



# Wake Up, Sheeple!

A tiny little conspiracy story game  
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This is a game for 3 or more people. It requires no dice or other game aids.

Each player will be speaking as a fictional character, which can be based on themselves, or a new imaginary person. There is no need to introduce character details, only to remember that what happens is between the characters, not the players.

The players take turns talking about a conspiracy theory of their choice, as though they were sitting in character together in some casual social situation such as a cafe or a college classroom. The conversation starts as an attempt to convince the other characters that their conspiracy theory is real and plausible. For example, "Did you guys know that the Knights Templar have become the world's most successful and secretive mercenary company? They're fighting in the Middle East and paving the way for the Apocalypse."

Eventually, some player will hear someone else's conspiracy theory and decide it's interesting enough to run with. The player who originated the theory becomes the Rabbit, and the player who likes the theory becomes a Mole.

At that point, the Mole should immediately narrate a conspiratorial outcome consonant with the Rabbit's theory. The Men in Black show up looking for the group, black helicopters can be spotted out the window, the Rabbit gets a mysterious cell phone call, and so on. To let other players consider whether or not to become the Mole, please wait a few moments after someone finishes describing their conspiracy before starting to talk about yours. The Mole may also explicitly signal that a conspiracy has been accepted.

For the rest of the game, the conspiracy theory has become real for the characters. The Mole character has become an inside agent of the conspiracy in question. All non-Mole characters narrate their responses to the conspiracy, and

their other actions, and the Mole gets to determine what happens next.

The goal of the Mole is to harass, silence, or neutralize the Rabbit and his or her friends. To that end, a Mole has total narrative control over the world, within the bounds established by the conspiracy theory. For example, the Knights Templar could muster military forces targeting the characters, and the Gnomes of Zurich could play hell with someone's bank accounts and credit cards.

At any point, any player who isn't the Rabbit and isn't already the Mole can be "turned", becoming another Mole. This should ideally be accompanied with some dramatic reversal - their character seemingly dies, or betrays the rest of the group at some crucial moment.

The conspiracy is not allowed to kill the Rabbit outright. It is only permissible to lure the Rabbit into situations where they would die from otherwise reasonable events, like a car crash or a police shootout. Other characters can die or disappear only if their players become Moles.

The game ends when everyone is either a Mole or the Rabbit, and when the Rabbit has either been neutralized by the conspiracy, or successfully gotten the word out.

Suggested reading:

[https://en.wikipedia.org/wiki/List\\_of\\_conspiracy\\_theories](https://en.wikipedia.org/wiki/List_of_conspiracy_theories)

<http://www.sjgames.com/illuminati/>

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