Millennial
APARTMENT
HUNTERS

by James D'Amato

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Millennial Apartment Hunters is a descriptive horror game designed to combine HGTV's House Hunters with the harsh economic dystopia faced by young people trying to live in major cities.

Playing the Game

What you need to play
- 8 Red Beads
- 5 Green Beads
- 2 Black Beads
- Opaque bag, bowl, or box
- 1 Sheet of paper or printed play sheet

Creating Your Hunter

Most players will be taking on the role of Hunters, are characters who are actually searching for an apartment. One player will be playing as a Realtor, someone showing the Hunters through the different apartments.

There are always two Hunters no matter your group size, no matter the situation. In many situations you will be playing as friends or couples looking to move in together. Even if you are only trying to find an apartment for one person, they will be accompanied by a companion who will lend support and question the primary Hunter's choices.

To create a hunter you should briefly answer the following questions:

- Name
- Age
- Subculture (if any)
- College Major (if any)
- Profession (if any)
- Reason for moving
- City they are moving to
- Number of bedrooms
- Preferred style
- Name one desire for their new place
- Maximum they are willing to pay in rent

You should also pick a name and hairstyle for Realtor.

Playing the Game

Our Hunters will be seeing three apartments on their hunt. They have probably looked at others. However, the ones we are looking at are noteworthy for their horror, viability or some combination of the two. It is important to remember that the apartment you and your friends will be describing for this game are the only options for the Hunters. No matter how objectionable the conditions, the Hunters must choose one of the three.

Viewing an Apartment
To start a viewing, the Realtor must blindly draw five tokens from the pool. The combination of colors will tell players where the apartment sits on the Desirability Chart. An apartment with high Desirability has what the characters are looking for in a place to live, but will most likely be out of their price range. Apartments with low Desirability are affordable, but have qualities that make them all but unlivable.

After determining desirability the Realtor will determine the rent. She can decide to reveal this at any time during the showing. The Realtor will also determine the number of bedrooms, bathroom and square footage, but only if they feel it will add to the group's sense of space.

Once the basics are established, the group will collaborate on describing the apartment in detail. Each token represents an aspect of the apartment. Players should take turns establishing aspects and adding details to each other descriptions.

The goal is for players to collaborate on creating a vivid sense of space. Each place should feel distinct with lots of quirks. Once you have created a detail for each of the five tokens players should come up with a nickname for the apartment. Ideally it should focus on the most unique feature. Once that is done you are ready to view the next apartment.

In Character Roleplaying During a Viewing
Although MAH is a primarily descriptive game part of the fun is confronting the characters with these environments. Reacting in character to a particularly good or bad aspect of an apartment is always fun. It's even more fun to watch an apartment seeker or a realtor try to excuse a clearly negative feature. Embrace these moments as the come.

Creating Details
Coming up with interesting details on the spot is not easy for everyone. We recommend starting all detail descriptions with an easy to understand basic concept and collaborating by adding details. This place has pests > Oh look there's a rat > It has the most grotesquely large testicals you have ever seen > You realize the little lines drawn in the dust on the floor are that rat teabagging the apartment as he scurries about.

Green Tokens | 2 points
Green tokens represent positive qualities for an apartment. They should be fairly normal good things to have in a place to live. Feel free to add aspects of your dream apartment so you can make a personal connection to the place.

Red Tokens | 1 point
These represent negative qualities for an apartment. They should start with broad relatable ideas and narrow down to very specific flaws. Players should feel encouraged to draw on personal experience from places they have lived in the past to create a really vivid picture.

Black Tokens | -1 point
These represent cartoonishly horrifying aspects of an apartment. They go beyond mundane apartment flaws to make the apartment a kafkaesque hellscape. Always put any black tokens drawn back into the pool after you have finished viewing an apartment.

Picking a Place to Live

Once all three apartments have been described, it's time to choose one! The hunters should recap each apartment in character naming one thing they most liked and one thing they didn't. After that the Hunters should agree to eliminate one place.

After narrowing their decision to two choices the Hunters must choose a winner. They should have a brief conversation justifying why that apartment is a good idea, despite glaring flaws.

Tough Choices

Choosing an apartment completely arbitrary. All of these apartments will be terrible for one reason or another. Hunters should try to justify their logic. We've all convinced ourselves to follow through on bad ideas. Walking a fictional person though that process is cathartic.

Following up

The game isn't over once the hunters have moved in. We need to see how things turned out.

We should see our hunters anywhere from a few weeks to a few months after moving in.

To do that the hunters must choose three details from their chosen apartment and answer one of the questions below for each:
  How did you compromise?
  What do you work around?
  What did you lose?
  How have you changed?
  How have you surrendered?

For apartments with 9+ Desirability they must also answer: What did you have to sacrifice?

Inspiration

To get a feel for the format of MAH players might want to watch an episode of HGTV's House Hunters. Specifically the spin off Tiny House Hunters as tiny houses have unusual designs and call for owners to make adjustments to their lifestyles. Many episodes of Tiny House Hunters will have the sense of impending human misery you're looking to cultivate in MAH.

I'd also recommend everyone spend at least a few minutes browsing The Worst Room, a blog chronicling unbelievable apartments in some of the world's most expensive cities. You may also enjoy Terrible Real Estate Agent Photographs.

Desirability Chart

To calculate an apartment's desirability the Realtor will need to combine the value of the five detail tokens drawn for the apartment. The resulting number will determine the apartment's Desirability Score which will help the Realtor figure out the Price, Size, and Loaction of the apartment.

Score	Price, Size, and Location
9-10	Up to double preferred price. Spacious, more than enough room. Perfect safe, walking distance from work, beautiful.
7-8	$50-$100 over preferred price. Just enough room to make things work. Inconvenient for more than one reason.
4-6	Matching preferred price. Too small for what they want, they will need to adjust their lives. Majorly inconvenient 40 min-1 hr. commute, noisy, far from basic needs.
1-3	$300 under preferred price. Unreasonably cramped, they will need to change everything. Actively dangerous.

Token Values: Green: 2 | Red: 1 | Black: -1