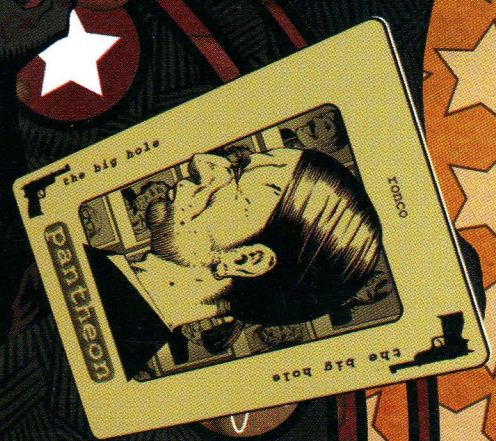
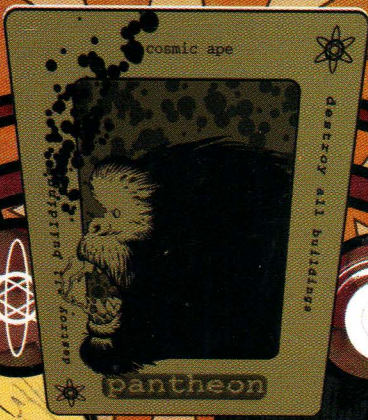


PANTHEON

AND OTHER ROLEPLAYING GAMES



Five wild games by Robin D. Laws

NEW
STYLE

PANTHEON

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Created by Robin D. Laws

Artwork by Frazer Irving

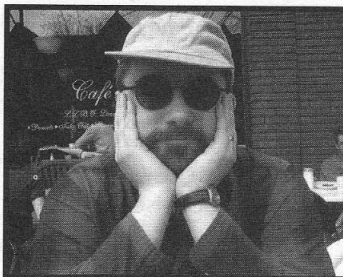
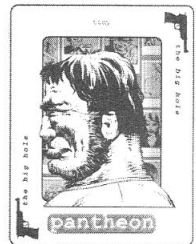
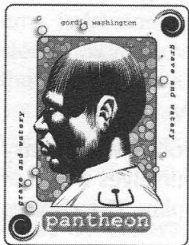
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About the author

The multifarious credits of writer and game designer Robin D. Laws include the games *Feng Shui* and *Hero Wars*, co-design work on the *King of Dragon Pass* computer game, and the upcoming novel *The Rough and the Smooth*. To research *Pantheon and Other Roleplaying Games*, Robin staged a hostile takeover of a major corporation, fought off an aquatic monster, dug up loot buried by the Mob, apotheosized, and crushed Tokyo beneath his massive, scaly feet.

Photo credit: Valerie Laws



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**NEW
STYLE**

Step Into the NARRATIVE CAGE MATCH™

ALL FIVE OF the games in this book use the same basic rules. We call these rules the **Narrative Cage Match™** system, because in all five games you create a story, co-operating and competing with other players at the same time. You take a stake in the fate of a particular character – called a **PC**, which is short for **player character**. You try to steer the course of the story so that your PC finishes the story in a better position than all of the others.

Because you're in a sense adopting the viewpoint of your player character during play, we call each **NCM** session a **roleplaying game**. You probably bought this book at a store that sells hobby games, and know that there are lots of other roleplaying games that take a different approach. Some people get all tangled up in definitions of what is and isn't a roleplaying game. We also call the five games in this book roleplaying games in order to annoy these people. If you see anyone getting hot and bothered over this issue on the Internet, be sure to mock them for us.

What You Need

Each **NCM** game requires 4-6 players. Each player needs the following:

- ◆ Six standard (6-sided) dice.
- ◆ 53 beads, coins, jellybeans, real beans or other sort of counter. Three of them must be distinctive: each player needs a white bead, a black bead and a green bead. The others can be any other colour. If you substitute counters (say, using walnuts for white beads, almonds for black, and so on), make sure everyone understands the substitutions before you start.
- ◆ A notepad and a pen.
- ◆ One of the games in this book.

Starting Play

Situate yourselves comfortably around a room, within easy earshot of one another. Decide among yourselves which of the five games in this book you want to play. The choices are as follows:

- ◆ **Grave and Watery:** action and horror in an undersea base with a killer aboard.
- ◆ **Boardroom Blitz:** high drama and big money clash in a battle for control of the family megacorporation.
- ◆ **The Big Hole:** modern-day gangsters meet in a tale of crime, blackmail, double-crosses and revenge.
- ◆ **Destroy All Buildings:** there's panic in Tokyo as giant monsters converge on the city to fight!
- ◆ **Pantheon:** your chance to create the universe anew and mess around with it.

If you're with a group of people who have never played an **NCM** game before, we recommend that you start with 'Grave and Watery' or 'Boardroom Blitz'.

If you haven't played an **NCM** game recently, the player who will next celebrate their birthday takes the first turn. If you have, the player who got the lowest score last time around gets to start. Play proceeds clockwise around the room from the starting player.

Set-Up

The starting player finds the **set-up** for the chosen game and reads it aloud to the other players. It starts the story for you. Some games provide elaborate beginnings, in effect starting your story in the middle of the action (or *in media res*, if you ever want to impress a cute literature student).

One of the games has only a two-sentence set-up, plus a visual cue for those who don't get the hint.

The set-up indicates the basic **genre** and **plot device** of the story, and lets you know about the **cast of characters**. It never comes right out and tells you what the plot device and genre are, but they aren't difficult to figure out.

Plot Device

The **plot device** is the main goal, the thing that all of the PCs want. It might be as general as "survive this dangerous situation" or as specific as "expose the forger, discrediting the current head of the auction house so that you can take his job". Although some PCs may have individual goals (whether they're mentioned in the character's description at the start of the game or whether you invent something that fits their personality) in each game there's usually one item that everyone's trying to get their hands on, or one thing they're all trying to do – even if it's as simple as surviving to the end.

While you can win the game even if some other player's character succeeds at the main goal, it's difficult to do. You're usually better off trying to shape the story so that your character controls the plot device at the tale's conclusion.

Genre

A story's **genre** is the tradition of other, similar stories it falls into. Sample genres include romances, soap operas, westerns, heist stories, mysteries, and giant-Japanese-monsters-stomp-Tokyo movies. You're more likely to win if the things that happen to your character fit the genre. For example, if you were to play in a Western game, you'd win points if your PC took part in a shoot-out, but not if he was kidnapped by mutants from outer space.

Cast of Characters

The set-up may provide you with a **cast of characters**; if so, everyone beginning with the starting player chooses which of these supplied PCs each of them wants to play, and reads out the descriptions to the other players. If there aren't any PCs, each player must come up with one of their own, who is introduced in the first round of play.

Opening Scene

The opening scene describes what's happening as the story begins. The starting player's first contribution to the story must take up where the opening scene leaves off. Some games do not provide opening scenes: make something up.

Special Rules

Some games may add special rules to those provided here.

The First Round

The starting player gets the game rolling by adding a sentence to the story. (Limits on what you can say in each sentence appear below.) During his first turn, that sentence must describe what his PC is doing. If the game comes with a built-in cast of characters, he need only name the character he's playing before describing the character's situation and actions. If it doesn't, he should describe the character in a phrase or two. (Players can add more information about their PCs as the game continues.)



When the starting player has finished their sentence, each other player, in turn, does the same: mentioning or describing their own character and what they're doing. This tells everyone who the PCs are.

Once all the players have had a go, introducing their character and advancing the story with their first sentence, the second round starts. The starting player adds another sentence to the story, and the game then continues with each player taking a turn in sequence.

Limits

When adding sentences to the story, you must abide by the following limits:

- ◆ You must always mention your own PC.
- ◆ You can't mention (by name or indirectly) more than one other PC. You can't use all-encompassing terms to draw in more than one PC: no "and then all the others exploded" or "everybody-died-of-food-poisoning-from-eating-the-potato-salad-the-end!"

Supporting Characters

Any player can at any time create a new character to help advance the story. Such characters are called **supporting characters**. Any player can at any time include an established supporting character in her sentence. Sometimes the set-up will include suggested supporting characters—or prompt you to use as supporting characters suggested PCs not chosen by players.

You may be able to increase your score by having your PC interact with supplied supporting characters. At the end of the game, a supporting character's achievements do not add to the score of the player who created them.

Challenges

Sometimes — heck, *often* — another player's sentence will introduce a plot development you don't like one bit. She might try to injure your character, wrest control of the plot device, or otherwise reverse your progress in the story. You can stop her from doing this by issuing a **challenge**. Anyone can challenge, not only players whose PCs are directly affected by the new sentence.

When you announce that you wish to issue a challenge, roll all six of your dice. All other players do the same. After seeing the results of your roll, but without revealing it to the other players or learning what their rolls are, you start the **auction** by bidding any number of beads. Any player who wants to take part in the challenge may bid higher — each new bid must be higher than the one before.

Players make bids in clockwise order, starting with the player on your left. If no other player wants to top your bid, you win the auction. If another player bids more, you can either concede the challenge or add more beads to your bid. The player who wins the auction removes a number of beads equal to his final bid from his pile, and puts them aside. He never gets them back.

Winning an auction increases your chances of winning the challenge, but does not guarantee victory. If you win an auction, you get to choose your **lucky number**. This is the number that appears most times in your die roll. For example, if you roll your dice and get two 2s, two 4s, a 1 and a 6, you'll want to pick either 2 or 4 as your lucky number. The player who has rolled the lucky number the most times wins the challenge. (Players who didn't bid in the auction don't check their results — they're out of the challenge.) If players tie in their lucky number count, the tied player who bid highest in the auction wins — even if he wasn't the winner.

When you win a challenge, you can substitute a sentence of your preference for the sentence your opponent tried to play. The new sentence must feature the PC or PCs mentioned in the original sentence, and at least one other *noun* or *verb* that appeared in that sentence. If you win a challenge when it was your sentence that was challenged, you don't get to create a new sentence: instead, your original sentence advances the story as it would have done if you hadn't been challenged at all. Sentences resulting from challenges can't themselves be challenged.

Play continues with the player on the left of the one whose sentence was challenged.

Special Beads

The three special beads give players extra influence over the course of a story.

During or after an auction, up to the moment that the winning player declares the lucky number, you can spend your **green bead** to automatically win the auction. You give up the green bead. Nobody spends any regular beads. If you and another player tie for appearances of the lucky number, you win the challenge. You can play a green bead without having participated in the bidding. Only one green bead can be played per challenge.

During a challenge, you can at any time spend your **white bead** to automatically cause another player to win that challenge. The high bidder in the auction gets back any beads



she spent, including any green ones. You give up the white bead. You can play a white bead during a challenge even if you didn't participate in the bidding.

At any time, you can spend your **black bead** to cancel another player's sentence, whether it is an original sentence or a new one from a challenge. You don't get to substitute a sentence of your own; the player simply loses her turn and her addition to the story is ignored. If you cancelled a sentence that came from a challenge, the high bidder does not regain his spent beads, including white or green ones.

An Element of Bribery

You may at any time give beads, including special beads, to another player. She is never obligated to repay you or use them for the purpose you specified—but will find it difficult to make agreements later in this or other games if she earns a reputation for breaking her deals.

Timing of Challenges and Special Beads

If more than one of the players wish at the same time to initiate a challenge or play a green bead, the one among them who will next get a turn takes precedence.

Dropping Out

You never drop out of the game, even if you run out of beads or your PC gets killed off. If you run out of beads then you'll find it difficult to win challenges, but you can still try nonetheless. If your PC is killed off, you can continue adding to the story. However, you no longer have to mention your PC in each sentence; instead, you can mention up to two other PCs. If your PC is later reanimated or brought back to life, you switch back to the "your PC plus one" rule.

Keeping Track

Whenever your character does something significant, or anything interesting happens to them, jot down a reminder of it on your note pad. Reminders about the fate of other PCs might come in handy, too. This is important because at the end of the story each player gets scored according to his PC's role, actions and accomplishments.

The End

The story ends when only one PC survives, or only one player has any regular beads left. In this case, it immediately becomes that player's turn. He may wrap up the story with a single sentence that can't be challenged. He can spend 10 beads per sentence to add additional sentences; these may not be challenged, either.

In some genres, what exactly constitutes "survival" may be a matter of some debate. Settle disputes with a vote. If your group has an even number of players, the player whose PC's survival is in doubt does not vote.

Determining the Winner

When the story has ended, turn to the scoring pages for that game. The starting player reads out the points each player gets if their character was a part of in particular plot developments. You'll note that it's possible to get points for bad things that happen to your PCs, if they suit the type of story being told. If, for example, you play the type of character who always gets killed before the story ends, you might win the game by kicking the bucket early on!

On your notepad worksheet, note down the point scores you think you deserve. Each player then reads out the various things they did to score those points. If an argument of interpretation comes up, players vote to see if a particular point score is merited. Majority rules; in a game with an even number of players, the one petitioning for the points doesn't get a vote.

Items on the score sheet which appear in **bold italics** only count if none of you have seen the score sheet before.

The player with the highest score wins. He or she has triumphed in the **Narrative Cage Match™**.

The score sheets are meant to cover a wide variety of possible story outcomes. Don't fret when your group fails to do even a fraction of the things listed in the score sheet. A score of 20 or 30 is high. Scores depend on your group's style of play. Scores tend to go down with aggressive play. Sometimes the most entertaining games are those with the lowest scores.

Replaying Games

Some of the games in this book can be more fun and more competitive after everyone has seen the scoring list. Play each game blind at least once, though. If some players have seen the list, all players should get to see it.

If you suspect that another player sneaked a look at the score sheet without telling the others, avoid playing with him — he's a cheat and a dickweed. And you can tell him we said so.

Example of Play

Kate's birthday is coming up soon, so she starts the game. She reads out the Set-Up of the game, entitled **MASSACRE AT PINE WOODS**: *"You're all high school seniors returning from a field party out in the country. It's three in the morning on an unusually cool summer night. Suddenly, your van breaks down. The only building in sight is an old, multi-storey farmhouse. It looks deserted. What happens?"*

Since the Set-Up doesn't supply characters, Kate must create her PC during her first sentence. She says: *"Muffy Taylor, recently voted Grimden High School's perkiest cheerleader, asks if anyone has a cell phone."*

(If the Set-Up had supplied characters, Kate would have chosen one of them to feature in her first sentence.)

It's James's turn. *"Muffy's boyfriend, Biff Martin, dials for help, getting nothing but static."* James has deduced that this teenagers-in-jeopardy horror tale will probably reward the first PC to find out that it's impossible to get outside help, because it's one of the things that almost always happens in slasher movies—a genre trope, for that cute lit student mentioned earlier. Even though this development makes things harder for his PC, it'll no doubt earn him points when the scoring is revealed.

Now Michelle goes. *"DeeDee Divine, disaffected goth chick, rolls her eyes and gets out of the van."*

John goes next. *"Computer club vice-president Josh Dingley watches in horror as DeeDee is immediately impaled by a scythe."*

Michelle doesn't want her character to snuff it during the first round, and so issues a challenge. Everybody rolls their dice. Michelle bids three beads to stay alive. John ups the bid to five. Kate increases it to six. James passes on the chance to bid. Michelle makes it seven. John goes to ten. Kate drops out. Michelle goes up to eleven. John didn't really want to kill Michelle's character; he just wanted to strip her of some beads. He drops out. Michelle wins the auction.

Michelle looks at her dice: three 6s, one 5, one 4, and one 1. Six is clearly her lucky number; unless someone has four 6s, she wins the challenge. John has only one 6; Kate has none. James doesn't have any, either, but it doesn't matter, because he passed on the chance to bid and therefore can't win the challenge anyway. Michelle gets to modify John's sentence. She has to mention both Josh and DeeDee, and use one of the verbs in John's original sentence: watches or impaled.

Michelle says: *"Computer club vice-president Josh Dingley watches in sexually repressed horror as the neckline of DeeDee's blouse gapes open as she climbs out of the van."*

The first round is over. It's Kate's turn again. *"Muffy clings closer to Biff, frightened."*

James: *"His ego on overdrive, Biff makes fun of Josh for being such a wuss."*

And the game continues, with each player trying to rack up points by adding new sentences to the story, whether they're trying to kill off the other PCs, avoid the fatal attentions of the other players, or hit as many plot points and actions that fit the teenage slasher genre...

GRAVE AND WATERY

Set-Up

Something is aboard the experimental deep-sea station *Amrita*. Something that you, a dedicated team of research scientists, never bargained for when you signed on to this mission. You signed on for a record-breaking six months of habitation in an undersea complex perched on the edge of the Marianas Trench, the deepest part of any ocean in the world.

Eleven thousand meters deep, the trench is a gigantic underwater scar in the earth's crust southeast of Guam, in the Pacific. The *Amrita* was designed specifically to withstand the crushing depths of ocean pressure here. No one has ever lived this far down before—no one human, that is.

But you just found Brissley in the larder. What's left of Brissley, that is. He was your mission leader and the captain of the *Depth Quester*, the prototype deep-sea sub you use to travel along the seabed. You trusted him with your lives, all of you. Now he's a steaming pile of viscera. Gore, that is. Something clawed him right open. Covered him with some kind of corrosive slime.

You have to solve this problem yourselves. It will take at least half a day to raise the *Amrita* to the surface. Unless you want to override the base's pressurization matrix. Which will either fill your bloodstreams with toxic nitrogen, or crush the vessel's hull like a walnut.

Logic tells you that the thing that did this, whatever it is and wherever it came from, must still be aboard the *Amrita*. What do you do?

Cast of Characters

Jodie Brucker

Blonde, blue-eyed Jodie Brucker is a beautiful woman unconcerned with her appearance. Ever since she was a kid, she wanted to be a submarine pilot. When people told her that she should instead think of being a teacher or a secretary, she gave them what for. She put herself through college on a scholarship, earning every inch of her oceanography degree. She grudgingly respected Brissley, despite his gruff sexism. Now she knows that the survival of the crew is in her hands.

Connie Walters

Connie Walters, TV reporter, believes that just because you're eleven thousand metres under the surface of the ocean doesn't mean you have to neglect your hair and make-up. She's on board to make a documentary segment for her network news magazine show's special episode on the frontiers of science. She got here two days ago. Connie has always avoided war-zones in favour of glamorous celebrity interviews and tear-jerking human-interest stories. She's beside herself with fear, and not shy about showing it—except when the camera is on.

Ted Bretherton

Ivy-leaguer Ted Bretherton is handsome in a department-store mannequin sort of way. As a middle-ranking marketing executive for Aerokey Industries, the major defence contractor that built the *Amrita*, he was added to the mission by the company's upper management. They wanted him to make sure that Connie's report was positive, because some of the company's defence projects have been getting a lot

of bad press lately. Ted has never been in a submarine base before but enjoys the power of the engines as they hum beneath his feet. He sees a big future for himself at Aerokey if he can just survive this monster business.

Al Penagos

A former Navy Seal with deep-sea rescue experience, Al Penagos was third in the command chain aboard the *Amrita*. Now Brissley's dead, he's number two. Al's never gotten along with Jodie Brucker. Brucker is a civilian. She hasn't seen the things Al has. Al served in the Gulf War. He did things he doesn't like to even think about. Things that are still secret. He knows sometimes you have to make split-second decisions, take out your weapon and kill, kill, kill. The pressure of the underwater life is getting to him. It makes him edgy. The only way out is to take control. Yeah, that's it. Take control. If he's in command, then everything will work out fine.

Gordie Washington

A bald-headed, broad-shouldered African-American in his mid-thirties, Gordie is the ship's mechanic. The engineers at Aerokey Industries might have built the *Amrita*, but nobody knows it like Gordie does. It's a good ship, and he's got it humming to his command. Gordie is a little sweet on Jodie, but won't let on. She's a college girl. She'd never go for a guy like him. But maybe together they can keep everyone alive. Gordie doesn't trust the wild-eyed, frantically perspiring Al or the flighty Connie to react right in an emergency. And that Ted Bretherton guy, he's gotta have something up his sleeve. Jodie is going to need someone to watch her back, and Gordie is that someone.

Doctor Jill Scott

Dr. Scott, an absent-minded woman in her late fifties, oversees scientific research aboard the *Amrita*. She loves to talk about science and will bend your ear about diffraction equations until the sun freezes over, but tunes out conversation about anything else. Her hair is uncombed, her lab coat stained with various chemicals, and her thick glasses smudged and scratched. She doesn't care about many of the things that drive her colleagues: neither university politics, the need to grub for grants, nor even the dream of a Nobel Prize mean much to her. She wants only to discover things new to science. Whatever killed Brissley must be found, catalogued, and understood. Nothing else matters.

Opening Scene

The atmosphere in the *Amrita's* crowded control room is tense as the six remaining members of the crew observe each other, not sure who should speak first. Brissley was a good man. Seeing his ruined, ripped-apart body like that – it shook you all up. Logic says that whatever you do, you have to work as a team now. Together, that is. But with a key part of that team gone, what hope have you got against whatever is lurking somewhere in the base?

Don't read the next page until you've played the game!



GRAVE AND WATERY

SCORE SHEET

Do not read this page until you have played the game

At the end of the story, your character:

- ◆ Is the only surviving PC +12
- ◆ Is one of two surviving PCs +9
 - ◆ and the other survivor had a romantic scene with your PC +6
 - ◆ and the story ended with the two of you in a romantic clinch +3
- ◆ Is one of three surviving PCs +3

At any point in the story your character:

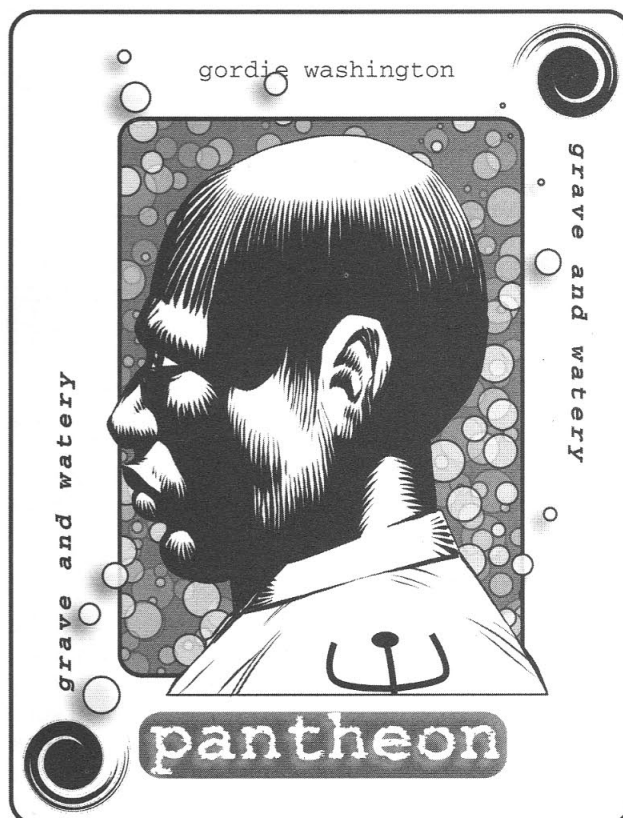
- ◆ Killed the monster for the first time +5
- ◆ Killed the monster the first time it came back, after seeming to be dead +7
- ◆ Killed a monster after it became apparent that there was more than one of them +5
- ◆ Definitively killed the monster for the last time or killed all the monsters +10

After the monster(s) are destroyed, your character:

- ◆ Fled the *Amrita* (in the Depth Quester) because it's about to blow +7
- ◆ Found another monster in the Depth Quester +3
- ◆ Hung on as the Depth Quester is rocked by shockwaves from explosion of *Amrita* +3
- ◆ Made it to the surface, suffering severe Bends +3
- ◆ Was rescued and taken aboard a ship +3

You were the first character to:

- ◆ Be frightened by the sudden appearance of a fellow crew member's corpse +5
- ◆ Be frightened by what seemed to be the monster, but turned out to be the ship's pet cat +3
 - ◆ As above, but any with another type of pet +1
- ◆ Become part of the monster +3
- ◆ Catch a fleeting glimpse of the monster (or a monster, anyway) +5
- ◆ Get a better view of the monster without being able to give a complete description +3
- ◆ See the monster head-on +1
- ◆ Confiscate Al's gun +3
- ◆ Direct an angry outburst at another character +3
- ◆ Discover that all lines of communication to the outside world have been cut +3
- ◆ Drown/get crushed by ocean pressure +3
- ◆ Escape from the *Amrita* to the Depth Quester +3
- ◆ Establish communication with the monster +3



- ◆ *Explain what 'Amrita' means and your explanation includes a reference to Hindu mythology* +3
- ◆ Find the monster's surprise weakness +1
- ◆ Try to defeat the monster through its surprise weakness, only to find it has 'adapted' and is now immune to your attacks +3
- ◆ Get reanimated by the monster after your apparent death +3
- ◆ Give a pep talk to the others +3
- ◆ Grab a wrench to use as a weapon +3
- ◆ Open a door from one chamber to another, only to be knocked over by an onrush of water +3
- ◆ See that monster blood eats through the hull +3

You were the first player to mention:

- ◆ The air lock +1
- ◆ The escape pods +2

Special scores for Jodie

At any point in the story, you:

- ◆ Calm Connie down +3
- ◆ Cheer Gordie up by telling him the two of you will go out for drinks, laugh about this later, or celebrate your survival – and Gordie then dies +3
- ◆ Demand that a male character give you the same respect he'd give a man +3
- ◆ Disarm Al +3
- ◆ Force Ted to confess that Aerokey is somehow responsible for endangering the crew +3
- ◆ Slap someone to snap them out of a hysterical fit +3
- ◆ Stare Al down +3

Special scores for Connie

At any point in the story, you:

- ◆ Ask Jill to state one of her theories more clearly, so that the viewers at home can understand +3
- ◆ Complain that you've broken a nail +3
- ◆ Complain to Gordie that someone else hurt your feelings +3
- ◆ Discover that Ted is concealing a secret about Aerokey's interest in the monsters +3
- ◆ Get hysterical +3
- ◆ Recall embarrassing details of AI's war record +3
- ◆ Tell Jodie that her attitude won't play well on television +3
- ◆ Threaten to expose this scandalous situation on the national news +3
- ◆ Turn the camera on at an inappropriate time +3
- ◆ Use the camera to record a final statement or last will and testament +3
- ◆ Wish you'd taken a safe assignment, like to *[insert name of current war zone]* +3

Special scores for Ted

At any point in the story, you:

- ◆ Beg Connie not to let this incident influence her coverage of Aerokey Industries +3
- ◆ Confront Jodie, but get all whiny and defensive when she doesn't back down +3
- ◆ Reveal that Aerokey has known about the monsters all along, and wants to use them:
 - ◆ to breed a new race of supersoldiers +4
 - ◆ for a genetic-engineering project +3
 - ◆ and later remind Jill that she's just as implicated in this as anyone +3
- ◆ Threaten Gordie with losing his job if he keeps supporting Jodie instead of him +3
- ◆ Use a secret technology developed by Aerokey +3
- ◆ You sabotage efforts to kill the monster +3
- ◆ You try to steal the submarine and escape alone +3
 - ◆ and you are killed in the process +5

Special scores for AI

At any point in the story, you:

- ◆ Brandish a knife at other characters +1
- ◆ Brandish a pistol at other characters +3
- ◆ Break out in a sweat and look all bug-eyed +1
- ◆ Call Jill absent-minded, an egghead, or something similar +2
- ◆ Claim it's always the eggheads who get you killed +2
- ◆ Freak out at Connie because she's a reporter +3
- ◆ Get killed by another PC +10
- ◆ Get killed by the monster while doing something reckless +5
- ◆ Have a flashback to the Gulf War +3
 - ◆ and admit that when the chips were down, you did something cowardly and shameless +2
- ◆ Hide your pistol, for future use +3
- ◆ Try to intimidate Jodie +3
 - ◆ with a sexist remark +1

Special scores for Gordie

- ◆ You were the first PC to die +20
 - ◆ soon after making plans for the future +3

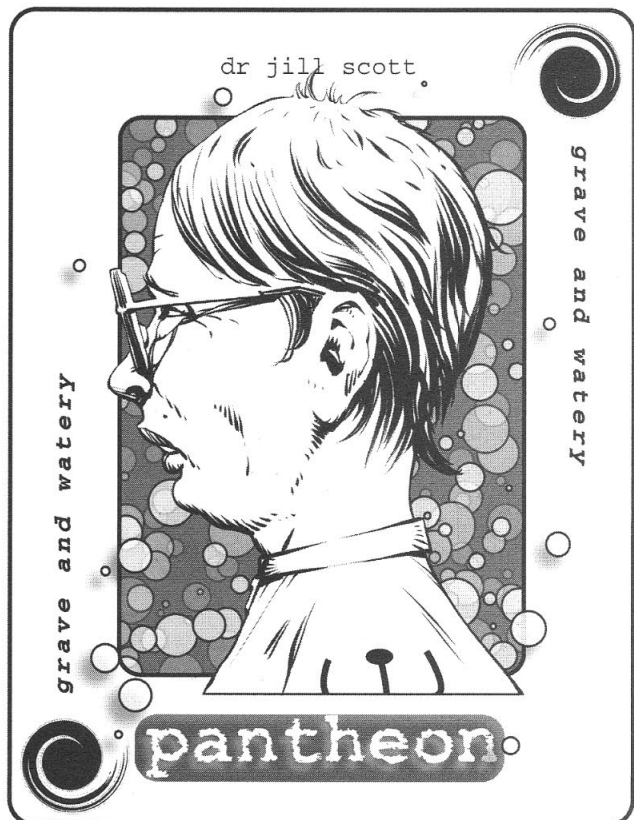
At any point in the story, you:

- ◆ Calmly try to get Jill to see how serious the situation is +3
- ◆ Go toe-to-toe with AI when he insults Jodie +3
- ◆ Reassure Connie that everything will be all right +3
 - ◆ and get killed shortly thereafter +2
- ◆ Roll your eyes as Ted says something weaselly +3
- ◆ Tell Jodie that you're with her all the way +3
- ◆ Try to convince the others to listen to Jodie +3

Special scores for Jill

At any point in the story, you:

- ◆ Admit that you haven't been paying attention to an important discussion +3
- ◆ Confuse Connie with an incomprehensibly scientific explanation of the situation +3
- ◆ Create a secret formula, using monster bits +3
- ◆ Die using the monster-killing device you made +5
- ◆ Reluctantly provide a pseudo-scientific explanation to help destroy the monster +3
- ◆ Suddenly realize that the research Aerokey has been having you do has a sinister purpose +3
- ◆ Team up with AI, failing to notice his increasingly erratic behavior +3
- ◆ You stop someone else from attacking the monster, because it's too important to science +5
 - ◆ and you sabotage a later effort to destroy it +3



BOARDROOM BLITZ

Set-up

It's finally happened. At last, after decades of heart medication, liver transplants, hip replacements, chemotherapy, treatment for cyanide poisoning, and physical therapy for various gunshot wounds, the Old Codger kicked the bucket last night. They found him in the arms of his distraught nurse, Becky O'Shaughnessy. He died with a grin on his face, they say. The big question is plastered all over the *Wall Street Journal*, and the business sections of the *New York Times* and *USA Today*: what happens to the business empire now?

The Old Codger, known to those who don't know him as Dash MacMillan, owned a majority interest in one of the biggest privately-held companies in American business. The D-MAC corporation controls a luxury hotel chain, a perfume operation, a casino management firm, a straight flush of oil companies, two European manufacturers of high-end sports cars, a brokerage house, several newspapers, and sports franchises from the NBA, NFL, and NHL. Total gross revenues for the last fiscal year topped out at the staggering sum of an umpty-gazillion dollars.

Friends, family, and even some old foes have been invited to the company's plush Salt Lake City headquarters for the reading of the will. At the end of the day, who will control D-MAC?

Special Rule

Although PCs can be maimed, injured, committed, or hospitalized, you're not allowed to kill them off. The game ends only when all but one player has run out of regular bid points.

Cast of Characters

Angela MacMillan

Angela MacMillan, the Old Codger's third wife, moved out of the mansion four months ago, after the fifth time she caught him getting a little too much tender loving care from his nurse, Becky O'Shaughnessy. Still stunningly beautiful at the age of forty five, she never thought she'd see the day when the Old Codger would turn her aside for a younger, more pliant woman. She'd suffered his infidelities before,

but always stayed with him for the sake of her two beloved sons, Todd and Jimmy. Todd is the apple of her eye; Jimmy is the troubled soul only his mother understands. Dash married her after his second high-flying business venture failed. He parlayed her family's newspaper into the massive money-making empire D-MAC is today. Without her, he'd have been nothing. Of course she expects to inherit the company. Then she'll plead with Todd to come back to the fold to run it, and try to get poor Jimmy the help he needs. As the story opens, Angela already owns 9% of D-MAC stock in her own name.

Mercedes Crow

The raven-haired, lethally gorgeous Mercedes Crow was the Old Codger's first wife. Never mind the rumors about what happened to the second wife. Mercedes was acquitted on all charges. She divorced Dash MacMillan before he lost his first big company, Magma International. She left with a hefty settlement and no love lost between the two of them. Mercedes parlayed that money into a lucrative private security firm with clients in Beijing, Switzerland, Abu Dhabi, and the Vatican. A year ago, she came back to Salt Lake City, where's she's delighted in her role as perpetual thorn in the side of the MacMillan clan. Upon her return she gave the Old Codger heart palpitations by announcing she'd purchased 8% of D-MAC from Dash's old enemy, Buck Wesleyson.

Todd MacMillan

Todd, who's turned his back on the family fortune to pursue his dreams of Olympic gold in beach volleyball, is a handsome, honest, and upright young man. He has a head for business, having successfully managed various D-MAC subsidiaries in times of trouble. This usually happened when his father was in the hospital or his brother, Jimmy, tied up in litigation. Sometimes he wonders about the good he could do in the world if he had full access to the company fortune. But mostly he sees that phenomenal wealth has brought nothing but heartache to his family. He just wants to live in a picturesque cottage with his true love, kindergarten teacher

Linda-Sue von Schlemmer, and work on his backhand. His father — Todd could never bring himself to call his father “the Old Codger” — gave him 12% of the company when he turned eighteen.

Jimmy MacMillan

Why does Jimmy MacMillan scheme, connive, backstab and betray? Maybe it's because his good-looking younger brother got all the Old Codger's love and attention, while Jimmy got nothing but insults. Could be he resents the smothering protectiveness of his mother, Angela. Maybe his insatiable appetite for cigars, 25-year old Scotch and various controlled substances affects his judgment. Or perhaps he's just a greedy, lying, vindictive son of a bitch. Unfortunately for his enemies, he's a master of business manipulation who's weathered countless lawsuits, criminal investigations, bankruptcies and public scandals. Since Todd left D-MAC, he's been the Old Codger's right-hand man. In return for his hard work, he expects to be named CEO and inherit the bulk of the Codger's stock. Right now he holds 13% of the company — and unlike his brother, he had to squeeze the old man's *cojones* for every last share.

Becky O'Shaughnessy

The well-rounded, blonde-haired Becky O'Shaughnessy is fresh out of nurse's college. Darling Dash, as she soon learned to call him, was her first and only patient. She expected to find him a broken-down, drooling old wreck, but instead found a dynamic, enthralling man still full of passion and life. Dazzled by his riches and unable to resist his charms, Becky gave him comfort in his tragic last days. In the process, she discovered that no one really understood her Pooky-Pie. She saw how badly his family treated him, and how hard he worked to disguise the hurt. Becky doesn't expect much in the way of an inheritance. She doesn't know what to do with the 3% of D-MAC stock Dash gave her, except save it for her retirement. Still, she can't help but be rankled by the idea of his unloving wife and ungrateful sons taking over his beloved company.

Buck Wesleyson

Craggy-faced, middle-aged Buck Wesleyson has given up trying to count the number of times the Old Codger and that no-account chip off the old block Jimmy MacMillan have screwed him over. He owned the oil companies and hotel chains that the Codger assimilated into D-MAC. Buck was supposed to be well-compensated for the sale, but got the shaft instead, thanks to the Codger's tricky lawyering. Buck vowed revenge and started up competing companies. The Codger spitefully went after him, making a hobby of torpedoing Buck's subsequent businesses, no matter what they were. Finally, last year, the Codger manoeuvred him into bankrupting Imagine Holdings, his last profitable company, and then took over the assets for a pittance. In order to keep up his alimony payments, Buck had to sell most of his D-MAC stock to Mercedes Crow, and now retains a pitiful 4% of the company. He doesn't know why he's been summoned to the reading of the will. Probably the Codger plans one last humiliation. Well, MacMillan might be laughing from the grave, but Buck is determined to win the final battle — whatever it turns out to be.



BOARDROOM BLITZ

SCORE SHEET

Do not read this page until you have played the game

At the end of the story, you:

- ◆ Own D-MAC stock +1per %age point of stock owned
- ◆ Own 51% or more of D-MAC +30 (in addition to above)
- ◆ Own less stock than you started with -1/point lost
- ◆ Own companies spun off from D-MAC:
 - ◆ luxury hotel chain +5
 - ◆ and you played Buck +5
 - ◆ perfume operation +3
 - ◆ and your PC is female +2
 - ◆ a casino management firm +5
 - ◆ oil companies +5
 - ◆ and you played Buck +5
 - ◆ sports car manufacturers +5
 - ◆ brokerage house +5
 - ◆ newspapers +5
 - ◆ and you played Angela +5
 - ◆ sports franchises from the NBA, NFL, etc. +3
 - ◆ and your PC is male +2
- ◆ Are in jail -20
- ◆ Are in the hospital -5
- ◆ Are under investigation by the authorities -5
- ◆ Are being sued by an NPC -5
- ◆ Are staying at an addiction treatment facility +10
 - ◆ but you played Todd -10
- ◆ Have a lover +20

You introduced the following plot points:

- ◆ The Codger's shares are willed to:
 - ◆ a foundation or charity +3
 - ◆ a pet +5

Special scores for Angela

- ◆ Becky's affair with Dash is public knowledge -5
- ◆ You got into a catfight with:
 - ◆ Mercedes -10
 - ◆ Becky -15
 - ◆ another female NPC -5
- ◆ Becky O'Shaughnessy:
 - ◆ owns no stock or spun-off companies +5
 - ◆ has left Salt Lake City +5
 - ◆ is in jail +20
 - ◆ has lost her nurse's license +3
 - ◆ is married or engaged to:
 - ◆ Buck -5
 - ◆ Jimmy -10
 - ◆ Todd -20

- ◆ Todd MacMillan:
 - ◆ owns 51% or more of D-MAC +20
 - ◆ is back working at D-MAC +10

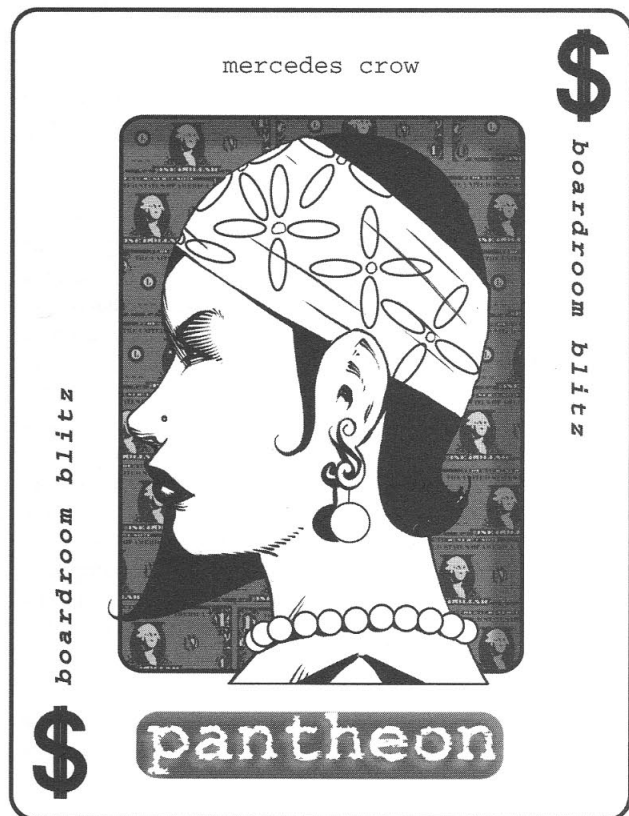
At any point:

- ◆ You had an affair with:
 - ◆ Todd -75
 - ◆ Jimmy -50
 - ◆ Buck +5
 - ◆ Angela -10
 - ◆ Becky -30
 - ◆ your tennis instructor +10
 - ◆ any other boy-toy NPC +5

Special scores for Mercedes

At any point

- ◆ You had an affair with:
 - ◆ Todd +20
 - ◆ Jimmy +10
 - ◆ Buck +5
 - ◆ Angela +30
 - ◆ Becky +15
 - ◆ your tennis instructor +5
 - ◆ any other boy-toy NPC +2
 - ◆ You got into a catfight with:
 - ◆ Angela +20
 - ◆ Becky -5
 - ◆ another female NPC +5
 - ◆ You instigated a catfight between Angela and Becky +15
- #### At the end of the story:
- ◆ D-MAC no longer exists as a company +30



Special scores for Todd

At any point:

- ◆ You had an affair with:
 - ◆ Mercedes -20
 - ◆ Angela -75
 - ◆ Buck -10
 - ◆ Jimmy -100
 - ◆ Becky -30
- ◆ You cheated on Linda-Sue with anyone else
 - ◆ but she forgave you +15
- ◆ Linda-Sue had an affair with:
 - ◆ Mercedes -30
 - ◆ Angela -40
 - ◆ Buck -10
 - ◆ Jimmy -100
 - ◆ Becky -20
 - ◆ any other NPC -10
- ◆ You won a Olympic gold +10
- ◆ You hit:
 - ◆ Linda-Sue -10
 - ◆ Angela -10
 - ◆ Becky -5
 - ◆ Mercedes -2
- ◆ You got into a fistfight with:
 - ◆ Jimmy +10
 - ◆ Buck +5
 - ◆ another male NPC -5

At the end of the story:

- ◆ You're back working for D-MAC -10
- ◆ You're married to Linda-Sue +10
- ◆ A good portion of D-MAC profits go to charity +10

Special scores for Jimmy

At any point:

- ◆ You had an affair with:
 - ◆ Mercedes +20
 - ◆ Angela +40
 - ◆ Buck -50
 - ◆ Todd -100
 - ◆ Becky +30
 - ◆ Linda-Sue +40
- ◆ You were shot +10
 - ◆ by more than one person +5
- ◆ You drunkenly confronted:
 - ◆ Mercedes +3
 - ◆ Angela +5
 - ◆ Buck -1
 - ◆ Todd +4
 - ◆ Becky +1
 - ◆ Linda-Sue +2
- ◆ You got into a fistfight with:
 - ◆ Jimmy -10
 - ◆ Buck -5
 - ◆ another male NPC -3

At the end of the story:

- ◆ Todd and Linda-Sue have broken up +25
- ◆ You're married to Linda-Sue +15
- ◆ You're married to Becky +7

- ◆ No significant D-MAC profits go to charity +10
- ◆ Todd is disqualified from his Olympic team +10
- ◆ Buck is penniless +3
- ◆ Becky is pregnant with Dash's baby -20
- ◆ Becky has a healthy baby boy, sired by Dash -30
- ◆ Becky has a healthy baby girl, sired by Dash -5

Special scores for Becky

At any point:

- ◆ You had an affair with:
 - ◆ Mercedes -20
 - ◆ Angela -30
 - ◆ Buck +5
 - ◆ Todd +25
 - ◆ Jimmy -20
- ◆ You got into a catfight with:
 - ◆ Angela +5
 - ◆ Mercedes -7
 - ◆ another female NPC -5
- ◆ You slapped:
 - ◆ Jimmy +5
 - ◆ Buck +1
 - ◆ Todd +3
 - ◆ another male NPC -3

At the end of the story:

- ◆ A monument has been erected to Dash +10
- ◆ A major building is named after Dash +10
- ◆ You've given birth to Dash's baby, or are pregnant with it +15
- ◆ You run a medical institution for orphans, the elderly, or third-world children +20
- ◆ You've published a tell-all memoir +10

Special scores for Buck

At any point:

- ◆ You had an affair with:
 - ◆ Mercedes +10
 - ◆ Angela +40
 - ◆ Jimmy -100
 - ◆ Todd -75
 - ◆ Becky +20
 - ◆ Linda-Sue +5
- ◆ Jimmy:
 - ◆ blackmailed you -5
 - ◆ had you roughed up -5
 - ◆ publicized damaging information about you -5
 - ◆ had you shot at -5
 - ◆ swindled money from you -5
- ◆ You got into a fistfight with:
 - ◆ Jimmy +15
 - ◆ Todd +5
 - ◆ another male NPC +3

At the end of the story:

- ◆ You're married to Becky +10
- ◆ No MacMillan alone controls 51% of DMAC +10
- ◆ Even together, the MacMillans don't control 51% of DMAC +30
- ◆ You regain assets of Imagine Holdings +10

THE BIG HOLE

Set-Up

Ten years ago, you and the other mugs did something bold and maybe very stupid. You hijacked a big black sedan with a trunk full of cash. Well, the cash was in suitcases, but you know that. The suitcases were bound from Vegas to a neighborhood coffee joint owned by Carmine "The Nutcracker" Rugoso. They were Carmine's share of the casino skim, you see.

Now, none of you were dumb enough to spend the money right away. And none of you trusted each other enough to sit on the money. So you got this special vault, sold as surplus from the Atomic Energy Commission. Originally held isotopes or something else scientific-sounding. Anyhow, it had this real powerful lock, which could be set to open only a time in the real distant future. Like, ten years after the original robbery, right?

And so you buried the vault in this landfill site owned by one of your uncles, remember? You sunk a shaft down into the ground, and left enough space around the vault that the door could swing open. And now the date of the big opening is fast approaching. And Carmine, he's gone up the river for the rest of his life, and the rest of his family is in jail or in hiding. So there's nobody to whack you when you get the dough.

Only problem is, the Government has gone and appropriated the landfill site for a waterfowl sanctuary, and construction is set to begin a mere 24 hours after the vault door opens. And you've all been apart for ten years, and nobody really trusted anybody anyhow, right? So the question is: who's gonna wind up with the loot, and who ends up with the shaft?

Cast of Characters

The Big Hole let you make up your own player character. All you gotta do is pick your character's nickname from the list below, and the distinctive trait for which he or she earned the aforementioned sobriquet. You can invent a different nickname if you want. And if you want to play a character who wasn't part of the original heist, you can introduce yourself however you want, without a nickname, because the others don't know you. That's all you need to play. Everything else will come through in the story.

Because there's no list of characters, you can have as many players as you want for 'The Big Hole'. Between four and eight is a good number, we reckon, but if you want to try it with more or less then don't let us stop you.

Nickname	Distinctive Trait
12-Step	Recovering alcoholic
Alimony	Complains about his long string of ex-wives
Blizzard	Despite chronic dandruff, dresses entirely in black
Bong	Aging hippie
Breezy	Asthmatic
Butterfingers	Drops things
Clutch	Freezes in crisis situations
College	Disinherited by his rich family
Crackers	Compulsively eats crackers
Cueball	Bald
Dollar Bill	Spendthrift
Downer	Pessimistic
Einstein	Styles himself the brains of any operation

FedEx	Accidentally killed the wrong guy once, because he got the address mixed up
Fingers	Pickpocket
Frankie	Would-be lounge singer
Giggles	Giggles when nervous
Hotsy	Attractive woman (or was ten years ago)
Icebox	Fat guy, always eating
Icubec	Kills with an icpick
Jimmy	Burglar
Kid	Younger than usual for a crook – or he was, ten years ago
Knuckles	Cracks his knuckles
Leaks	Can't stop talking
Legs	Famous for running away
Methane	Smells bad
Moms	Middle-aged woman, runs a boarding house
Mumbles	Doesn't enunciate
Napoleon	Delusional
Nickels	Cheapskate
Nixon	Has five o'clock shadow at every hour of the day
Numbers	Crooked accountant
Piano	Carries a garotte
Pigeon	Rumoured to have squealed on his buddies to the cops, which he denies
Pole	Tall and thin
Pony	Luckless gambler
Pops	Elderly
Postal	Violent hot-head
Raincoat	Sweats a lot, stares at women, never removes his raincoat
Rats	Carries a pet rat or two with him at all times
Ronco	Carries large assortment of knives
Shakes	Practising alcoholic
Shyster	Disbarred lawyer
Slots	Missing an arm
Smooth	Ladykiller
Squinty	Doesn't see too good
Stumpy	Has a bad leg
Stutters	Speech impediment
The Dome	Has a steel plate in his head
Tiny	Big, muscular guy
Trots	Always wants to know where the nearest washroom is
Wheels	Getaway driver

Opening Scene

So you're all sitting around in this small-town diner about ten miles from the landfill, killing time, eyeing each other up, and I gotta tell you the passage of the years has not been kind, know what I mean? Who knows if the guys are still like they used to be? Hell, who knows if the guys are really the guys, and not some low-lives who decided to muscle in on the deal? And you've been making smalltalk and back-chat with the waitress, but it's about time someone said something to get this show moving, right? Right?



THE BIG HOLE

SCORE SHEET

Do not read this page until you have played the game

If your PC was:

- ◆ The last PC to have any of the money, provided it was subsequently lost or destroyed +10
- ◆ Among a group of PCs who last had some of the money before it was lost or destroyed:
 - divide 12 by number of qualifying PCs

If, when you first introduced your PC:

- ◆ Your PC did something to illustrate his/her defining trait +3
- ◆ Your PC spoke in a Chicago or New Jersey accent +1
 - ◆ and it was completely unconvincing -2

At any point, your PC:

- ◆ Forced one or more PCs to dig a hole for you +3
- ◆ Claimed not to be greedy +1
- ◆ Claimed to have a cool head in a crisis situation
 - ◆ and later freaked out +4
- ◆ Got forced to dig a hole, then pushed the person who forced you into the hole +3
- ◆ Got trapped inside the Vault +3
- ◆ Killed:
 - ◆ another PC +10
 - ◆ a criminal NPC +5
 - ◆ an innocent NPC -5
 - ◆ a troublesome animal -2
- ◆ Lost control of the money while boarding an escape vehicle +5
- ◆ Observed that greed/money is the root of all evil +1
- ◆ Provided a false, flattering explanation for your nickname +2
- ◆ Provided an alternative and uncomplimentary explanation for another PC's nickname +1
- ◆ Reminded others of the importance of sticking together
 - ◆ and later betrayed one or more PCs +4
- ◆ Revealed yourself as an undercover cop +3
 - ◆ and then tried to steal the money anyway +3
- ◆ Revealed yourself to be working for Carmine "the Nutcracker" Rugoso +3

Your PC's defining trait:

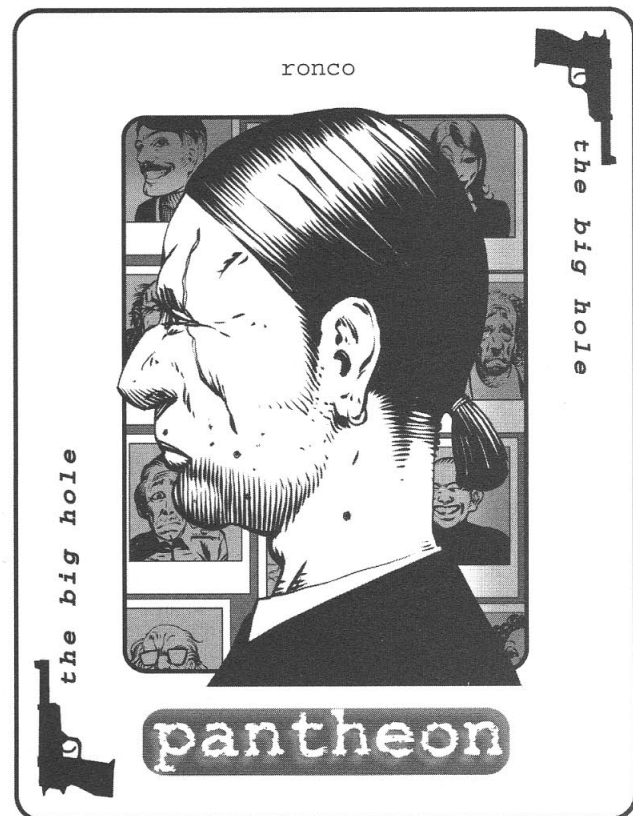
- ◆ Becomes so irritating that a PC threatens to kill you if you don't stop it +1
- ◆ Helps someone you're hiding from to find you +3
- ◆ Leads you to the discovery of a crucial clue +3
- ◆ Is mentioned in a police bulletin +1

At the end of the story, you:

- ◆ Are the only surviving PC +10
- ◆ Are one of two surviving PCs +5
- ◆ Are one of three surviving PCs +3
- ◆ Got killed:
 - ◆ while holding the money +10
 - ◆ by more than one PC or named NPC +3
 - ◆ accidentally -5
 - ◆ by the cops -7
 - ◆ by Carmine's mob guys -7
 - ◆ by another PC -10
- ◆ Are still alive but hopelessly stuck or trapped (e.g. inside the locked vault) -5
- ◆ Are under arrest or in jail -5
 - ◆ and it's the same jail Carmine's in -10

Your PC was the first to:

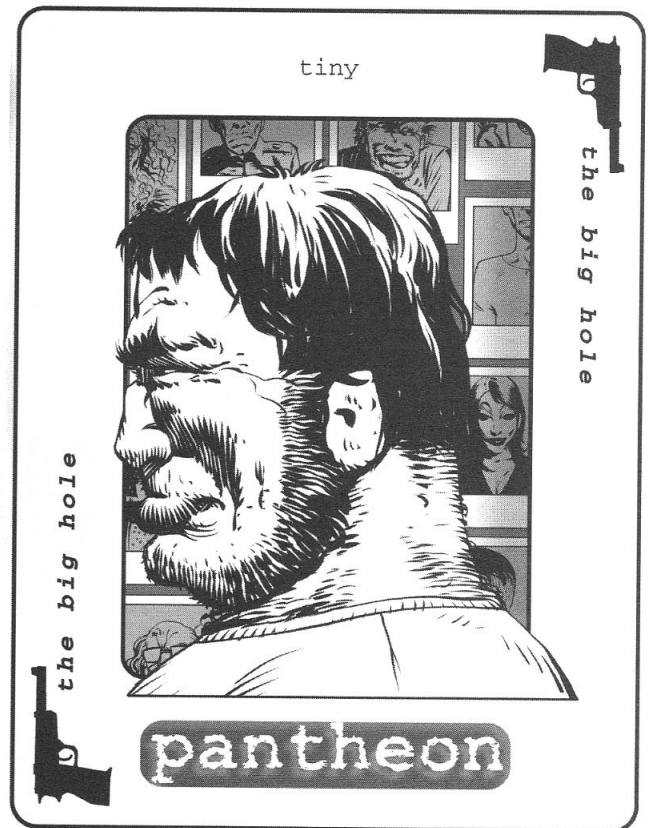
- ◆ Be described as packing a gun +1
- ◆ Bind and gag another PC +2
- ◆ Bring safe cracking tools just in case +3
- ◆ Bury another PC +2



- ◆ By means of a booby trap, rack up a PC kill after your PC's own demise +5
- ◆ Call the cops on another PC +2
- ◆ Claim that a betrayal is "nothing personal" +3
 - ◆ Get revenge on a PC who betrayed you and said it wasn't personal, saying that what you're doing is "nothing personal" +5
- ◆ Cut your lover out of a share of the loot +3
- ◆ Die +5
- ◆ Find a remote farm, store or gas station run by backward or inbred locals +2
- ◆ Flee with the money, cutting other PCs out of the take +3
- ◆ Get suckered by a lover +2
- ◆ Get the drop on the others after the money has been found +3
- ◆ Hit another PC +1
- ◆ Hit another PC with a car +1
- ◆ Hit another PC with a shovel +3
- ◆ Kill another PC +3
- ◆ Pull a gun on another PC +1
- ◆ Pull a knife on another PC +1
- ◆ Put a silencer on a gun +1
- ◆ Remark, in reference to a PC's death, that there's now one less share to give out +2
- ◆ Reveal that you have paid off the cops +3
- ◆ Reveal that you owe money to a loan shark and will be beaten up/killed if you don't get your share +2
- ◆ Reveal that your mortgage will be foreclosed if you don't get your share +2
- ◆ Stuff another PC inside:
 - ◆ a barrel +1
 - ◆ the trunk of a car +1
 - ◆ a closet or bathroom stall +1
- ◆ Taunt another PC about their defining trait +1
- ◆ Threaten another PC with violence +1
- ◆ Throttle, strangle, garotte or otherwise asphyxiate another PC +1

You were the first player to introduce the following plot complication:

- ◆ A boat begins to sink +2
- ◆ A cranky old site caretaker shows up to hassle some PCs +2
- ◆ A flight is delayed +2
- ◆ A vicious animal stands between a PC and some or all of the money +2
- ◆ Carmine is reported to have busted out of prison +2
- ◆ The plane the PCs are on hurtles groundward +2
- ◆ Someone has added a trap to the vault +2
- ◆ Something has destroyed the money while it laid in the vault +2
- ◆ Suspicious characters are wandering around the vault site +2



- ◆ The cops have the roads blocked +2
- ◆ The cops have the vault staked out +2
- ◆ The getaway vehicle won't start +2
- ◆ The money turns out to be counterfeit +2
- ◆ The only person to get any money is an NPC +2
 - ◆ and that person is not a criminal +2
 - ◆ and that person is going to use it unselfishly +2
 - ◆ and doesn't know the money's history +2
- ◆ The PCs find that a landmark indicating the vault site has been removed or destroyed +2
- ◆ The site of the vault is incorrectly marked on the map +2
- ◆ The vault is empty +2
 - ◆ but whoever emptied it stashed the loot, and a clue in the vault points to its new location +3
- ◆ The vault is flooded +2
- ◆ The vault is radioactive +2
 - ◆ and therefore the money is too +2
- ◆ The vault timer is damaged and won't open +2

Each time you introduced or reintroduced the following plot complication:

- ◆ A tell-tale corpse surfaces to cause trouble +2

DESTROY ALL BUILDINGS

Set-Up

The action begins in the dark waters surrounding a remote island off the coast of Japan. The water bubbles... something strange is happening.

Cast of Characters

Yes, that's all the introduction we're going to give you.

In *Destroy All Buildings*, each player takes on the role of a giant Japanese monster. Your goal: stomp Tokyo. Also, stomp any other giant Japanese monsters who get in your way. You might, for example, choose to play a giant mutated dinosaur, giant mutated moth, giant mutated dragon, giant mutated ape, giant robot ape, giant robot, a giant hunk of mutated, living pollution, a giant mutated spider, any variation of the above, or anything else gigantic and powerful, so long as it wants to stomp Tokyo and its fellow monsters.

Special Rules

1. You can't actually describe your PC doing anything until at least four turns have passed. Instead, you either describe

the evidence of his actions – giant footprints, smashed boats, and so on – or describe him as seen by panicked humans escaping his wrath. So you might describe his foot, a shadowy figure beneath the surface of the waves, or his eerie screams. Only during the fifth turn (or later) do you introduce and describe your PC.

2. Each player also controls a human secondary character. The human character can do things during the first four turns. The types of human characters are left up to you. You may need some help with Japanese names, though, so here's a list of surnames, female first names, and male first names.

Family Names	Female Names	Male Names
Fujiwara	Chikako	Akira
Ishii	Junko	Hiroshi
Masumura	Keiko	Katshuhito
Mimura	Machiko	Kenji
Tanaka	Miyako	Koki
Ueda	Sonoko	Tetsuya
Yamamoto	Yuko	Yoshiro

DESTROY ALL BUILDINGS

SCORE SHEET

Do not read this page until you have played the game

If, at the end of the story, your monster PC:

- ◆ Is the winner of the battle between monsters +20
 - ◆ and, in the last sentence, stomps off into the ocean or towards its lair +5
- ◆ Is apparently dead:
 - ◆ slain by human weapons -20
 - ◆ killed by another giant monster -5

You were the first player to describe:

- ◆ A destroyed village +2
- ◆ Churning waters +2
- ◆ Damaged:
 - ◆ ground vehicles +2
 - ◆ roads +2
 - ◆ buildings +1
 - ◆ ships +2
 - ◆ planes +2
- ◆ Giant egg(s) or eggshells from same +2
- ◆ Legendary monster's lair +2
- ◆ Mutated plants or animals +2
- ◆ Odd radar signatures +2
- ◆ Powerful storms +2
- ◆ Rippling liquid in puddle or cup +2
- ◆ Shifting earth +2
- ◆ Strange fossils +2
- ◆ Terrified fishermen +2
- ◆ A destroyed monster-enclosure +2
- ◆ Vibrating/downed power lines +2

If, at any time, your monster PC:

- ◆ Kills or directly injures a kid who's formed a special bond with any giant monster -20
 - ◆ and you're the monster the kid's bonded with -20
- ◆ Protects kid it's formed a special bond with from:
 - ◆ falling debris +2
 - ◆ another monster +3
 - ◆ the military's attempt to down the monster +3
- ◆ Kills children -10

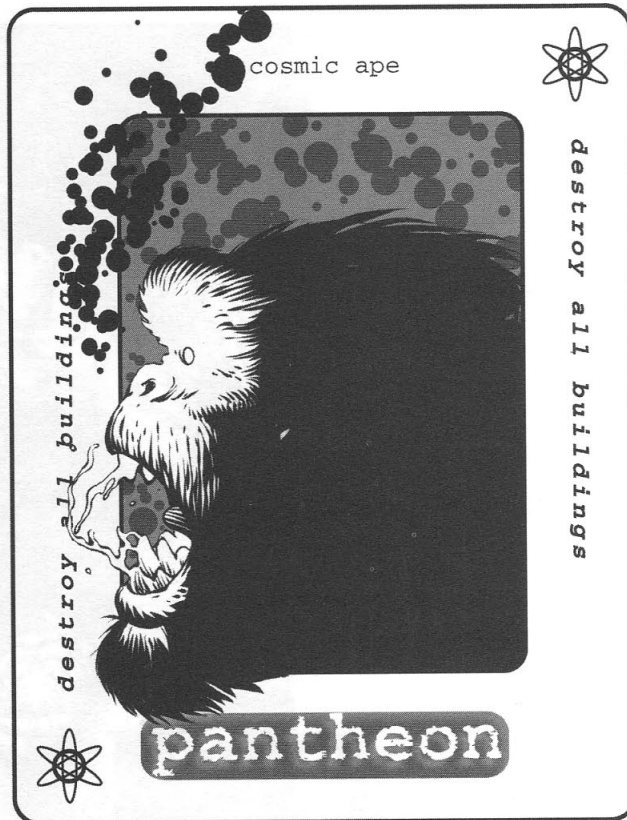
Your monster PC was the first to:

- ◆ Attack another PC monster +5
- ◆ Be controlled by benevolent, tiny, magical sisters +4
- ◆ Create a tsunami +3



- ◆ Emit a piercing cry +3
- ◆ Fly through the air:
 - ◆ by leaping +2
 - ◆ via rocket or jet power +2
 - ◆ with monstrous wings +2
- ◆ Oddly resemble a man in a rubber suit +1

- ◆ Protect its nest +3
- ◆ Reproduce +4
- ◆ Shriek or gesture mockingly after smacking a rival +3
- ◆ Shrug off:
 - ◆ electricity +2
 - ◆ energy beam from hostile UFO +2
 - ◆ knock-out gas +2
 - ◆ missiles +2
 - ◆ poison gas +2
 - ◆ torpedoes +1
- ◆ Step on:
 - ◆ any criminal +3
 - ◆ a weirdo who thinks monster attacks are good +3
 - ◆ a crowd of running people +3
 - ◆ a Hollywood director making a monster movie +3
 - ◆ a businessman who harrassed the heroine +3
 - ◆ a politician who tries to cover up the monster threat +3
 - ◆ older bullies who threaten a kid +3
- ◆ Destroy:
 - ◆ a banking tower +2
 - ◆ a big satellite dish +2
 - ◆ a bridge +2
 - ◆ a factory for a popular food or drink brand
 - ◆ and you stop to eat/drink the product +2
 - ◆ a freighter
 - ◆ and it's the first thing any PC destroys +5
 - ◆ a movie theater
 - ◆ which is showing a monster movie +2
 - ◆ a power station +2
 - ◆ a railway/subway car
 - ◆ which is full of passengers +2
 - ◆ a village on a remote island
 - ◆ where the islanders are performing a monster-warding-off ritual or ceremony +2
 - ◆ a research facility +2
 - ◆ a residential area
 - ◆ causing shingles to fly off the roofs +2
 - ◆ a temple +2
 - ◆ a nuclear installation +3
 - ◆ a toxic waste facility +3
 - ◆ police cars +2
 - ◆ a roller rink +1
 - ◆ a stadium +2
 - ◆ a submarine +1
 - ◆ a truck +2
 - ◆ a TV station
 - ◆ and the news anchor is live on air:
 - ◆ warning people to evacuate the city +2
 - ◆ repeating official assurances that there are no giant monsters +4



- ◆ a walkway between buildings +1
- ◆ an infantry unit +2
- ◆ any building +2
- ◆ fighter jets +2
- ◆ helicopters +2
- ◆ power lines +2
- ◆ tanks +2
- Subject another monster to:
 - ◆ bite +2
 - ◆ fiery/radioactive/lightning breath +2
 - ◆ eyebeams +2
 - ◆ tail lash +2
 - ◆ gore attack from horn +2
 - ◆ drill attack +2
 - ◆ punch in the head +2
 - ◆ high wind from flapping wings +2
 - ◆ telephone pole thrown as a javelin +2
 - ◆ kung-fu style drop-kick to the chest +2
 - ◆ Throw another monster into a building +2
 - ◆ Travel to a flat, featureless plain for showdown with other monsters +4

Your human PC:

- ◆ Dies -5
- ◆ Is a disguised alien planning to kidnap the giant monsters for use as superweapons
 - ◆ and has really cool sunglasses +2
- ◆ Is a handsome young fighter pilot, reporter or junior scientist +5
- ◆ Is a kid who forms a bond with a monster PC
 - ◆ and has a magic amulet or other item that lets the kid communicate with the monster +3
- ◆ and stows away on a vehicle heading into monster-related danger +3
- ◆ and tries to convince adults not to hurt the kid's patron monster +1
- ◆ Is an American reporter
 - ◆ who never seems to be in the same scenes as any of the Japanese characters +10
- ◆ Is an elderly scientist
 - ◆ capable of transforming into a monster-sized superhero +5
- ◆ Is girlfriend to the fighter pilot, reporter or junior scientist, and daughter to the elderly scientist +5

Yours is the first human PC to:

- ◆ Get buried in rubble during a monster incident +2
- ◆ Narrowly avoid being stomped or otherwise harmed by a monster +2
- ◆ Save another human PC in a monster incident +2
- ◆ Use scientific equipment to track a monster +2
- ◆ Visit a remote island where your monster PC is worshipped as a god (or treated as a demon you need to ward off) +3

PANTHEON

**IN THE BEGINNING,
THERE WAS NOTHING**

Now what do you do?

Special rule

When your PC is killed, trapped without any hope of redemption or otherwise incapacitated or indisposed, you may

create a new one. At the end, you get points for the actions of all of your PCs throughout the game.

PANTHEON

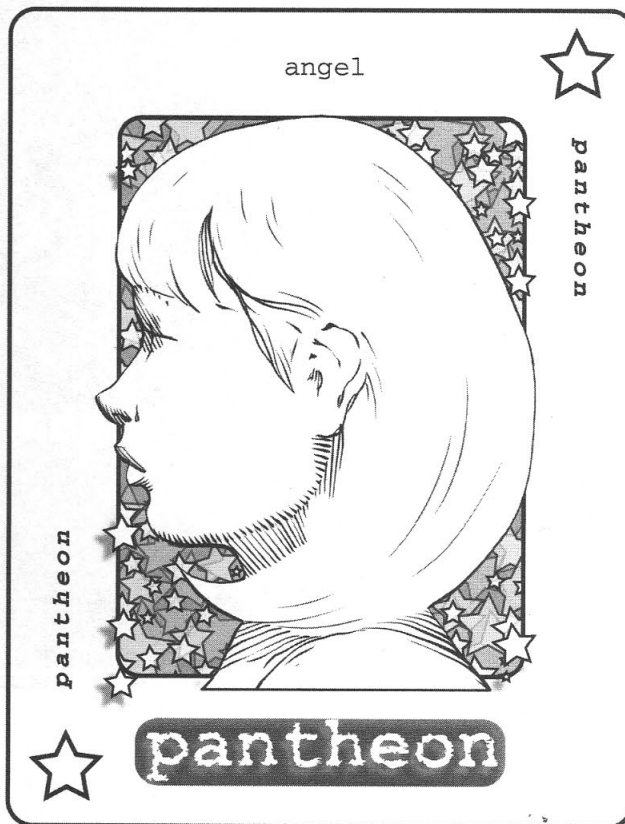
SCORE SHEET

Do not read this page until you have played the game

During the game, yours is the first PC to:

- ◆ Achieve godhood (if you started as a mortal) +3
- ◆ Aid group of mortals in surviving a cataclysm +2
- ◆ Be conceived without sexual intercourse +2
- ◆ Be reborn in a different form +2
- ◆ Bear a child +1
- ◆ Bestow godhood on a mortal +2
- ◆ Bring law to lawless people +2
- ◆ Bring mortality/death to the world +3
- ◆ Bring prodigal worshippers back to proper forms of devotion +2
- ◆ Cast an unfaithful servant into hell +2
- ◆ Cast out demons/ghosts +1
- ◆ Change your form +1
- ◆ Choose a champion to go on a quest +2
- ◆ Commit murder +3
- ◆ Conquer a race of giants +2
- ◆ Consume another PC +2
- ◆ Create a divine bureaucracy +1
- ◆ Create evil/darkness +3
- ◆ Create heaven/a special home for the gods +2
- ◆ Create humankind +3
- ◆ Create the universe +3
- ◆ Create writing +1
- ◆ Cross magical river with help from a ferryman +1
- ◆ Defeat a terrible monster/dragon/serpent +3
- ◆ Demand human sacrifice +2
- ◆ Destroy a city +2
- ◆ Destroy an entire tribe, nation or species +2
 - ◆ by accident +1
- ◆ Die +3
- ◆ End a conflict between two other parties +2
- ◆ Engage in adultery +2
- ◆ Enjoy resurrection after death +3
- ◆ Establish a temple +3
- ◆ Feed humankind +3
- ◆ Found a city +1
- ◆ Gain something through trickery +2

- ◆ Get scorched by the sun +1
- ◆ Give birth by splitting off part of yourself, laying an egg, or planting a seed +3
- ◆ Gave miraculous powers to a mortal who is not a blood relative +2
- ◆ Give fire to mortals +2
- ◆ Give mortals an item they're not supposed to mess with (like the apples of a magical tree or a box full of troubles) +2
 - ◆ and they mess with it anyway +2
- ◆ Give names to the animals +2
- ◆ Go to the underworld +2
- ◆ Grant free will to mortals +1
- ◆ Have sex +3
- ◆ Have half-mortal, half-immortal offspring +2
- ◆ Have large brood of offspring +2
- ◆ Initiate a new cycle of existence +3
- ◆ Instruct man in:
 - ◆ architecture +1
 - ◆ food preparation +1
 - ◆ handicrafts +1
 - ◆ hunting +1
 - ◆ weapons manufacture +1
- ◆ Imprison another PC +3
- ◆ Introduce concept of sin +2
- ◆ Invade heaven +3
- ◆ Kill off existing crop of mortals in order to create a new, better one +3
- ◆ Kill another PC god +3
- ◆ Learn that mortals suffer +1
- ◆ Lend divine approval to a lineage of mortal rulers +2



- ◆ Liberate all mortals from obeying the rules of the creator of the universe +3
- ◆ Make a garden sanctuary +2
- ◆ Make the elixir of life +2
- ◆ Move a mountain +1
- ◆ Plant the Tree of Life +2
- ◆ Predict the end of the world +3
- ◆ Promote orgiastic worship +2
- ◆ Reject the authority of another deity +2
- ◆ Release the dead from the afterlife +1
- ◆ Renounce human sacrifice +3
- ◆ Sacrifice a part of yourself to gain power +3
- ◆ Sacrifice an animal +1
- ◆ Show the dead how to get to the underworld +3
- ◆ Speak a word +3
- ◆ Start a war +2
- ◆ Steal something powerful +2
- ◆ Take advantage of a god in his dotage +1
- ◆ Take an action that ends the Golden Age +3
- ◆ Tame the winds +2
- ◆ Teach people to worship +3
- ◆ Teach that reality is just an illusion +1
- ◆ Undergo a revelation that changes your nature and goals +2
- ◆ Undertake a journey +2
- ◆ Ward off temptation +2
- ◆ Weaken an enemy through seduction +1
- ◆ Win a war +2
- ◆ Write a book (or cause a book to be written) that sets down the tenets of your worship +3

At the end of the game, your PC is:

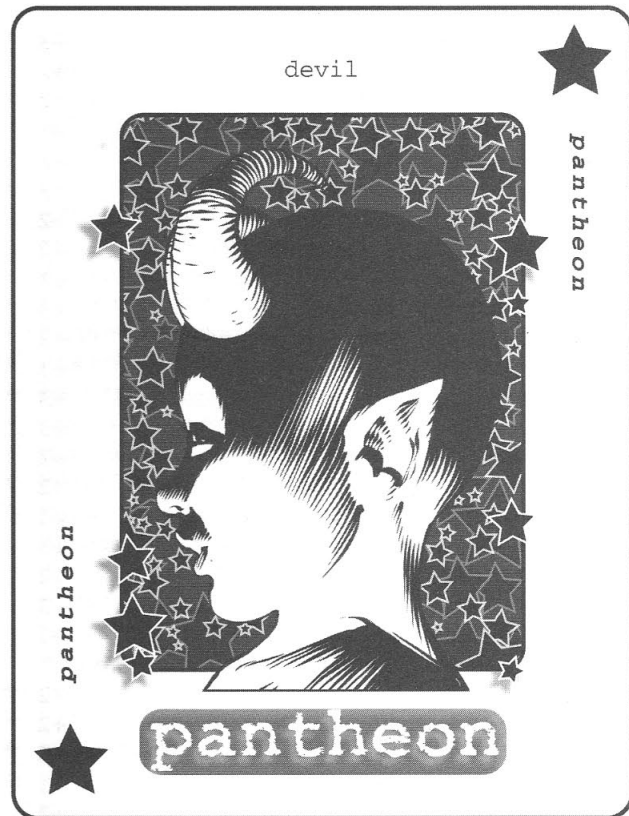
- ◆ God of Agriculture +3
- ◆ God of Cattle +2
- ◆ God of Destruction/Entropy +1
- ◆ God of Earth +1
- ◆ God of Evil/Chief Enemy of the other Gods +6
- ◆ God of Fire +1
- ◆ God of Healing/Mercy +1
- ◆ God of Horses +1
- ◆ God of Light/Illumination/Insight +1
- ◆ God of Love +1
- ◆ God of Magic +1
- ◆ God of Music/Poetry/the Arts +1
- ◆ God of Rain/Storms/Lightning/the Wind +2
- ◆ God of Sexual Fertility +2
- ◆ God of Suffering +1
- ◆ God of the Hunt +1
- ◆ God of the Moon +1
- ◆ God of the Sea +2
- ◆ God of the Sky +1
- ◆ God of the Smith/the Forge/Making Things +1
- ◆ God of War +3
- ◆ God of Wine +1
- ◆ God of Wisdom/Knowledge +1
- ◆ Household god/God of Domesticity +1



- ◆ Judge of the Dead +2
- ◆ Lord of Hell +3
- ◆ Messenger of the Gods/Mediator between gods and mortals +1
- ◆ Mortal representative of god or gods on earth +1
- ◆ Mother Goddess +9
- ◆ Mountain God +1
- ◆ Ruler of the Gods +12
- ◆ The divine Dying, Dead, or Sacrificed Son +6
- ◆ The First Mortal +2
- ◆ The Trickster +3
 - ◆ worshipped by monotheists as the only true god +6

At any point during the game, you:

- ◆ Befriended a ferocious animal/monster that would have otherwise eaten you +1
- ◆ Bestowed a magic weapon as a gift +2
- ◆ Brought fertility back to the land +3
- ◆ Chose a symbolic animal +2
- ◆ Committed suicide -3
- ◆ Conspired against the reigning ruler of the gods +1
- ◆ Converted a foe into a friend +1
- ◆ Coupled with an animal +1
- ◆ Deciphered writing no one else could understand +1
- ◆ Declined dangerous food or drink +1
- ◆ Destroyed mortal(s) who disobeyed you +2
- ◆ Drove a chariot (or other magnificent vehicle) +2
- ◆ Escaped from captivity +1
- ◆ Exposed false magicians +1
- ◆ Formed an undying friendship +1
- ◆ Fought another god +2
 - ◆ and defeated him/her/it +1
 - ◆ and destroyed him/her/it +1
- ◆ Gave an animal its defining characteristic (e.g. you gave the raccoon its mask, the raven its black feathers, etc.) +2
- ◆ Hid a magic treasure (which has yet to be found) +2
- ◆ Laid a successful trap for an enemy +1
- ◆ Left a permanent mark on the landscape +2
 - ◆ and people now worship you there +1
- ◆ Lost a great gift to trickery +1
- ◆ Lost a magic treasure +1
- ◆ Made a great treasure +2
- ◆ Made a magic weapon +2
- ◆ Made a prophecy +1
 - ◆ which nobody believed at the time +1
 - ◆ and it came true +2
- ◆ Maimed an enemy +2
- ◆ Meted out a poetically appropriate sentence to an enemy or wrongdoer +2
- ◆ Mourned the death of a loved one +2
- ◆ Overthrew the creator of the universe +6
- ◆ Performed miracles while still a baby +2
- ◆ Posed a riddle +1
- ◆ Prevented a dead soul from escaping from the underworld +2



- ◆ Protected a child +1
- ◆ Proved immune to fire, drowning, crushing, hanging, stabbing, or anything else that would have killed a mortal +2
- ◆ Pursued forbidden love +2
- ◆ Raised a child in secret +2
- ◆ Raped a divine being +2
- ◆ Rescued a lover from interfering parents +2
- ◆ Snubbed a seductive suitor +1
- ◆ Solved a problem by exposing yourself +1
- ◆ Solved a riddle +1
- ◆ Spied on a beautiful person bathing +1
- ◆ Stole the land's fertility +3
- ◆ Subjected mankind to plague, drought or famine +3
- ◆ Suffered a setback because you fell asleep or passed out drunk +1
- ◆ Suffered banishment to the underworld +1
 - ◆ and returned safely +2
- ◆ Suffered unjust exile +1
- ◆ Travelled in disguise +2
 - ◆ and rewarded a mortal who treated you kindly without knowing who you were +2
- ◆ Tricked a god or divine being out of something of great power or importance +3
- ◆ Voluntarily suffered to aid others +3
- ◆ Vowed revenge against another god +1
- ◆ Went to the underworld to rescue someone +1
 - ◆ and you succeeded +3
- ◆ Wielded/wore a symbolic wand, weapon, shield, helmet or other object of power +2
- ◆ Won vengeance against philandering lover +2
- ◆ Won vengeance against your mate's lover +2
- ◆ Won vengeance against your rapist/seducer +2

PANTHEON

AND OTHER ROLEPLAYING GAMES

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