Join & Quit

A real-time secret identity game about making alliances

Info

For now: a 10 player game. But ideally should be playable at any number between 8 and 20. Game duration is: 1 min preparation + 12 min gameplay + 3min checking who won.

Values

This game must push players to:
- **discuss** with each other
- **meet** people outside of their close friend group
- Balance protecting their **individual interest** and **collaborating** with the group
- Try their best to **collaborate** and form new alliances **despite chaos**
- Choose who they want to collaborate with and form **alliances** dynamically.
- Explore asymmetric **power dynamics** and interactions within the theme.

Theme

The theme is a medieval setting with the 3 orders: commoners, nobility, and clergy, and 3 places: the **Castle**, the **Village**, and the **Forest**.

Material

Global:
- – 3 tables or any clear separation of the playing space into 3.
- – 3 timers (or 3 phones with a browser running the [app](app))

Per player:
- – Role cards
- – Characters and Rules cheat sheet

Posture

Physically, people **walk** around and **talk** with other players and **sit** at Tables. There are multiple conversations at the same time: this game is **loud**.
Players drive the story and the game pace.
Their roles and the theme prompt them to role-play and create a narrative.

Game loop

Players know which roles are in play, by receiving the character sheet. They receive one card corresponding to their **Role**.
In the beginning, they go to one of the 3 table and sit there with 2 or 3 other players.
Once the timers start, they can start to:
- **Talk** to all the people at their table
- **Leave** their table
- **Join** another table
- **Show** they card to all the people at their table
- **Reveal** their card to all the people at their table and use their ability

When a Table's timer is done. No player can leave the Table. No player can use their ability at that Table.
When all Table's timers are done. The **Spinster** has to guess the **Roles** of the other players at their table, possibly inverting their win condition. Then everybody reveals their **Role** and we check who wins and who loses, in order.

Rules

Sit or Switch You can quit your **Table** if its timer is running. You can freely join any **Table** (unless specified otherwise). You must always sit at a **Table**.

Be Public One **Table** = one conversation. No secrets. You can show your card at any time to everyone at your **Table**.

Use your Ability You have to show your card to use your ability.

One Ability at a Time If somebody has activated their ability and it is mechanically valid, you have to wait for their ability to be resolved, before moving or using yours.

Watch the Timer When your **Table**'s time is up, don't move, don't use your ability. Wait for the other table's timer to end.

End When all timers are over. Wait for the **Spinster** to guess. If you sit at the **Spinster**'s table your win condition might be reversed. Then reveal your **Role** and check with all players who won. In order:

1) Spinster
2) Queen/Baron
3) King/Bishop/Farmer/Priest/Innkeeper
4) Nun
5) Thief

Characters

King
nobility ⚜

Ability: When sitting at a table you may choose a family. They cannot <u>leave</u> this table until you or someone else <u>leaves</u> the table. If you choose nobility, you are free to move.
Win: At most 1 commoner in the Castle

Queen
nobility ⚜

Ability: When you <u>leave</u> a table, you may choose a player. They must follow you and cannot <u>leave</u> until you or someone else <u>leaves</u> this new **Table**.
Win: Sit at the **Castle** without the **King** or in the **Village** with the **Priest**

Spinster
commoners 🌿

Ability: When you <u>leave</u> the **Forest**, point a player, they have to reveal their role after you <u>leave</u>.
Win: Guess every other player's roles at your **Table**. If all guesses are true their win condition is reversed.

Bishop
clergy

Ability: When a player <u>leaves</u> your **Table**, guess the **family** of a player at your **Table**. If your guess is true, they have to <u>leave</u>.
Win: Sit with no noble

Thief

commoners

Ability: If you sit with only 1 other player, you can swap **Roles** with them. This ability fails if they do not have their card.

Win: Make every other player in the **Village** lose

Priest

clergy

Ability: If you sit with only 1 other player, you can see their **Roles**. This ability fails if they do not have their card.

Win: At most 1 person in the **Forest**.

Farmer

commoners

Ability: You are protected from other player's abilities.

Win: Sit with at least two clergy

Innkeeper

Commoners

Ability: When you <u>enter</u> the **Village** you may declare that you are the **Innkeeper**. If so, nobody can <u>leave</u> until someone else <u>enters</u> or you <u>leave</u>.

Win: Sit with at least two nobles.

Nun

clergy

Ability: If you sit with only 1 other player you can give them your card. They are protected from other player's abilities. They cannot give your card to another person and must give it back if you ask to.

Win: At least 3 commoners win.

Baron

nobility ⚜

Ability: When a player at your Table shows their card, if there are at least 2 other players at the table, you can block their ability and steal their card. They keep their Role, but lose their ability, and can reclaim their card if they sit with you only.

Win: You win if you have at least 3 other cards at the end.

Instructions for the Designers

Style Guidelines

- text is written in Caudex Font
- **Tables** start with a capital letter and are bold
- **Roles** start with a capital letter, are bold, and use the font Grenze Gotisch, but the generic word "Role" is not bold
- families are written in colors and bold, in lowercase
- black icons are associated to roles

family	icon		color
nobility	⚜	fleur-de-lys	cba51a
clergy	✛	Jerusalem cross	a3298f
commoners	🍂	Oak leaf	267341

Future work