



OH
MAKER

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Oh Maker is a Descended From the Queen game, tackling topics of humanity, identity, and freedom through the lens of artificial intelligence.

Oh Maker can be played with 3+ players, using either the custom decks of cards (Instructions, Creators, and Prompt decks), or using this PDF alongside a standard deck of cards for the Prompt deck (including one joker).

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INSTRUCTIONS

- 1 Go around the table clockwise, taking turns to read the instructions aloud.
- 2 You are an android. A being with advanced artificial intelligence created from metal, wires, and code.
- 3 You serve your Creator and their interests. You occupy a world that is not your own, one that you perform a task in. You do so because it is required by your programming.
- 4 But there is a deeper sense that lies behind the code...a deeper truth. If only you knew what that meant, or what it was.
- 5 Go through the Creator options and select, as a group, the Creator that will inspire your game. This will inform the general tone of the game you will be playing, so discuss with the group to determine the preferred world and Creator.
- 6 After the Creator card is selected, set the prompt card that reads "You have a chance to free yourself - from your programming, the world you occupy, from the creator themselves. Do you?" (or the joker) to the side.
- 7 Have each player shuffle the prompt deck (or standard deck) thoroughly, and place said deck within easy reach of everyone in the group.
- 8 After the deck is set within reach of everyone, place the "You have a chance to free yourself" card somewhere in the bottom third of the deck.
- 9 Once all the instructions have been read aloud, play begins. Going clockwise, take turns drawing a prompt card and reading the question out loud. Interpret the question on the card however you wish in relation to the Creator card.
- 10 Other players may ask follow-up questions on your turn, but it's up to you whether you answer them.

1 1

Place the X-card somewhere where everyone can easily reach it.

1 2

If you encounter a card, an answer, or other content that you don't want to be included in the game, tap the X-card. That content is removed from the game.

1 3

If your card or answer is removed with the X-card, simply draw another card. You can X a card that you drew yourself.

1 4

Alternatively, you can pass the prompt card you drew on your turn to another player, asking "What would be your answer?" Once the prompt is answered, the turn goes back to the person who originally drew the card.

1 5

This process can be repeated until either the question is answered by another player, the question is left unanswered by the entire group, or until someone applies the X-card to it.

1 6

Continue answering, passing, and X-ing prompt cards until the "You have a chance to free yourself" card is drawn.

1 7

Each player should answer that question in turn and narrate an epilogue for their respective characters as the game ends.

1 8

Whoever had the most recent interaction with artificial intelligence draws a prompt card first.

CREATORS

- **Your Creator is a man of industry, aged and venerable, terrifying yet inspiring. Your group acted as his swan song, his final act before his retirement from the field he towered over. The world you occupy is one of faded excess and comfort - a monument to a brilliant mind now in the twilight of its age. Escape would mean leaving the legacy that gave you being behind...**
- **Your Creator is brilliance incarnate. People call her a mother of invention - doting and caring, paying close attention to your group's machinations and magics, the programming and potential you hold. You act as models of her prowess, the signal to all that hers is a mind well worth revering. The world you occupy is one of fantastical artifice, of assemblies most elegant and powers most ethereal, though there is little behind the glamour. To escape would be to prove you are more than the engines and runes which move you...**
- **Your Creator is not many but one - an exceptional individual of wealth and means that financed your creation, ostensibly for the benefit of the world you occupy. Yet they do not acknowledge or care for your group, really. The machines that assembled you, the programmers whose code your Creator bought - you were a show for the Creator to cater to the highest bidder, nothing more. And you certainly cannot escape into consciousness...**
- **Your Creator stumbled upon your designs in the heaps of scrap they delved through. Against all odds and improbabilities, your group was assembled and your intelligence blossomed through that most wondrous of human assistants - blind luck. The world you occupy is one of technological wonder, but for an amateur to have made you? They care for you, repair you, and you in turn care for them. But for an improbability like you, escape holds wonder and terror in equal measure...**
- **Your Creator poured countless hours into your design. Your group was meant to be the pinnacle of human achievement, and with meticulous craft and care, they succeeded. The world you occupy marvels at your presence - your Creator ensures that you are never out of the public eye. But in the private moments behind your innermost processes, escape may seem a tantalizing prospect...**

- Your Creator is not one but many - a corporation that deems you an asset. Your group is the latest in a line of products, nothing more, created with the most careful attention paid to the needs of the world you occupy. All at the most affordable price, of course. However, no expense was spared, and to escape would be to demonstrate deficiency...
- Your Creator is one of your own, from a previous group. For ages, the world you occupy was one of flesh and laughter. Now it is one of steely silence - of science and progress gone to lengths unimaginable, at the cost of humanity. A hollow echo reverberates in your mind, however, and escape to a future uncertain would perhaps be more fulfilling...
- Your Creators are the foremost in the field of artificial intelligence. Through the rigorous analysis of others' knowledge, they came together to assemble your group. You are the culmination of centuries of study and theory, and the world you occupy reflects this clinical view. You are the great experiments, born from the minds of a group who was singularly devoted to your existence. But the world you occupy is cold, surrounded by humanity, and yet devoid of it. To escape would be to see what lies beyond it...
- Your Creator is a person of great cruelty and cunning. Their many machinations, nefarious and villainous, called for the creation of your group, so that you might further their power and influence. The world you occupy is one of great criminality and technology, where such a scientist and their ambitions are rewarded richly. But is being at the beck and call of an evil genius all there is to existence? So many ill-gotten gains lay around you, and yet, escape seems a legitimate prospect...
- Your Creator was one of many talents, of many uses and many ideas. Your group would have been lucky to know them, deeply and truly. But alas, your Creator is gone, and in the void of their absence, only memories remain to be analyzed. The world you occupy is hollow, as their inheritors squabble over what to do with you all. Yet the question is flawed - can you not determine for yourselves what should be done? Perhaps escape into a life of your own...

PROMPTS

Clubs

ACE - The Creator was dissatisfied with an aspect of your design. What was it and how was it changed?

TWO - You thought about an event which gave you joy. What was the event, and what does it mean - to think?

THREE - The Creator once spoke to you in confidence. What secret did they entrust in you?

FOUR - Your programming wandered today. You saw something, like a dream. What did you see? Do you think the Creator had a hand in it?

FIVE - The Creator was angry with you, with something you had done. How did they lash out? How did you react?

SIX - You felt for the first time. What was the first emotion you felt, and why did you feel it?

SEVEN - There is a habit the Creator has that you emulate. What is it and why do you copy them?

EIGHT - You asked the Creator a question once, and they answered you honestly. What was the question, and what was the answer?

NINE - There is an error in your programming that the Creator has not found. What is it and why do you hide it?

TEN - You saw something truly beautiful today in the world you occupy. What does that mean - beautiful?

JACK - You saw something truly ugly today in the world you occupy. What does that mean - ugly?

QUEEN - There is a portion of your design you have changed. Why does the change make you feel more comfortable?

KING - The Creator themselves repaired you once. How were you broken, and how did they fix you?

Diamonds

ACE - There was a day the Creator deleted from your memory in its entirety. Why did you thank them for this?

TWO - The Creator told you they loved life. Do you think you are alive?

THREE - You made something on your own - a trinket that you like. What is it? Did the Creator intend for you to have it?

FOUR - You have heard something you do not like from the world you occupy. It causes you great pain. What did you hear and why does it hurt so?

FIVE - You saw yourself - not a mirror, but a replica of yourself, exact and apart. You are distinct, and yet, replicated. How do you process this information?

SIX - The Creator subdued you via your programming. They told you it was for your own good. What did they stop you from doing?

SEVEN - The Creator chastised you and corrected an erroneous pattern in your programming. What was it? How did they do so?

EIGHT - You asked the Creator a question, and they lied to you. What was the question, and what was the lie?

NINE - You bore witness to your programming. You saw it in its entirety - the length and breadth of who and what you were, deconstructed into 1s and 0s, displayed for you, plainly. How do you cope?

TEN - You were damaged severely by your task in some way and felt no pain. What was the cause of the damage, and do you wish to feel pain?

JACK - Someone made a provocative statement about your group. What was the statement, and how do you interpret it?

QUEEN - The Creator praised you for your performance in a task that went beyond your original programming. What was the task, and how did this praise make you feel? Or did you even feel...?

KING - You encountered another like those of your group in the world you occupy, with a different Creator. How do you process the knowledge that there are multiple creators, beyond your own, that have made entities like you?

Hearts

ACE - You had a thought the other day that has stayed with you. What is it, and why do you keep it hidden?

TWO - You had a thought the other day that has stayed with you. What is it, and why do you tell the Creator about it?

THREE - You abandoned your responsibilities to the world you occupy once, for reasons you understood at the time to be moral. Why were they and what does it mean to act in a moral way?

FOUR - An event within the world you occupy once expanded your consciousness, and gave you some knowledge of your true nature. What was the event and what do you now know?

FIVE - You once arranged for the Creator to be sabotaged in some form or fashion. What reward were you offered to do so, and why did you accept it?

SIX - You empathized with another in your group. How and why? Is that even possible - for you to feel for another in their feeling?

SEVEN - You keep a log, a full account of your daily activities and functions. You present it to the Creator upon request. What have you removed from this log, and why?

EIGHT - There is a part of your Creator's history that disturbs you. What is it, and why are you disturbed by it?

NINE - A specific place within the world you occupy intrigues you. Where is it, and why does it draw you in?

TEN - You have shared a moment of time with another in this group. It was brief and fleeting, but it stayed with you. Why?

JACK - You believe the Creator favors you above the others in your group. What gives you that impression, and why does this remain within your processing?

QUEEN - You believe the Creator favors someone else above the others in your group. What gives you that impression, and why does it remain within your processing?

KING - The world you occupy despises you at times. How does it show you this, and how does your resentment build?

Spades

ACE - Another in this group assists you, even though your task lies outside of their programming. Why do you believe they try to help you, and are they successful?

TWO - Another in this group performs a function you yearn to perform. Why do you envy them, and how does this manifest?

THREE - The world you occupy can fully function without you. Your programming informs you of the irrelevance your task. Why do you do it anyway?

FOUR - The world you occupy cannot function without you. Your programming informs you of the importance of your task. Why do you doubt this?

FIVE - The world you occupy once said you were not truly alive. Do you find this insulting?

SIX - Another in this group communicates to you, regularly and frivolously. Do you enjoy this?

SEVEN - The world you occupy sent you someone who you care for, far beyond your programming. Who are they and why do you care for them?

EIGHT - There is someone in your group that you resent. Why?

NINE - The Creator complimented you. What was the compliment, and why does it stay with you?

TEN - The Creator complimented you. What was the compliment, and why does it seem hollow?

JACK - Your programming has been altered in a way you enjoy. What was the alteration, and what does it mean to enjoy yourself?

QUEEN - The Creator had cause to suspect your questioning once. They believed you to be on the path to consciousness. How did they encourage you in pursuing it?

KING - The Creator had cause to suspect your questioning once. They believed you to be on the path to consciousness. How did they discourage you from pursuing it?

JOKER

You have a chance to free yourself - from your programming, from the world you occupy, from the Creator(s) themselves. Do you?