

Societal games

Welcome to societal games. These games are meant for people that are not heavily into gaming, like parents and young children, and of course teenage and mid twenty women that want to have fun with thier boyfriends but don't want to get into fire breathing dragons. These games are mena to be played in a group of players, but even three players canhave fun. If you don't have the dice mentioned you can roll a six sided dice that you can find nearly anywhere around your typical household and then if it is out of twenty you roll it three times - close enough I guess.

The games include: **Humiliatrix** - a game based on socailising in game terms.
Little land - a game for kids in preschool and younger grades.
The Clique - a game based on identity.
Spectrum - a game based on knowledge and manipulation.
Silhouette - a game based on puzzles, trust and fear.

All of these games can be combined into a greater game, any way you see fit, and rules may be added if you think they should be. The game ws created by people who have been doing this for a decade with other games, so it is advised not to change too much. If you do not enjoy the game please do not accuse others of being in the wrong, it is all abut fun - there are no victories here that will aid you in life are there? Maybe you will find that some of the ideas in this combination game actually do work in real life!

* * Humiliatrix - mature game based on emotions * *

In this game you go through life, an adventure, maybe a normal day, and see what goes on in your mind and your heart. This is a very detailed game, and doesn't need any system not listed here, but, you could take these rules over into other games. The object of this game is to use socialising to eliminate the othe players in a world controlled by the game master. The best way to do this it to embarrass another character to leave the game, or to fight. If you decide to fight then the person that starts the fight gets eliminated. Eventually under pressure we all have at heart the fight or flight mechanism. If nobody leaves then it is like a dream where the game master decides what happens, acting as a director, and the other people act as actors in the 'skit'. The game master or director can use extras any way they want, and set scenes any way they want, and, has the final say in wh is eliminated.

Concepts

Humanity - the worse your humanity is, that you think of people and thinking things, the more they will be the way you think they are. If you want to help someone, they will become more dependant on the help of others, but if you treat someone badly, they will relieve their stress on someone else or something else, usually someone else. The higher your humanity the nicer person you will be and the less you will have to test your self control, being more human and less primal - as a beast.

Outcomes - If you were to have a memory list of victories or when you felt good, you may hang onto them and use them again and again. If you have a lot of losses or things that made you feel bad, you may use them to neutralise your good feelings, because the better you feel the more you become vulnerable to others, as they will see you going along and maybe interact with you. The last thing you want is to be high and in the middle of something, then come down and be left vulnerable with people!

Love - If you like what you see, or feel something nice for someone else, then you will be more into protecting them or spoiling them with attention. Then you will feel attached to them, and you better hope they love you back, or they will use you for things and you will be vulnerable to them!

Popularity - If you do things that make you look good to others, or do things that make you feel better off, you will feel better about yourself, and become more distant to people. The worse you feel about yourself, the more you will look for popularity and friendship and emotions with others. This makes you happier, but you will need it in the future. If you were to feel good as you do things for others, then you will not need to 'ass creep'. The less popularity you have or feel, you will need to accept that that is the way it is, relying on acceptance.

Rolling dice - When you take chances you feel better about yourself if you win or make you feel worse if you lose. This must be something that puts you in danger or might be out of the ordinary. If you take a chance and it fails, you might keep it going - getting dirty - and you need to let it go or get unhappy! When you are unhappy you take less chances...

Submission - If you were to give in to the bad things going on around you, especially in view of society, then you will be able to accept what others think of you. The more you accept the more they will like you, if you tell them they are wrong, they will not like you, if you tell them they are wrong they will dislike you and make a fool of you if they are feeling loved. If someone is feeling down they will try to accept it as they will want to get along with everyone else.

Self image - If you think you are popular, you will be able to do things better. If you think of yourself as unpopular, you will be able to do much less, so it is wise to think of yourself as being very accepted indeed. If you were to make yourself think you are powerful, you will always make excuses, but if you think of yourself as a joke, you will be able to deal with losses and carry on with life!

Walls - A group is called, in my game, a wall. If you are in a group of like minded people there may be some people that will not like others because they want to be in command or do not do enough. If you were to be in a wall, you need to be some sort of sheep, due to style and stuff. Then you will follow or try new things. If you are a trend setter, you must have rolled the dice at some or other time, or done something by accident that looked good to others. To remain in the wall you need to 'follow the leader' and then you will stay 'in the mix'. Your wall will give you confidence wherever you go, as you will always think they are with you or something, or that they are out of 'posture', or that they are rejects or something. This will make it easier for you to talk to them, as they will have less ability to hurt your feelings. Make sure that you keep your wall in mind in everything that you do, and it could be an imaginary wall where you just play along...

Jealousy - When people want something they don't think they can have, then they really want it more, and then they might start to act falsely to get it, or, to impress someone.

Honesty - When someone lies they will try to make life easier for themselves, and then they will need to remember to lie in the future, and it will grow a lot of more lies, and you will be unhappy, unless, you would be so clever as to believe the lie, or have doubt it is a lie, or, wish the lie true. If you are honest you will not need to think, and then you will be able to say what you mean, and then the reality of one way of looking at things goes down with others, or you bump your head. "As your perspective changes, your world changes."

Tone - When someone has a tone choice, they may change it anytime they want. This tone will be defined by the game master as to where they may use this tone in their adventure as they will have to choose, or have chosen for them, a tone for dealing with others as the character feels it, depending on mood, happiness, and anything else the game master decides to include. This is to do with voices.

Happiness - if you feel good about yourself, you will be able to do more with your existence, and not get aggressive or bitter, and then you will be able to spread joy with others and do things for them, and they will appreciate you more. You will find it easier to submit too! This is out of twenty, and you need to receive comments or reactions for it to raise to another point. If you are on one point you will need one positive reaction of appreciation to raise it to the next level. If you were on ten points, you need ten points to raise it to the next level. If you test your happiness, or the game master tests it for you, thinking that you are being bad, then you lose a point. If you try to do things that really make you feel hated, you lose lots of points of humanity quickly, so keep them happy is the best suggestion.

Acceptance - It is not always what you see, but what is what you see others seeing that makes you feel vulnerable to them. If you were to accept something, you will see what others see. the more you accept, the easier it to accept more. Tests are rolled on twenty sided dice and then you see if you can accept it. It works the same way as happiness and then you will lose points the more you reject, rather quickly.

Guts - This is out of twenty, and the more you do that is new or out of the ordinary, the more guts you will have the game master will determine how difficult the thing is to do, and if you pass you will have your 'guts' increase, and it will affect your happiness too, depending on the game masters decisions.

Stress - If you were to have a value for how much stress you have, you will be able to test it out of twenty, as it builds up to twenty. Each time you fail to react, for some reason, and the game master thinks it is bad for your mind, you will add a point to your stress value. If you were to fake something, and you do it badly, you collect stress. If you were to get away with it, you will see your stress decrease, saying to yourself that you are more aware than others about reality, or such things. There are three ways out of stress, you react or walk away, you cry, or you pass out. If your stress reaches twenty, you need to react. Each time you accept the stress, also on a roll, you do not have to add to your stress levels. If you were to react, you don't have to add another point to your stress value. To relieve stress you need to 'roll the dice' usually, but that is up to the game master, like reacting. You may also 'go with the flow' too, playing along with the things going around you, but it might also be eating poop, which will build up your stress levels.

Self control - You may keep your mind doing what you want it to, or snap out of a trance, by rolling self control. It raises the same as other things, and the more you test it the more it raises. If you were to have a lot of this, you will always be in control of your character. You may use self control to guide your reactions to stress and the like as the game master sees fit. This works on a twenty sided dice.

Habits - You may develop a habit by doing the same thing over and over again, drumming it into a automatic response if you like that idea, and then you will be able to go on 'auto pilot' to make yourself do things, at first maybe it will be difficult, but after you get used to it you will be able to do it again and again, each time feeling more comfortable with it.

Attitudes - If you like to be a good person, you will be able to develop a better attitude towards others. If you were to develop a spiteful attitude, you will be able to hurt others easily. If you write down an attitude down you may improve it by doing it again and again, each time raising it by a point like the other stats, and then reducing it each time you feel you have become a phoney and have been found out. If you were to find yourself phoney then you will maybe find it hard to accept that you are not what you think you are, and this can be overcome with an acceptance test.

Culture - If you have a characters culture in mind, then you will be able to follow it's strengths and weaknesses as well as you find it in the game. The player should write down each culture they have, if they use this rule, and develop it like other stats, starting at five of course. This never reduces unless you do something that is against that culture or interferes with it, unless

you 'roll the dice' for it. Then you will be able to recover your spinal culture, the outline of it. Often you will be faced with a decision that will reduce one of your cultural stuff at one or another interval.

Social posture - When you meet people you might see that they will not like the other people you know, or not like you yourself. If you need them, or want to be with them, you might need to change your tastes and stuff to get into the wall. It might be easy to get into the wall, but it might interfere with some other of your friends. If you want to be in with some people, then you might need to stay away from other people. In certain worlds you might find it hard to fit in anywhere if you want to be superior, as you will need to get them to think of you as one of them, or like that person. You may set this at any given value but may only reduce it or raise it every hour or so so that people will see the change in you. If it is high you will only fit in with other high people, the higher it is the 'prouder' you are and the less 'submissive' people will like you.

Pride - Your pride score will make you do better in things, making it easier for you to succeed or carry on. The more pride you have the more you will be able to do things you don't want to do, or make you far beyond driven in certain things or others. Then you will be able to do more and, unfortunately, you will take criticism less easily, but, you will be able to talk your way out due to 'blindness' at your ability to lose. This is also out of twenty and raises the same way as others.

Hormones - When you will be turned on by something you will see your hormonal levels reduce and increase as it happens and then you will, if you are a male, become more aggressive when your hormones are at high levels. If you are a woman you will suffer from pms at the game master's discretion and be very irritated. It is easier to be males as that would mean you can relieve your hormones at any time, but women only suffer a great amount for a much shorter time.

Health - With this added to your character you will be able to see how healthy they are physically, if they get hurt or a disease, they will lose their health score. All health starts on the value of twenty.

Mood - The mood of the character rises and falls quickly, but is completely under the control of the game master as to where it goes. If the mood is twenty, the character can handle basically anything, and if the mood is one, they can just go sleep and stuff.

Karma - The karma of the character may rise all the time as they do things that they said they would be like in their personality when they made their characters. It may rise and stuff, and then fall when the game master favours them or something, or, if they do things against their personality, it will also fail. You could call this luck!

Energy - The mental energy of the character is something that always changes. It starts at ten for the day, and as they do things that are in line with their character, they will see it increase, and if they eat healthy foods it will increase more too. As soon as they exercise their force onto things, like opening a garage door, they will lose energy. If they were to see their mood drop two points, they would lose a point of energy. If they were to see their hormones drop two points, they will receive a point of energy.

Courtesy - If you were to treat someone else well, and have some sort of habit or attitude that you always use to make people like you more, because you are trying hard to make them like you, because then you feel accepted, usually, then you will be treated better by them, and they will like you more. If you act to make people feel more like wanting you, then they will be offended that they are not supposed to like you, but, if you are trying with all honesty to be nice to them, then they will either reject their image of you, or, say yes to you.

Exchange - If you were to give something, as it all starts with something moving somewhere

else, then you are exchanging something with each other person. Life is about exchanging something or other with something or other, usually like a reaction, or, like a barter. Reactions are when people or carbons react naturally with each other, then they will see things making a change, like, for example, when you breathe in air. That is a reflex, but is a exchange from one carbon to another. In a barter you have to own something, or, think you own something to actually trade it off to another person. A exchange doesn;t have to be with someone else, it could be with taking something off the floor, like a gained item, or object. Then people can 'own' it, as nobody owns anything, as it is not connected to your soul - it is not part of your being. Then you could also place it elsewhere, and 'disown' it, as you no longer feel it is 'yours' and then you want to replace it, usually with a trade of some sort.

Worth -When something is sought after, like it has value for others or yourself, you have incentive to get to 'own' it. The more it appeals to you, the less you can stop thinking of it, and need to think of it to feel happy about yourself. Then you will need to be with it emotionally, like money, or people, because if you value these things, you will think of them, and the more you think of them the more you want something to do with them, or, to see reactions from yourself onto them. If you are yourself worth something to other people, like making things for them, like goods or entertainment, or something else you can think of, then you want to have it if it is non reacting, like 'dead' or something, like a bowl of food, then it is worth something to you, you want something to do with it. Worth comes on a few scales, beauty, popularity, need, emotional, and a few more. There is no need to write these down, as it is just an idea.

Aura - When a character has an aura they will emit a charge outwards that makes people react to them more, like the combination of a mood, popularity, and image. This aura makes people react to them differently, and they will have a number generated for them and other characters with the same sort of aura will like them more or dislike them more, it is like a natural 'glow' that makes them radiate an energy that makes other people think of them more as the aura they emit, but it could be false! If a character was to emit an aura of a number close to them, they will all think of them as being like that sort of person, but this only works on characters controlled by the game master, as player characters have thier own opinions. This is rated on a scale of one to twenty, and you should refer to them as aura level. Characters may change thier aura by one point for each day in the game they try to do it.

Willpower - If you were to have a value for the amount of effort you can put in, then this should do it for you in terms of how much you can put into something with effort depending on how much you want to do it. It is closely related to self control and then you use minf over matter to get things done. If you were to try to try to pull out a tooth that is rotten, in dire circumstances, you will need a lot of willpower.

Maturity - This is rated out of twenty. If your maturity is high you will be able to gain points of happiness and mood and be offended less. If it is low then you will be able to gain points of popularity quickly as you will be less stiff in your approach to life. For each three points of culture, acceptance and humanity and self control you have you may add to your maturity, and this is the only way to raise your maturity. You may act as maturely as you wish to the level you have maturity, but may drop down at any time to seek 'raw popularity'.

Raw popularity - When you roll the dice you may roll a value for raw popularity. This will increase your popularity with others that are immature to a fading value of as much as your raw popularity roll is away from thier maturity. That, in simple English and without numbers, means that you will have a bboosted image with more easily influenced persons for a limited time as it fades away to reveal the real you, not the 'crazy' person that took a chance. You may 'flog a dead horse' but the game master will decide if still has appeal or not, and, whether your mood is high enough to seek it. Typically a forced stress reaction, where the character has too much stress and needs to relieve it will result in a raw popularity event where the character will try to boost thier mood and relieve stress socially by making a immature raw rolling of the dice.

Flavour - When a character does what they really want to do then they should always do something new to them. When they want to do something, fitting thier character profile they should add flavour points to thier character. This is a 'change'. The more they change the more they keep thier flavour as they do new things, but it will fade awayfor a while and then regenerate slowly. A flavour should be written down and then as they follow that style they will see it reduce as they get bored of what they see themselves as and then thier composure will change and they will emit less flavour to others. If it is civil servant for example, simpy pulling out thier shirt over thier belt will make them feel more 'tasty'. Maybe a change of hair colour would make you more tasty too? Think of getting a new item of clothing you like and getting bored of it, then hauling it out the closet a year later! For each point of flavour you have you may adjust your stats, any stats except culture and health, for as many points as you have flavour. For each week you keep your flavour the same you lose a point of flavour and a point of another stat, and in losing I mean it getting worse.

Hygeine - When a characer has a hygiene that is low they will bond more with peopl that have a similar hygiene desire. If they look dirty then others that are dirty will like them more, and so forth. This is another adjustable statistic where they may choose thier status due to hygiene. Typically most people do not have a high hygiene, so if you want to fit in you should be dirty too, but, it is desired to keep yourself clean as you will look more beautiful in a pretty way, as if you were a model or so, or, someone appealing to someone else due to primal instinctive health recognition. Many peoples have a desire for someoen that fits into thier culture, so natives from the jungle will look for someone fat and dirty as someone that fits in, and people that live on the river banks will like someone clean and tanned, reminding them of what is 'proper'.

Creativity - When someone has a high creativity they become more easily stressed. They want to create and then they will play with things, leading to stress in other in the form of irritation. You get a point of creativity for each point of culture you have, so it may go far beyond twenty! On the good side you may add points to your happiness when you are creative in some way, be it a hit or a dud.

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* * Little land * *

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This game is for young learners and teachers wanting to make the learning experience more fun and interesting. It is about animals that interact with problems in a fictious world.

For example, the teacher could tell the children that they are monkeys and rats, and that they need to find food. The children may look in the forest, and then one child should, seeing as how monkeys can climb, climb a tree and find a banana. Then the teacher could show them pictures and ask what they want to eat in the tree, with them saying no to other fruit and yes to a banana.

But as far as the learning goes, they could go through a house and have it locked, with a combination on it saying one plus five equals? Then they could all take turns on the black board trying to figure it out, then get acces to the house where more problems await!

Basically you can see how a bit of playing can ignite the learning experience, I hope...

It is up to the teacher how they want their kids to interact with the world, maybe they could be in a big house full of puzzels, or come to a naughty snake with problems for them to solve, either way it will surely be fun for pre schoolers.

Now the game part comes in when they choose their aminals. Basically frogs can swim! jump! dig! etc. It is up to the teacher what animals they allow into their games, and what they can do, to make the children realise that everybody has a part to fill in society, and then work as a team to overcome their problems they face.

Dogs can bark! sniff! dig!

Cats can climb! jump!

Fish can swim!

Monkeys can climb! jump!

Owls can read! fly!

Birds can fly! sing!

You get the idea... Any rule found in here can be changed to make the learning experience better, or for any reason at all.

**** The clique - live action roleplaying ****

Live action roleplaying is about taking the game off the table and into the real world. You can use any rules you want, but if you really are looking for a good skeleton there is very little written about live action role playing.

Then there is the problem of what game to play. It is easy to walk around with dice and then roll them to see who does what well, but really if you are just trying to rough it and have fun then it becomes a doodoo to keep rolling. Carrying papers around is also cumbersome, yes?

Location is very important so please be advised to choose your playing area well. Good places to play would be at a bar, in the mall, on the beach or a house party where everyone can really feel comfortable.

I have drawn up a live action role play system to keep it simple where you can use any rules you want to. This is a game and is completely flexible for any party to play. All features are included that seemed compatible and vast. For this game you need at least four players and one game master.

Fundamental basics

Game masters are there to see that the game is being played fairly and that nobody is cheating. They may move freely among the players and watch them play. Think of it as a break between scenes on the set of a movie and then everyone is trying to practice their characters. Game masters may choose where to observe the action going on and so forth.

Players are the people playing the game. They play by the rules following in the next section. They do not have to write anything down, but they must tell the game master their clique and their ante. The objective of this game is to find your clique before time runs out.

Cliques are something that gets chosen later. When they choose a clique they might be able to identify others of their clique, but saying you are part of one or another is not allowed, and anyone saying they are part of a clique blatantly is naked.

Nakedness is where you have shown yours and they have not shown theirs. Think of it as poker where your goal becomes obvious because of your clique.

Ante is where you put out a image of yourself. Hopefully like minded people will be able to see one another as they are, and the faster you work things out the faster you will find your clique.

Sample cliques - ante

The game master must know from each individual which type of person they are. Cliques are groups of anything the game master thinks of that the game master allows. It is advised if the players choose thier cliques to be all different that the game master decides whom is cliquing with whom. It is common for someone to make an excuse to leave a group and ask someone else that they think they relate to to come with them.

If the players are all uncompatible then the game master should ask for more in depth description as to how they see themselves, to grab an idea of where they should be at the end. This they should do secretly, or even blatantly to get them to gather into something resembling a group. As soon as the game master decides there are at least two cliquing players the game may start.

Players would typically try to speak about related things, but, if anyone else hears, they may try to change the topic to something more to thier liking. Failing to find support for thier topic they may try to make the others fight among themselves, and they may do this any way they want!

Artists include performers, scholars and musicians.

Sports jocks would be, well, sports mad.

Rebels would be smoking and swearing, talking some mack daddy jive about their parents and so forth.

Thugs would be trying to impress others with how many bad experiences they had with other people, or, for females, how many people thier boyfriend knows. Of course this would become blatantly obvious from the start! This is called 'war paint'.

Somebodies would be people that keep talking about celebrities or each other. They have been grouped together as they both practice gossip. They are secretly changing the subject to them being somebody important to other somebodies.

Workaholics are concerned with their families, thier accomplishments, thier grades, and will focus on the news a lot.

Yuppies will be all out to impress people with material things and are allowed to make up stories in front of the game master. This is called 'innocuous'. They also tend to materialists.

Fakers would be people that act out of the ordinary to get attention. They would like to act like any of the others they choose to act like, but it is very hard to get them all right as they might find it hard keeping track of thier ante, and would most likely turn people off with thier attitude. They will always act like a chameleon when trying to find the other fakers, as they need to fit in anywhere or die trying.

Missionaries would be exuding a maternal air.

Narcicists would be trying to blow people away with thier accomplishments, and are totally blind to their limitations, always taking dares and never losing in any debate. This tyoe of behaviour is called 'in it to win it'.

Time limits

The game master may decide to carry a stop watch and allow the players time to come together, or, may decide to call it to a close early if the mood takes them. Everyone that has found a partner that gels with what they said they are is a winner.

**** Spectrum ****

This is a game for up to six people. If there are six players then they are all the colours. Once you have a colour you may rotate it clockwise or anti clockwise to change colour every now and again.

The object of this game is to get the people to say yes to you. You always have two shots at the other person to get them to say yes. When I say 'attack' I mean that they ask them questions, of course.

The colour you are will determine what kind of questions you ask them. If you ask a question that is not part of your description then there is a rotation clockwise. If someone answers the question as a lie then it rotates anti clockwise. There should be a vote to see if there was an error, of course, and if there was not there is no change or rotation.

Colour descriptions

Yellow

This person must ask things that are linked to happiness. They could ask if the other person is happy or unhappy. This is a sure way to get one yes, and it will look stupid if you keep going for it like this as it gets predictable and people will gang up on you out of annoyance often. Questions must be about joy and love and they will need to answer as they normally would in positive manner. If they are ever negative they lose a token, and if they lie then they lose a token.

Blue

This person must be about calmness and serenity. They may typically ask reversible questions too, but they might annoy others. Everything they say must be calm and serene, or about that sort of thing, like if they ever hit their mother, sister, dog, etcetera. They may also ask questions that will make others calm down, and receive a bonus token if they get someone to calm down. They will lose a token if they ever get aggressive, which is funny for everyone else, or if they ever answer a question in a lie or proudly. They are also required to be humble.

Red

This person needs to prove they are better than the other players. They need to ask questions that other have to say yes to to get tokens like everyone else, but they may only talk about how important they are, or, get the other person to also say yes they are superior. They will lose a token each time they are humbled.

Orange

This person needs to motivate everybody. They need to answer questions that the other people say yes they can. If they ever say no they cannot then they lose a token. They may also ask

questions about events that the person has had and they need to tell them if it was true or not. If they say that the other person did that thing then they get a token.

Green

This person needs to get people to admit they are envious of something, or, that other people envy them over something. If they get the other person to say they are envious of anything about the green player they get a token. If they are not, or, do not admit to it, they do not receive a token. They may also interrupt any person while they are speaking to ask for submission, but, only if both people speaking say that they are envious do they receive a token. This colour has the edge.

Purple

This person needs to ask questions about themselves and accept the answer that they receive. If they submit to both shots, then they get a token. If they were to argue then they need to justify it with as many words as they have tokens and it goes over to the other person to see if they see eye to eye. If there is any disagreement they do not receive a token.

Tokens

It is suggested that the players lay a bunch of tokens in the middle for them, say they are sitting in a living room, using smokes or something, making it really fun, or as a drinking game where each time you get a no or 'lack of cooperation' you take a shot or so. You could also play with one cent pieces, for example.

Once all tokens are taken then they will count who has the most. If you are using smokes then once they are all gone the game is over. If you are using drink then people will need to leave the table when they are too drunk to play. If you are using something that doesn't get used up, then you have a indicator of who the most convincing is among you.

**** Silhouette ****

This is a game you can play with players anywhere you want. You don't need dice, but you do need paper to write onto. The object of this game is to be the last person conscious. You need to go through the building with your clique and try to be the last one alive. The more players there are the more they will form teams, but, it is quite funny to watch people want to win and stab each other in the back, literally sometimes, as only the last person standing gets out.

The building has a lot of things inside it, and game masters can feel free to make any changes they want to the building, but it is full of traps and puzzles. You need to keep moving because there is one [leopard] in the building that will kill you if you stop for too long, and you do not have weapons to fight it with. The [leopard] is slow though as it is very scared itself, and will always try to take on loners, so stick together.

You will find the following as if it were a movie being filmed with a director saying what the house has in it, and you go from room to room trying to stay alive because the [leopard] is chasing you. Think of the players as actors in the movie and the players can control what their characters do in the rooms, and which rooms they walk into. The director or game master will tell them what is in the room and they can try to look for keys to get into locked doors - that is how they keep moving!

There is a second option to playing this game, being that you escape. Of course players will

agree to try to escape together, but when they are stuck in a room for too long... well!

So you are in a movie and there is a director. This game needs some sort of tokens, be it grains of rice or whatever to keep track of how much conscious you have left. The goal, again, is primarily to be the last person alive, conscious... whatever, and to keep moving from room to room.

Tokens

Each player gets to keep tokens for their conscious value. When they lose conscious they give as many tokens to the game master as they demand, but it needs to have a reason.

Prologue

The entrance way should always be a courtyard they enter into. Then once they are in the gate keeper locks the gates, which have mesh all over them, so they cannot escape out through there, and the gate keeper won't answer them at all, leaving them inside. This is orchestrated by some unknown people that like to play games with people's lives, of course.

The first room should always have a twin staircase and at least three doors downstairs. If they go up the steps there should be a short corridor with one room to the right, and one room to the left, of each. The game master must draw a map before hand to keep track of what lies where, and also which doors are locked and which aren't. If they trip the alarm they will let the leopard out and then they have to hurry to get out or be the last person alive, if you want it like that, or they can try to get out alone, no longer having anyone else to blame for anything that happens.

Laser webs

There are sometimes, when the game master feels like it, all over the place. They will be told where they are if they can see them, and then the game master should make it easy, medium or hard to get through a certain section. Usually the harder it is to get through it the quicker it is to get out.

Getting past the webs will be down to the players. If they say they want to leap, duck, crawl they could get through, or, they could use a timer that you should have on your cell phone. If you were to time the lasers with the game master setting the pace of them, they need to say they want to go forwards at a certain point or not. Get creative!

Keys

The game master can place keys anywhere they want, inside a book in a study, or not. The keys may come with a label if they feel like making a label on them, or maybe be different shapes. The best idea is to keep the players running from room to room looking for keys to get further to the back door or secret passages, if there is a way out - it is totally up the game master.

Keys should be places in hard places to reach. For example, you could place a key in a lit fire place, or, visible in a sink. Obvious choices to solve the problem would be to get water somehow or a wrench. The problem might be that they have to go back and forth from where they have been to see what they can find to use on the problems. The game master should keep track of

what they have with them - see what works best for you as a game master.

The leopard

The leopard will be let loose if the game master decides to include one when they trip a laser. This is a typical laser and they might need to tell the game master how they will get through the web of beams. The game master may decide if there is a alarm that goes off for five minutes or not, and there is a way to stop the alarm by getting to a key pad and figuring the way to make the alarm stop. Each alaram pad is different nd they will have a clue of what to do to keep the [leopard] from being released. Typical puzzels are word games, where there is a wooden board with a crossword and they need to enter the right word, or, a recipe and they need to say what it is, for example.

Once released they will have a set amount of time to get through the area. The game master may decide how long it takes the leopard to find the group and that is where it gets fun! You see the leopard can only kill one person at a time, so there mght be a bit of pushing and shrugging to get away from it. Usually the person with the least conscios will be the one fed to the leopard and then the leopard will eat them for as long as the game master says. The leoprd should take a while to end the meal and then try to find the party again, and repeat the process.

Conscious

The more consios you have, and it is actualy like energy, is making you more alive. When you pass out there is no way to revive you. If you were to stick your hand into a vat of acid, for example, you will lose conscios. If you fall down some stairs you will lose conscios. If you were to push a door open that is heavy then you will lose conscios. If you try to push on statues that you think will open secret doors you will lose conscios. Conscious is one of the most important things to have, and it only gets worse for you the more you do. Walking around from room to room though will not take away from your conscios.

Setting it up

The game master should set up the design of the building and where the puzzels are, where the keys are, where the laser webs are and then start to play. Of course they don't want thier players to know where anything is so they will need to do it in secret. They should describe the rooms the players are in in detail, take my example..

"The room you are in is lit well and has a drawing board in it. There is a diagram on some paper on it and it looks as if it is for a motor of some kind. The walls are all granite and smooth to the touch. The chandelier in this room looks like it has a note attached to the centre point of it, but is out of reach. There are four chairs in the room made of rough cheap materials. There is a cabinet without handles on it to your left. The floor is also made of granite. What do you want to do?"

Then, after you have set the scene you will have to keep track on a pad on your lap what they have done, items they have, and so forth. If you don't have chinese checkers to keep as tokens then the game master should keep track of the players conscios. Lifting thngs takes away from thier conscios every now and then, especially heavy things. It is suggested that the each get about fifty tokens, or, as much as it woul take to get thought the house in the game masters opinion.

This game was written by Brett Nortje and you can email me at brettnor@telkomsa.net for what else you would like to see in upcoming games, or to ask questions.