

The Room

~a game by Max Boyson

You find yourselves inside of a room. You all are here for the same reason, you may not know that reason, you may not want to know. That doesn't change that you are here with other people who you have never seen before. Perhaps they know about this strange room you find yourself in. Something you do know though is that you must complete the task, whatever that may be, and that the clock is ticking.

Starting

Before you find yourselves in the room you must be prepared. You will need a pen and some paper and at least one six sided dice. You then will pick a person to be the Room Keeper; this person will be the story teller of the game, describing everything that goes on outside the players actions. Everyone else will become a player. Next the Room Keeper will hand everyone a slip of paper with their secret and knowledge written on it. Finally the Room Keeper will describe any opening events and room

How to play

Playing the game is as simple as describing what you do. As long as your actions are within the ability of a common person you automatically succeed. Otherwise you will fail and the Room Keeper will describe the consequences.

Conflict

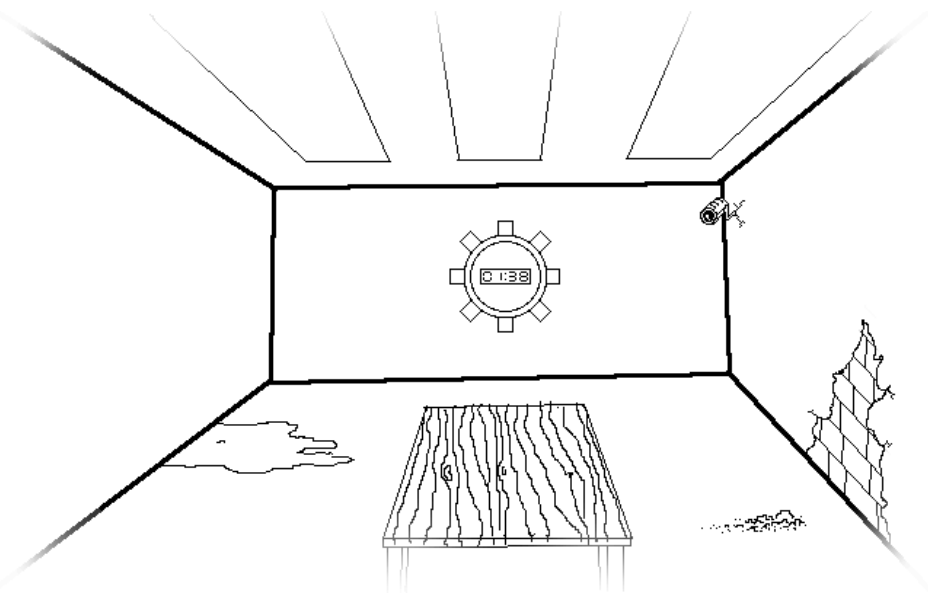
In the case that you are performing an action against another player then you are entering conflict(e.g. fighting, slight of hand,racing, etc.) then each player will roll a dice and who ever rolls highest will win. In case of a tie the instigator of the conflict wins. With the exception of when there is a common instigator then ties result in a standstill or deadlock. If there are multiple people working as a team in a conflict then they will add their dice together. All non-physical conflicts should be handled verbally amongst the players.

Knowledge and Secrets

At the start of the game all players were handed a slip of paper for there eyes only. The first thing that it has is a Secret, your secret is a tidbit of information that you know that none of the other players know. Secrets may be key to completing your task but they may put yourself or others at risk if reviled. Your knowledge is your area of expertise, You will be allowed to to type in the word or phrases you were given for your knowledge into a search engine of your choice. You may click on any link that comes up from the search engine but you may not go deeper then three links in(i.e. Search engine>link1>link2 inside link1>link3 inside link2) This knowledge may or may not help you reach your goal.

Room Keeper

One Player will be the Room Keeper, it is their job to direct the game and describe how the room reacts to the players actions. They will create the room and the puzzles inside it. They will make the rules and will decide what the boundaries of your characters abilities are. As the Room Keeper you will need to do a lot of preparation, You will need to design the puzzles, traps, and red haring of the room. You will also need to come up with all the players secrets and knowledges and how they relate to the room.



Your Goal

Your goal as the Room Keeper is to ultimately create tension and conflict among the players. Make them feel trapped and cornered by the others. Make them have a common goal that will require them to work together, but ultimately there can be only one winner. Or at least it seems that way. You will use deception and trickery to confuse and overwhelm the players. If you do a good job they should tear themselves apart by the end. Most importantly give them a time limit, and leave a timer such as an hourglass or clock for everyone to see.

Your Room

The room in itself should seem simplistic when first described, but on closer examination it should reveal to be littered with secrets. The room is more than its puzzles and secrets its also its goal, purpose, and rules. When introducing the players to the room you could put them into it with no explanation; the goal simply implied to be escape. Alternatively you can make the room more obviously a test with a simple goal. For example: Ask them to answer a question but don't make the question apparent, or tell them to find an object. The goal should be obvious but the solution hard. Your Room is also a set of rules that you lay out for the players, failure to comply to these rules could even result in failure.

Your Secrets

The players secrets should be linked to the other players or the puzzles in such a way that revealing them will cause conflict or lead the players into a red haring. The player knowledges should do the same.

Your Solution

The Solution to your room should be non-obvious or complex. Most importantly leave Red Herrings, and plenty of them. Make the Solution seem obvious only for the players to find that it is the wrong answer. Red Herrings should mislead the players for a while but never should they lead the players in the wrong direction for the whole game. Eventually it needs to be shown that they are going in the wrong direction. You should constantly have them think outside the box and experiment. Remember that your players will surprise you all the time and may even create their own red herrings.

Room Keeper Notes

Red Herring 1	Red Herring 2
Red Herring 3	Red Herring 4
Red Herring 5	Red Herring 6
Solution	