
Diner Oracle League - Play Mode

About this Community

What it is: A cozy, safety-first road-trip game where travelers consult small oracles at diners and gas stops place-mat puzzles, pie cases, ketchup dots to make harmless, playful decisions for the day.

Prime Directive: Safety and law always trump the game. Any rule that conflicts with traffic laws, weather, fatigue, allergies, or comfort automatically voids itself.

How it plays: Each stop invites a tiny ritual: pick a day's omen from the first coffee served, decode a place-mat, or perform a quick pie augury to award a minor perk (photo stop, playlist pick, veto token). Penalties are light and social (carry the trash bag, tell a cheerful story), never shaming or unsafe.

Examples: First Coffee, First Omen, Placemat Cipher, Pie Augury, Ketchup Constellations, Exit Oath.

Sample Rules / Principles

• Exit Oath

Ritual: On leaving, all say, "Full hearts, full tank," then confirm fuel range and the next stop. Penalty: Skip & next DJ set begins with a ballad. Safety: Real fuel check outranks ritual.

• Gift of the Sticker

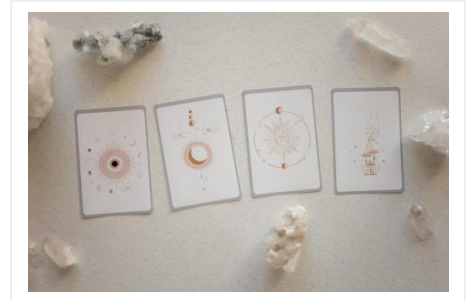
Ritual: Keep a few fun stickers in the glovebox. If staff brighten your day, offer one with thanks. Penalty: None; goodwill only. Safety: Follow venue rules; no soliciting.

• Condiment Truce

Ritual: If two players want different sauces, both get theirs and trade one "peace fry." Penalty: Refusal & that player pumps gas at the next stop. Safety: Allergy opt-outs always respected.

• Booth of Echoes

Ritual: The last seated must whisper the day's word (from First Coffee, First Omen) before menus arrive. Penalty: Forget & carry the map or app for the next leg (as a passenger). Safety: Keep volume low; be...



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