

## **The End Game IMWe 2012 (Grand Hotel Chicago)**

**Aim of the game**

**The Participants**

**The Teamers**

**The Rooms**

**The beginning of the game**

**What is explained to the PCs before the game**

**During the game**

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*Use this file together with the following other files:*

2. Instructions for teamers
3. End game material (2 files)
4. Task cards (several files)
5. Mission folders
6. Task list
7. Tasks & Characters
8. Teamer summer school
9. Some game materials

### **Aim of the game:**

- 1) To help Giulio and Romea escape from prison
- 2) To fabricate evidence against FBI-agents, to falsely prove that they were responsible for the “murder” seen on the first day of the storyline
- 3) To help storyline characters with a lot of varied tasks

➔ To have the PCs do a variety of different tasks in a very open game setting with few rules and no point-counting/ winners

### **The participants:**

The PCs be playing their “characters” – that is, what they are dressed up as. Different tasks may need different people – or disguises. The PCs will be divided into groups of 8 people (6-7 PCs/group), simply by giving them a piece of paper with a group number when they enter. The teams do not have to move together as a group all the time, BUT when they report in for a task, or ask for new tasks, they all have to be present together. The participants cannot switch group during the game.

*Smaller groups would be preferable, but we are very many people on IMWe, and it is a tough job to invent enough tasks for very many groups.*

### **The teamers:**

The 14 teamers will be playing their storyline characters (all except for Liene and Ole), and they are placed around the castle:

Lübeck – Don Mascarpone in his office (Den Haag)

Peter – Don Don in his office (Berlin)

Brajda – Mama (helping Lübeck in Den Haag)

Jón – Junior (helping Peter in Berlin)

Julia – Romea (in jail, teamer's corridor)

Niko – Giulio (in jail, toilets under the Saal-building)

Daniel – Police officer John O'Connor (guarding Niko, toilets under the Saal-building)

Christopher – FBI-agent Scoulter (Rittersaal)

Jostein – FBI-agent Mully (Table soccer room)

Schabi – psycho analysis doctor Samantha Stelling (Tea Kitchen/ U-boot)

Rieke – “Shady Street Dealer/ Hustler” Eva the Shark (The basement)

Liene – Psychic woman, Madame Ghenna (Adlerhorst)

Ole – Pizzeria keeper Mario (“Werkstatt”)

Steffi – Hitwoman Honey (hired by the police for guarding Julia, teamer's corridor)

The teamers all get their own instruction sheets and the material they need before the game (File 2. *Instructions for Teamers*). The game is also explained to all teamers.

### **The rooms:**

Each teamer will prepare his/her own rooms for the game.

#### ***Den Haag***

Lübeck, Brajda

- Office of a mafia boss. Desk, chairs...

#### ***Berlin***

Peter, Jón

- Office of a mafia boss. Desk, chairs, art...

#### ***“Peter's bathroom” in teamer's corridor***

Julia, Steffi

- A temporary prison cell

- Wooden bars in front of the door

#### ***Toilets in the cellar of the Saal -building***

Niko, Daniel

- A temporary prison cell

- Wooden bars in front of the door. Needs to have a lock somewhere, anyway (you'll get one)

#### ***Rittersaal***

Christopher

- Office of the FBI agent. Desk, chairs, piles of papers, pens, folders...
- Task items: FBI stamp + stamp pad (visible on the desk), FBI archives folder, Evidence locker (with the murder weapon and casts of footprints found on the murder scene. Use the cupboard in Rittersaal and put a sign on it)

### ***Table soccer room***

Jostein

- Office of the FBI agent. Desk, chairs, piles of papers, pens, folders...
- Task items: FBI stamp + stamp pad (visible on the desk)

### ***Tea kitchen (+ U-boot front)***

Schabi

- Laboratory. Table, chairs, pens, papers, glass jars, weird instruments...

### ***Big tower***

Rieke

- Some place to play. Maybe a hideout for the character (rugs, blankets, a cardboard box for a table etc.)

### ***Adlerhorst***

Liene

- The place of the astrologist – veils, shiny objects, weird supernatural stuff...

### ***“Werkstatt”***

Ole

- A pizzeria, somewhere to cook, somewhere to eat... tablecloth, a vase with flowers...?

### ***The murder scene (in the Saal)***

- Check with the deco team etc. what it looked like on the first evening

### **The beginning of the game:**

As little explaining as possible. The PCs will be divided into groups and told (via some acting in the storyline) that the two goals for the night are to free Giulio and Romea and to forge evidence against FBI. Each of the two dons take care of one goal, so that you get tasks for goal 1 from don Mascarpone and tasks for goal 2 from don Don, both of which have their own headquarters. The PCs should reach these two goals by doing different tasks that are connected to the goals.

In the beginning each group get a “mission folder”(File 5. *Mission Folders*). This includes information on game locations and a list of the characters in game and where to find them. It also contains their very first task card and their task check list.

### ***What is explained to the PCs before the game (“summer school”):***

*The explaining happens out of character. One tempting idea was just to give the mission folders to each group, but there would have been too many unanswered questions and confused PCs like that.*

- There are two goals for the day: 1) to free Giulio and Romea, 2) to fabricate convincing evidence against the two FBI agents.
- To reach these goals, every group has to do their part. Don don and don Mascarpone are directing the operations. Go to them to get tasks that will help us to reach the goals.
- When you have finished one task, report to the don who gave the task to you.

- Every time you report for a task or ask for a new task, the whole group needs to be together.
- After doing two tasks, you can go on the same way OR you can invent an own task, something that would help to reach one of the goals. If you have a good idea, go to a don and explain it to him. If he finds it useful, you can go on fulfilling that task.
- You might want to talk to other people in the city. They can turn out helpful... Or they can have some Side Quests for you to solve.
- You may do every task only once. You may have only one open task from the dons and 2-3 open side quests at any given time. All groups will carry a task check list, where their tasks are written down.
- As citizens of Chicago and “protégés” of the two Families, you have some rights:
  - o You may try to haggle for rewards if you do a task for anyone else than the dons
  - o You may refuse a task, but don’t expect to automatically get another task from the same person
  - o If a task is impossible for you, you may return it unsolved. BUT you must try solving it first!
  - o Most important: you are free to use whatever skills and materials you have & find. Maybe there is something useful in your pocket, or in your room? Or on the PC material table? Or, well, anywhere...
  - o Same rooms are marked with a sign “restricted area”. Those rooms are not in game. Don’t go there.
  - o You do not have license to kill or just use raw force/ violence
- You will now get a Mission folder, which contains some important information, your task check lists and your first task to solve.
- Questions?

### **During the game:**

The PCs continue doing different TASKS to fulfill the two main GOALS. The tasks will be of two kinds: *Main Tasks*, and *tasks the PCs invent themselves*. Besides these tasks, they can get *Side Quests* from other characters around the castle.

*Main Tasks* are tasks that have been planned on beforehand. Each task has a number (just so one can keep track of them), and each task is written on a Task Card (file 4. *Task cards*). Each task also has a difficulty rating (1-3 with 3 being the hardest). The difficulties depend on how long it takes to fulfill the task, whether it needs some special skills or materials and on how much interaction with how many other characters it requires. *In the end the levels mattered very little, because the tasks could be solved in many ways and some were harder for some PCs than others. Maybe the tasks could have been grouped according to what kind of skills they need (lot of interaction with teamers, build/hobby etc.)*

PCs can come to the dons to get these task cards (file 2. *Instructions for teamers*). When they have successfully fulfilled a task, they come back to the don to report and to leave back the task card. With most (but not all) tasks only one group can work on the same task at the same time,

but one task can be done by many groups after each other (except for Ole's pizza-ingredient tasks). The PCs can only work on one Main Task at a time (but they can be solving 2-3 side quest at the same time). The PC groups carry with them a Task Check List (in the mission folder) where the dons and other teamers write the name and difficulty of the tasks that the group has been given.

When the group returns to report, the dons mark these tasks as fulfilled on the card. Like this the groups know what they have done, and the teamers can give them suitable tasks (difficult ones if they have only done easy ones so far and vice versa). There are no rewards given out for the Main Tasks.

The PCs are allowed to refuse a task, or to return a task undone if they could not find a way to fulfill it (but not without trying it first!).

*Tasks that PCs invent themselves.* To keep the game a bit more open the PCs can (after solving their two first tasks and learning what the game is about) propose to the dons what could be done to reach the two main aims. They can get an empty task card/form and fill in their own task there, and hand it in to the don to read. He then decides whether or not the PCs are allowed to fulfill their own task. If the proposed task is very similar to an existing task he gives the PCs the ready task card for that task (so that no other team will try to do the same task at the same time). If some other team is already doing the same task or a task very similar to it, he must refuse the PCs, or tell them to come back later (depending of the task he may allow two teams to do the same task at the same time. But only if the team won't make it difficult for the other team by for example blocking some important person or stealing some object that the others are trying to steal as well).

Both dons will have one helping teamer in their office. One of the tasks of this helper is to communicate new tasks to other teamers who might be concerned by the task (*we decided however not to use walkietalkies in this game*)

*Side Quests.* The PCs can also get some tasks from other characters around the castle, not only from the dons (file 2. *Instructions for the teamers*). These tasks won't be directly connected to the two main goals, but are small, independent stories on their own. There might be some rewards for the side quests, that could help the PCs solving some of the main tasks (they could get some material they might need later or so). The side quests also have task cards, just as the main tasks do. The side quests are not reported to the dons, but rather to the persons who gave them. The PCs can work on one main task and a few (preferably no more than 3) side quest at the same time.

The PCs can also invent side quests on their own, just like they can invent other tasks (after they have solved 2 ready-made tasks). For example they can ask whether a character would need this or that, and ask for something else in reward from him/her. They must still fill in a card/form for it.

The teamers can give out rewards for side tasks, but they don't have to do so. The PCs can try to haggle on rewards for the tasks (file 2. *Instructions for teamers*). The PCs are allowed to refuse a

task, or to return a task undone if they could not find a way to fulfill it (but not without trying it first!).

*There was some confusion with some tasks that included bringing one object from teamer 1 to teamer 2, because the task had to be signed off by teamer 1 again (another visit there), and because there was no way to prove that they had actually done the task. Not that it matters for the game if the PCs cheat on it, but still this should be thought of better.*

**End of the game:**

Game ends at 17.00, when Giulio and Romea shall be deported by train to Alcatraz. Jostain will keep an eye on the task situation and the mood of PCs, and end the game earlier or later if it seems suitable. During the game teamers – especially the dons – will have to keep up an impression of hurry: we must do all tasks to make this work! In the end everyone gathers in the hall. Somewhere in the middle of the acting in the end scene the dons read their tasks and “check” that Everything has been done. So the PCs get a picture of what the others have been up to all the time.