

“The rules we live by.” **Starting a paragraph with a floating quotation is frowned upon.** I have ended the title of this preface in a preposition; this is both appropriate and intentional. One can make the honest claim that, grammatically speaking, the title is incorrect; a preposition dangles at its end. (That is a rule that most of us learn in school.) **Redundant, condense.** Written correctly, or so our schooling teaches us, the phrase should read, “The Rules by which We Live.” **Why is the capitalization different in this sentence than in the first one?** Do not end a sentence with a preposition. **Already said that.** This is a rule by which we live or one, so they tell us, that we should live by. **Already said that, too, and it echoes the “we should live by” phrase awkwardly.** Rules govern our language. **At this point, I am wondering who is “they,” as “rules” are being personified here; who are we talking about? “Those people?”** However, there is another way of looking at that rule, and many rules. The great English **(you should say British; not only is it more accurate, but in this context would avoid confusion between the English language and the English nation, as we are talking about the English language)** Prime Minister, Sir Winston Churchill, put it best; **(colon, not semicolon)** in a comment regarding the rule on prepositions and their placement at the end of a sentence **(comma)** he said simply, “That is nonsense up with which I shall not put.”

Treat the rules presented in the Castles & Crusades Players Handbook and the Castle & Crusades Monsters and Treasure in the same manner Churchill treated prepositions. The bugbears of grammatical formality and adherence to those ever evolving rules swirling about the usage of our language, often do little more than produce stilted phraseology and a monotonous dialogue little capable of conveying what the writer wishes to express. **Yes, that can definitely happen. Oh, boy.** The point is, **(colon not comma)** don’t allow the rules presented in our books to become roadblocks on your path to fun and adventure. In the context of your storyline or adventure or the events occurring on the ground, should you need to change, ignore, or amend the rules, YOU SHOULD. Don’t allow the rules to get in the way of telling a good story.

Castles & Crusades is a role-playing game designed to allow for the interactive telling of an adventure. In order for that adventure to occur, two events must take place. **Stilted.** The Castle Keeper must design an adventure; the players must overcome that adventure’s challenges. The adventure can end in disaster, or even go uncompleted; yet still everyone can have some fun and enjoy themselves. **Wait, I thought you said the players must overcome the challenges?** It’s playing through the story that is the fun part; that is the genius of role-playing games, they **(it; genius is an it)** allow you to play through a story you write. Like no other game **(should be games)**, RPGs in general, and Castles & Crusades in particular, allow us to spin yarns of wild abandon and live out those yarns in the safety and comfort of the real world. **Living out yarns sounds... itchy.**