IMWe 2012 – Grand Hotel Chicago

Night game

Smuggling and markets

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Smuggle |
| Room | Löwengrube (Harbor) |
| Character |  |
| Task | Participants will come and ask if you have some goods. Teamer should act along and say “what goods” chocolate “that’s forbitten” then they show their “Skill Chart”  Combined level of one skill from each participant trying to smuggle. Skills counting possible are Strength, Stamina, Negotiating and Inconspicuousness. the participant say which skill should count of those four.  Play the game  Goods can be gotten at the Smuggling Points, depending on the Skill Levels combined. In accordance to that combination you get to draw cards, higher level means higher chance of drawing the right card out of a 32 card cards game and getting goods.   |  |  |  | | --- | --- | --- | | Level | Cards | Odds | | 1 | A, K | 25 % | | 2 | A, K, Q | 37,5 % | | 3 | A, K, Q, J | 50 % | | 4 | A, K, Q, J, 10 | 63,5 % | | 5 | A, K, Q, J, 10, 9 | 75 % |   E.g. you are having the skills strength, stamina, negotiation and inconspicuousness at the levels 4, 5, 2 and 3, the average smuggling level is 3,5 (round up to 4). |
| Time | 5 min |
| Material | Deck of playing cards |

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Smuggle |
| Room | Basement (Funeral Parlor) |
| Character |  |
| Task | Participants will come and ask if you have some goods. Teamer should act along and say “what goods” chocolate “that’s forbitten” then they show their “Skill Chart”  Combined level of one skill from each participant trying to smuggle. Skills counting possible are Strength, Stamina, Negotiating and Inconspicuousness.  Play the game  Goods can be gotten at the Smuggling Points, depending on the Skill Levels combined. In accordance to that combination you get to draw cards, higher level means higher chance of drawing the right card out of a 32 card cards game and getting goods.   |  |  |  | | --- | --- | --- | | Level | Cards | Odds | | 1 | A, K | 25 % | | 2 | A, K, Q | 37,5 % | | 3 | A, K, Q, J | 50 % | | 4 | A, K, Q, J, 10 | 63,5 % | | 5 | A, K, Q, J, 10, 9 | 75 % |   E.g. you are having the skills strength, stamina, negotiation and inconspicuousness at the levels 4, 5, 2 and 3, the average smuggling level is 3,5 (round up to 4). |
| Time | 5 min |
| Material | Deck of playing cards |

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Smuggle |
| Room | Adlerhorst (Experimental Lap) |
| Character |  |
| Task | Participants will come and ask if you have some goods. Teamer should act along and say “what goods” chocolate “that’s forbitten” then they show their “Skill Chart”  Combined level of one skill from each participant trying to smuggle. Skills counting possible are Strength, Stamina, Negotiating and Inconspicuousness. the participant say which skill should count of those four.  Play the game  Goods can be gotten at the Smuggling Points, depending on the Skill Levels combined. In accordance to that combination you get to draw cards, higher level means higher chance of drawing the right card out of a 32 card cards game and getting goods.   |  |  |  | | --- | --- | --- | | Level | Cards | Odds | | 1 | A, K | 25 % | | 2 | A, K, Q | 37,5 % | | 3 | A, K, Q, J | 50 % | | 4 | A, K, Q, J, 10 | 63,5 % | | 5 | A, K, Q, J, 10, 9 | 75 % |   E.g. you are having the skills strength, stamina, negotiation and inconspicuousness at the levels 4, 5, 2 and 3, the average smuggling level is 3,5 (round up to 4). |
| Time | 5 min |
| Material | Deck of playing cards |

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Smuggle |
| Room | Big Tower (Skysscraper) |
| Character |  |
| Task | Participants will come and ask if you have some goods. Teamer should act along and say “what goods” chocolate “that’s forbitten” then they show their “Skill Chart”  Combined level of one skill from each participant trying to smuggle. Skills counting possible are Strength, Stamina, Negotiating and Inconspicuousness. the participant say which skill should count of those four.  Play the game  Goods can be gotten at the Smuggling Points, depending on the Skill Levels combined. In accordance to that combination you get to draw cards, higher level means higher chance of drawing the right card out of a 32 card cards game and getting goods.   |  |  |  | | --- | --- | --- | | Level | Cards | Odds | | 1 | A, K | 25 % | | 2 | A, K, Q | 37,5 % | | 3 | A, K, Q, J | 50 % | | 4 | A, K, Q, J, 10 | 63,5 % | | 5 | A, K, Q, J, 10, 9 | 75 % |   E.g. you are having the skills strength, stamina, negotiation and inconspicuousness at the levels 4, 5, 2 and 3, the average smuggling level is 3,5 (round up to 4). |
| Time | 5 min |
| Material | Deck of playing cards |

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Market |
| Room | Rittersaal (Central station) |
| Character |  |
| Task | Starting prices of the market  Coffee 2  Tea 2  Chocolate 3  Prices may change during the game, information sheet will be distributed by game master during the game.  The basic function  PCs can sell their goods at the 3 Market Points and get different amounts of money, regarding either at which Point they are and how the prices in the moment develop. Overflow of one good means falling of prices, which is controlled by the Game Masters.  Another opportunity for the PCs at the market is to buy information for 3$.  o Information about the development of prices (market teamer has to call the Game masters)  o Information about if or when “Black Monday” will be (no certain information, just rumors, asked at the Game masters)  The last action at a market could be to buy a certain good (and to create absence to raise the prices). |
| Time | 5 min |
| Material |  |

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Market |
| Room | Kiefer (Presidential Suite) |
| Character |  |
| Task | Starting prices of the market  Coffee 3  Tea 3  Chocolate 2  Prices may change during the game, information sheet will be distributed by game master during the game.  The basic function  PCs can sell their goods at the 3 Market Points and get different amounts of money, regarding either at which Point they are and how the prices in the moment develop. Overflow of one good means falling of prices, which is controlled by the Game Masters.  Another opportunity for the PCs at the market is to buy information for 3$.  o Information about the development of prices (market teamer has to call the Game masters)  o Information about if or when “Black Monday” will be (no certain information, just rumors, asked at the Game masters)  The last action at a market could be to buy a certain good (and to create absence to raise the prices). |
| Time | 5 min |
| Material |  |

|  |  |
| --- | --- |
| Taskdescription | |
| Name | Market |
| Room | U-boot (Jail) |
| Character |  |
| Task | Starting prices of the market  Coffee 2  Tea 3  Chocolate 3  Prices may change during the game, information sheet will be distributed by game master during the game.  The basic function  PCs can sell their goods at the 3 Market Points and get different amounts of money, regarding either at which Point they are and how the prices in the moment develop. Overflow of one good means falling of prices, which is controlled by the Game Masters.  Another opportunity for the PCs at the market is to buy information for 3$.  o Information about the development of prices (market teamer has to call the Game masters)  o Information about if or when “Black Monday” will be (no certain information, just rumors, asked at the Game masters)  The last action at a market could be to buy a certain good (and to create absence to raise the prices). |
| Time | 5 min |
| Material |  |