

The End Game IMWe 2012 - Teamer Summer School

- No competition/winners
- Open game setting, use your brain and whatever material you find
- Roleplaying, both from PCs and teamers.
- Tight interaction between teamers, you can't "play alone" as a teamer but everyone depends on everyone else.

PCs are in 13 groups of about 8 people. They will be in costume, and the costume matters – if a cleaning lady comes to your office it might be ok, but if some gangster tries that, you will probably wonder and ask what he is doing there.

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

Lübeck – Don Caiprinha 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, "Peter's Bathroom" in 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 Scoulder (Rittersaal)
Jostein – FBI-agent Mully (Table soccer room)
Schabi – psycho analysis astrologist 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 for guarding Julia, teamer's corridor)

You will all get instruction sheets on what to do + most of the game rules.

The game

PCs will fulfill tasks that they get from you.

Two main goals: to free Giulio and Romea and to fabricate convincing evidence against the two FBI agents. Lübeck and Peter give out tasks that have to do with these two goals. In the beginning of the game, each PC group gets one of these tasks.

Side quests: the rest of you are different characters in Chicago. You all have your own problems and goals, that you try to get the PCs to help you with. BUT you will also be part of other peoples tasks (person A can ask the PCs to go talk to person B, and then person B has to be prepared for that).

All 79 tasks are written on task cards, that you will get. On the task card there is task number, name and level. It also tells what the task is, and who gave the task.

PCs can work on 1 main task and 2-3 side tasks at the same time.

When a group wants to do a task:

- Check that the whole group is present and that nobody is missing

- Take a look at their Task Check List. Each group will be carrying this with them. On the list you can see the group number, members of the group and what tasks they have been doing.
- Check that they don't have very many unfinished side quests going on, they shouldn't collect as many cards as possible, but do the tasks. Don't give out a new task if they already have more than 2 unfinished side quests (if they don't have VERY good reasons).
- Give out a task card. You can try to balance the game by giving difficult (level 3) cards for groups that have only done easy (level 1) tasks before, and vice versa. We hope that the PCs get to do as many Different tasks as possible during the game.
- Write the task name and number + your name in their Task Check List
- Give the PCs the task material, if there is any

! Try to give out every task at least once during the game.

! Every group can do the same task only once

! All tasks can be done many times (by different groups)

! Some tasks can be done by many groups at the same time. These tasks have multiple cards, that are marked 1/4, 2/2 etc. Try to avoid many groups doing the same task at the same time, but don't hesitate to use the option if there are no other good tasks to give out.

! You can try to keep track on how many groups you have out there, doing what tasks. But you don't have to.

When a group wants to report for a finished task:

- Check that the whole group is present and that nobody is missing
- Confirm that they have indeed done the task.
- Check out the finished task on their Task Check List. Take back the task card.
- Give out a reward... If you want to (NOT the dons)! The reward can be some all-week-game-money, some random items (hobby material, piece of costume...), a vague promise (relevant or irrelevant for the game), answer to some question of theirs... With coffee and tea, remember from night game that every bean and tea bag counts...

Negotiating:

- PCs are allowed to haggle for the tasks (NOT with the dons). They can try to agree on some reward before they accept any task. Be creative, be as stubborn or nice as you want to and feel is suitable. Let yourself be bribed if you feel like it etc etc. Play your character and enjoy ;)
- If they PCs ask you for something (some piece of information, some item they need for some other task) you can ask them for something in return. Maybe they need to do one of your tasks before you give the item to them? Or maybe you come up with something else small? Or maybe they need to pay you with all-week-game-money, chocolate or something. BUT you always have the alternative of just being nice and giving them what they want directly. You can also take a look at their Task Check List to see whether they have a lot of other things going on already. The point is to make the game nice, and challenging enough – not a swamp of tasks upon tasks upon tasks.

Important:

- If the PCs have some task where they have to steal something from you or cheat you or similar, you can make it easy or hard – but remember to make it fun. You know all the stupid prison guards etc. in movies? That's you! The game is much about clichés

– if something would work out in a movie, then it should work out in this game. Play out your characters, live out Chicago!

New tasks:

- You will get some empty task cards as well. You can come up with own, new tasks if you are bored ;) Try not to involve other teamers into these tasks, at least not very much, because they might be busy with own tasks. If you come up with a task that involves some other teamer, try to tell him/ her about it!
- The PCs can also propose some own tasks, after they have done their first two tasks. It is up to you to approve of them or not. If the task sounds good, then write it (or let the group write it) on a task card, and use it as a normal task card.
- Before approving:
 - o is there a similar task already? If there is, then give that to the PCs instead
 - o does the task bother busy teamers too much?
 - o does the task make the job of other groups doing other tasks difficult?

Falinig:

- PCs are allowed to refuse a task, but they can't expect to get another nicer one from you directly.
- If PCs fail a task you can still sign it. BUT they must really try to fulfill it first!

End of the game:

Game ends at 17.00 (at that time leaves the train that is to deport Romea and Giulio to Alcatraz). Jostein, as the moving game master, will keep an eye on the task situation and the mood of PCs, and he can end the game earlier or later if needed. 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 gather in the hall. Somewhere in the middle of the acting 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. After the game both PCs and teamers must return all used game material to the stage in the Saal for sorting (there will be a box for this purpose).

Questions?

What to do now?

- Read your task cards, and think them through
- Read the yellow-marked information on your instruction sheets. It is VERY important. You have to know how you are involved in other people's tasks, otherwise it will be impossible for the PCs to solve some of the tasks.
- Ask the end game teamers if there is something with the tasks
- You can talk with other people who are involved in the same tasks
- You can already invent new tasks, if you want to (and consult us!)
- Check your material pile, is there everything you need?
- Prepare your room (says on your instruction sheet how)