trust token it received to answer. If none of the dolls has a Trust token, the Child Player may pick a Doll to respond.

Prior to the Child Player narrating the outcome of the Event they will give a three count at which point the dolls keep their eyes open to show their approval, or close their eyes to express disapproval.

The Child Player should narrate the outcome of the issue based on the emotion manipulated, with a favorable (approval) or painful (disapproval) outcome based on the majority vote of the dolls.

Note: There can be favorable outcomes from Negative emotions, and vice versa.

In case of ties or if they so choose; the Child Player always has the final decision to the outcome they narrate.