

Mass Panic and Marketers (v.1.0)

You're a game designer trapped at *The Game Company*, one of the foremost games design companies in the world, who are currently embroiled in something of a controversy. Trapped between the masses of passionate players on the one hand (*The Fans*) and the corporate suits on the other, can you survive two weeks while avoiding creative burnout?

You will need:

- 3 x 8 sided dice (or a dice rolling app) for the Narrative Rolls
- A number of tokens (Poker Chips, Matchsticks, Jelly Sweets – anything really!) or a pen and paper – something to keep a tally.

Playing the Game

You start the game with a pool of five motivation points, and your goal is to reach the end of fourteen (14) turns without that pool reaching zero. You can have as many points in your pool as you like.

Each turn consists of a *Narrative Roll* followed by an *Action Opportunity*.

Narrative Roll

Roll the 3 x 8 sided dice, compare the result with the narrative table on the right side of this page, add or deduct motivation points according to the result in the *effect* column.

Action Opportunity

After the Narrative roll, you have the opportunity to undertake one of the following one time actions. Once you've used them all, you're at the whim of the dice, so choose wisely!

- Leak Information to *The Fans*.
Instantly recover two points of motivation, but the next roll will have a +1 modifier.
- Join the Workplace Union.
The next three rolls will be biased towards the "No Change" result by 1 point. (*i.e.: if you roll 1-8, add one to the roll; if you roll 15-24, subtract 1 from the roll*)
- Have a meeting with *The Game Company* Management.
Instantly lose a point of motivation, but the next two rolls have no effect.

Narrative Table		
Result	Narrative	Effect
3	The <i>Fans</i> Win – Regulators intervene on behalf of consumer rights; <i>The Game Company</i> is forced to back down. You get to keep making awesome games!	The Game Ends Early You Win!
4	While <i>The Game Company</i> is facing a huge backlash on social media, you and your fellow designers are being supported by prominent members of the community.	Gain 3 Points
5	In an effort to buy your loyalty, <i>The Game Company</i> gives you and your colleagues a pay rise. You're not sure how to feel about this?	Gain 2 Points
6	Regardless of what happens at <i>The Game Company</i> , you know your creativity isn't defined by it, and you have a great idea for a new game system, best keep that in your back pocket for now.	Gain 2 Points
7	You hear some great feedback from <i>The Fans</i> on something you worked on.	Gain 1 Point
8	While working on the next edition of the game, you have a breakthrough on a mechanic you were struggling with.	Gain 1 Point
9	Your day-to-day carries on as normal, you're designing games and loving every minute!	No Change
10		
11		
12		
13		
14		
15	<i>The Game Company</i> announces in a meeting something you know <i>The Fans</i> won't like.	Lose 1 Point
16	You start seeing backlash against <i>The Game Company</i> on social media, how long can you ignore it?	Lose 1 Point
17	You hear about yet another bad business practice in <i>The Game Company</i> . You decide to keep your head down	Lose 1 Point
18	Despite the ongoing backlash, <i>The Game Company's</i> PR department do nothing.	Lose 1 Point
19	<i>The Game Company's</i> public relations team release a tone-deaf statement to the media, further fueling the backlash.	Lose 2 Points
20	The latest controversy has made its way into mainstream media, now your friends are asking you about it!	Lose 2 Points
21	<i>The Fans</i> initiate a class action lawsuit against <i>The Game Company</i> .	Lose 2 Points
22	The backlash from <i>The Fans</i> begins to snowball on social media, but they're targeting you and your fellow designers, rather than <i>The Game Company</i> .	Lose 3 Points
23	After the backlash against <i>The Game Company</i> causes profits to plummet, they lay off some of your colleagues, you're safe for now...	Lose 3 Points
24	The Suits Win – The Game Company wins a court ruling that what they're doing is legal. Are you sure you really want to be here any longer?	The Game Ends Early You Lose!

This game designed by Benjamin David Brooks (www.adventuresinworldbuilding.com)

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