{game.name}

{player.fullName}

{player.fullName}

{player.title}

{player.blurb}

**Your Goals:**

{#player.goals}

* **{name}:** {description}

{/player.goals}

**Other People**

**Beatrice Pirozzi**

You used to be her gimp. Good times. Why did it have to end?

**Dylan Walsh**

Your favourite (and only) building janitor. Dumb as bricks.

**Dominic Power**

You remain irritated that your salary was never increased to your liking.

**Helen Roland**

She’s isn’t too old for my tastes. I wonder if she knows how to use a whip.

**Brad Scullin**

Brilliant mind and deserving of your special partnership.

**Leo Fox**

His youthful exuberance annoys you and attracts your wrath. You worry he might know what you’re up to, hence the push to get him fired.

**Sam Bayley**

They’re crazy. Crazy hot!

**Reece Remington**

You found him mildly attractive in your youthful days. His age only makes him better.

**Abilities**

Use these to do things. They have a limited use, so check them off when you use them.

**{#player.powers}**

|  |  |
| --- | --- |
| **Ability** | **{name}** |
| {description} |
| Usages: {usagesAsCircles} |

**{/player.powers}**

**Secret and Information**

Your Secret contains your guilty secret, while your Information contains one or more items of information you know. Both may be affected by abilities. Your lie may need to be filled out later.

While you can show your Secret and Information to whomever you like, you will probably not want to reveal your Secret too often. (Please note that you can’t solve the murder by looking at everyone’s Secret and Information – it’s not that easy!)

|  |  |
| --- | --- |
| **Secret** | {player.secret} |

|  |  |
| --- | --- |
| **Information** | {player.information} |

**The Organiser’s Word is Law:** The organisers are impartial. If you have a problem or want to do something unusual, see an organiser. The organiser’s power is absolute – and cannot be affected by ability cards!

**Winning and Losing:** You can achieve most of your goals simply by talking to people. The organisers will announce when the game is over. If you haven’t succeeded by that point – you’re too late! Be warned – not everyone here will want you to succeed!

**Doing Stuff:** Ordinary actions are resolved by simply carrying them out. If you want to try something unusual (such as trying to hack the pentagon), see an organiser. The organisers knows everything – and will be able to tell you the outcome of whatever it is that you are trying to do. (For example, you are trying to hack over state lines and you are caught.) Do use your imagination, though! – this is a very flexible game, and you can do all sorts of things beyond what’s listed in these rules.

**Fighting:** If an ability or item lets you hard another player, don’t just dive in! See the organisers first and tell them what you plan to do so they can oversee and give you more detailed rules if it’s necessary.

**Leaving:** You cannot leave!

**Item Cards:** Any items of importance within the game are represented as Item cards – and the only items that can affect the game are those detailed on the cards. If you do not have an Item card, you do not have that item with you.

**Time:** This game is played over three (ish) hours, including time for reading your character etc. There will be breaks throughout the evening! The organisers will tell you when each period starts and finishes.

**Character List**

**{#game.players}**

**{fullName}**

{title}

**{/game.players}**