

MACHINE OF DEATH

THE GAME OF CREATIVE ASSASSINATION

PDF EDITION!

Hi there! You've got the PDF edition of our game rules, so it's possible that you'll be printing out and playing with the PDF versions of the game cards. *That's super great!* Here are a few hints for what's ahead.

- This game requires a die (d6). You can use a regular die that you already have, or an app, or whatever you like. Our die has a skull icon on the 1 face – you can just remember that, or if you like, print out this page and paste one of the icons below onto your own die.
- This game uses a coin or token that can be flipped. We call it the Fate Coin. You can just use a quarter or something, and decide in advance that heads will mean “success” and tails will mean “failure.”
- This game uses a 90-second timer. You can use your phone, or a timer website. Later on, we'll be releasing timed music that you can play on your phone. When that's available, it'll be posted at: machineofdeath.net/gca

Have fun!



IN THE BOX



DEATH CARDS

Starred cards are harder! Leave them out of the deck for your first few games.



BLACK MARKET GIFT CARDS



SPECIALIST CARDS

ALIAS _____
INTEL #1 _____
INTEL #2 _____
COORDINATES _____

TARGET INTEL SHEETS



SUCCEED!



FAIL!

FATE COIN

SKULL DIE



MEET THE ASSASSINS



Katsumi Shadow can make a potent poison out of roots, berries, and cyanide.

Jasu of the Skies rarely talks to his brother, Derek of the Parking Lots.



Agent John Vice once flew a jetpack into an opera. He'd do it again, too.



Queeblek B'yyy's head feels sort of like an overripe plum.



Skinny Ramirez is known in some circles as "MacGyver of the Trash Fire."



Emily Whipperdeen's favorite TV station is static.

EVER SINCE ***THE MACHINE***
WAS INVENTED, THE JOB OF
AN ASSASSIN HAS GOTTEN
HARDER.

You know the Machine – that little black box that's changed the world. Used to be, you never knew for sure how you were gonna die 'til the moment the reaper showed up. Now, you can prick your finger at the Machine, and get one of those maddening little cards. CANCER. OLD AGE. SHOT. HAPPY ENDING.

To a normal person, that bit of news might be good, bad, or indifferent. In my line of work, it definitely complicates things. Now, instead of choosing whatever method we want to whack someone, we gotta defer to those little cards.

Nobody's prediction has ever been wrong, even if, in some cases, it didn't turn out to mean what we thought it did. Take my old pal Bernie. Happy as a clam when he pulled OLD AGE. But the ink wasn't even dry on the card



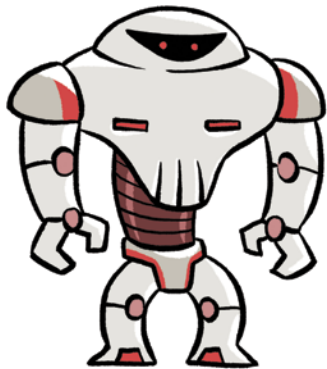
OBJECT

when a grandma fell asleep at the wheel and mowed him down in a crosswalk. OLD AGE did him in, all right. But who could have seen *that* coming?

Bernie was one of my freelancers. I miss his dumb little face sometimes, but quite frankly I'm glad he's gone. Bernie's death saved our industry. His untimely demise unlocked the door to a whole new way of running a murderin' business.

Call me the Chief. You need someone gone? I can make it happen. You know their prediction? Even better. A death prediction, I came to realize, just gives you a goal to shoot for. And my team of experienced professionals can mastermind a plan to make any prediction a reality.

As I like to tell my employees: *it's all about the execution.*



KillBot X9000 replaced the less popular MaimBot X8000.



Professor Pligg's academic rivals tend to publish, THEN perish.



Gilly can tell if you pee in the pool.

In this game, you will take on the role of an assassin. Working with your fellow players, you will **create assassination plans to kill targets, in a way consistent with their death prediction cards.**

You already know *how* each target will die; the Machine of Death has predicted it for you. Now, you just need to *make it happen*.

This game is more about storytelling than about beating the dice. It relies on you being creative with your plans, and honest when evaluating them. Whenever a question of logic or judgment comes up, make the choice that makes the story most fun.

A game lasts **four rounds**. In each round, you will ① **generate a target** (page 8), ② **make an assassination plan** (page 10), and then ③ **attempt the kill** (page 14).

If a kill fails, you've lost. Game over. If the kill is successful, you'll have a chance to ④ **earn bonus cards** (page 16) before moving on to the next round.

If you can successfully kill all four targets, you win! If you fail to kill any of them, you lose. This is a cooperative game, and you and your fellow assassins will work as a team, winning or losing together.

This game works best with 2-4 players. If you have more than 4 players, check out pages 20-21 for some other ways to play!

GAME TERMS

TARGET

The person you'll try to kill.

MISSION

Four targets linked in a narrative. Playing a full game means playing one mission of four targets.

INTEL

Useful details about the target, such as his or her likes, dislikes, physical characteristics, and/or current location.

TARGET GENERATION

You can play pre-written missions, which provide you with the targets. Or, you can make up your own mission by using the tables on page 22 and the **Target Intel Sheets** included with the game.

ALIAS	_____
INTEL #1	_____
INTEL #2	_____
COORDINATES	_____



DEATH CARDS

Reveal the way a target will someday die. Your goal is to make that day *today*.

ASSASSINATION PLAN

A series of three actions that will chain together to result in the death of the target.



BLACK MARKET GIFT CARDS

Represent items you can obtain to aid in your assassination plan. Each card is worth one item, and each item can be used in one action.



SPECIALIST CARDS

Represent people with special skills that you can call to perform an action.

ITEM

Each Gift Card gets you one of anything in the category listed (i.e. ANIMAL; SOMETHING RED; etc). Items may be plural (SWARM OF BEES; DOROTHY'S RUBY SLIPPERS). If you can justify it, you can have it (i.e. MUPPET DRUMMER; ALGER HISS).

BUDGET

The gift cards + specialist cards that you have available to use in your assassination plan.

ACTION

Each gift card or specialist can create one action. Actions can succeed or fail, depending on rolls of the die. Three successful actions make a kill.

DIFFICULTY

A measure of how likely a particular action is to succeed, on a scale of 2 (very likely) to 6 (very unlikely).



6-SIDED SKULL DIE

Rolled against each action's difficulty. If the skull face comes up, flip the Fate Coin.

KILL

When three actions succeed against a given target, the target is killed.

AFTERMATH

If the target is killed and there's still time left on the timer, you can attempt **bonus tasks**. Each successful task earns a bonus Specialist card added to your budget for later rounds.

SETTING UP



To begin, separate the Death Cards, Black Market Gift Cards, and Specialists. **Place one death card face-down** (A). Separate Gift Cards and Specialists into respective draw decks (G/H) and keep them handy.

Count out 20 Gift Cards and place them in a stack, face-down (D). This is your starting budget. You'll mostly draw from this deck.

The **Target Intel Sheet** goes on the table as well (B), if you've made up your own target (which we describe on the next page). If you're playing a mission, just keep the mission book nearby for consultation.

As you earn bonus cards (we'll get to this on page 16), you can place them face-up in your budget row (F). There is no limit to the number of bonus cards that you can earn; we've shown room for three, but you can have more. *As many as can fit on your table.* Move your drink onto the ground.



DRAW DECKS



Once the game begins, you will turn over the Death Card, then draw three Gift Cards from your budget deck (D) and place them face-up in the (C) row.

First, however, it's time to make a target! Time to turn the page! Time to turn the page and make a target!!

① GENERATE A TARGET

Who you gonna kill? Let's find out!

To start the game, you'll need four targets to try and kill! Since there are billions of people on the planet, choosing just four should be EASY.

There are two ways to generate targets. The easiest way is to **play a mission**, where the targets are predetermined. For your first game, try playing the mission on page 25 of this booklet.

Once you have a handle on how that works, the second way to generate targets is to **craft your own!** It's kind of like Mad Libs.

Using the **Target Intel Sheets** provided with the game, one player should ask the group for suggestions, or choose randomly from the tables on page 22, to fill in:

1. **ALIAS** – any made-up name.

2. **INTEL #1** – something this target likes, knows well, or is excited by.

3. **INTEL #2** – something this target dislikes, or that hinders him or her.

4. **COORDINATES** – this target's current location.

As you make your assassination plan, keep this intel in mind! Knowing your target's likes and dislikes can help you predict their behavior, and the reaction they'll have to things you place in their path.

SAMPLE TARGET INTEL TABLE

Collects antique cuckoo clocks
Loves the feel of masonry
Favorite food is lemon meringue pie
Enjoys competitive hang gliding
Severely allergic to newspaper
Irrationally hates ancient Greek statuary
Phobia of toy snakes
Afflicted with chronic migraine headaches
Parking lot of a grocery store
Sleeping on top of a speeding city bus
Crossing the ocean in a hot air balloon
Trapped in a high school locker room

CHOOSE ONE FROM
EACH CATEGORY TO
BUILD YOUR TARGET

ALIAS Tony Needlemayer
INTEL #1 Loves touching masonry
INTEL #2 Afraid of toy snakes
COORDINATES Grocery store parking lot

CREATE FOUR TARGETS TO
BUILD YOUR OWN MISSION!

THE WORDS IN
BLUE ARE VARIABLES.
YOU CAN ALWAYS
REPLACE THEM WITH
DIFFERENT THINGS
FOR VARIETY.



YOU CAN ALSO CONSULT OUR
FAN-CREATED INTEL RANDOMIZER
AT MACHINEOFDEATH.NET/INTEL AND
HAVE IT CREATE A TARGET FOR YOU
(OR ADD YOUR OWN FOR OTHERS)!

FULL INTEL TABLES ON PAGE 22

② MAKE A PLAN

Turn over the Death Card (A). This is that target's predicted death, and any attempt to kill him or her *must* take this prediction into account.

It doesn't have to be an obvious connection. It can be straightforward or ironic. It might be a play on words or a homonym, but the prediction is absolutely, 100% guaranteed *how that person will die*. If the prediction is not somehow involved in the plan, then you know it won't kill the person. Think of something else!

Now, if the Machine were to actually exist, would you want to know how you are fated to die? Some do, some don't – and that includes your targets. So:

Flip the Fate Coin to determine whether the target knows their own death prediction or not. If your target *knows*, you're going to have to be extra sneaky. For instance, if their predicted death is GUITAR, you will probably never get them into a rock concert. But if they *don't* know their prediction, they might stroll on in.

Draw three Gift Cards from your budget and place them face-up (C). These represent three items you can use in your assassination plan. You must now concoct a plan that will make the target's death prediction come true.

Start planning! Discuss as a group what items you want to get with the Gift Cards, and start crafting a scenario that will kill the target.

THE DEATH PREDICTION IS LIKE THE **CORONER'S REPORT**. IT'S **HOW** THE PERSON DIES. IT'S **NOT** AN ITEM THAT YOU ALREADY HAVE AT YOUR DISPOSAL. YOU GOTTA **GET** THE ITEMS TO **CREATE** A DEATH THAT MATCHES THE PREDICTION.

EXAMPLE



For example: Target Tony Needlemayer is currently located in a grocery store parking lot. Tony's death prediction is BLAZE. The Gift Cards drawn for the round are SOMETHING RED, LIQUID, and WEAPON.

The players, Annie, Ben, and Carla, eventually decide, after various ideas are considered and discarded, that they will get **BRICKS** (red), **GASOLINE** (liquid), and **FLAMING ARROWS** (weapon).

The three actions they will attempt are:

- **build a wall around Tony to trap him**
- **fill the enclosure with gasoline**
- **ignite it with a flaming arrow**

Everyone agrees that this seems like a pretty good plan.

YOU **HAVE** TO USE **ALL THREE** GIFT CARDS! EACH PLAN **REQUIRES** THREE ACTIONS. IF YOU THINK YOUR PLAN IS TOO STRAIGHTFORWARD TO NEED ALL THREE, **REMEMBER:** YOU CAN ALWAYS DO MORE TO PREVENT THE TARGET FROM ESCAPING, OR TO PREVENT BYSTANDERS OR THE ENVIRONMENT FROM INTERFERING.

(Continued on page 13)

② MAKE A PLAN : 2

The planning discussion can take as long as you like until the group agrees on a plan they think might work. The Gift Cards may be re-ordered on the table as desired to match the order of events in the plan.

For each individual action – i.e., each Gift Card – you'll soon have to roll the die to see if it works. **If all three rolls succeed**, so does the kill! **If any action fails**, play continues as new Gift Cards are drawn from the budget, and new actions are planned, rated, and rolled for.

Once you've come up with a plan, **assign each action a difficulty** from 2 to 6. This is a measure of how *likely* or *unlikely* this action is to succeed. Using logic (and being honest), each player offers an opinion, thinking about questions like: Does it make sense? Does it require the target to act too cooperatively? Does it, in some way, fulfill the prediction from the target's death card?

ASSIGNING DIFFICULTY

2

This would totally work. Logical, no obvious problems... practically foolproof.

3

Some elements might be left to chance, but on a good day this seems pretty airtight.

4

Average likelihood. There's no reason why this *couldn't* work, but things might not go as planned.

5

This would take a lot of luck to pull off just right. Lots of things could go wrong or get in the way.

6

The only possible way this crazy idea would ever work is in a *Final Destination* movie.

Difficulty is a judgment call, and there's no right or wrong answer. Choose the most pessimistic of the opinions offered (the highest number) to be the "official" difficulty for each action. This way, you plan for the worst.

Once the plan is decided on, it's time to attempt the actual kill!

EXAMPLE *cont'd*

With the plan figured out, the team judges its difficulty.

First they want to **build a wall with BRICKS**. This might seem unlikely – why would he just stand there while a wall is being built around him? But the intel says that Tony *loves the feel of masonry*. He may be *obsessed* with these bricks, and too distracted to realize he's being trapped. Given this, Ben suggests this action has a difficulty of 3. Annie suggests 4. Carla suggests 3.

Since Annie's estimate is the highest difficulty, they will have to roll a 4.

Filling the enclosure with GASOLINE seems like it's pretty likely to work. Given enough gasoline – and thanks to their gift card, they have an unlimited supply – they're sure to make a pretty substantial pool. Ben and Annie call this one a 2. Carla gives it a 3. So they'll roll for a 3.

Lighting the gasoline with a FLAMING ARROW seems super likely. It's a huge pool of gasoline! All players agree that this is a 2. It's gonna light up like a non-denominational holiday tree!!

(Continued on page 15)

USE THE ENVIRONMENT TO YOUR ADVANTAGE. YOU CAN INCORPORATE INTO YOUR PLAN ANYTHING YOU CAN **LOGICALLY ASSUME** WOULD BE IN THAT SPECIFIC PLACE. BUT YOU CAN ONLY **CONTROL THE BEHAVIOR** OF ITEMS THAT YOU OBTAIN WITH GIFT CARDS.



③ ATTEMPT THE KILL

more **EXAMPLE**

Start the timer. You now have 90 seconds to kill the target! *Let's go!!*

Any player starts by announcing the first action, and rolling the die against that action's difficulty.

If the roll is equal to or greater than the difficulty, that action succeeds! The die passes to the left, and the next player announces and rolls for the next action.

If the roll is less than the difficulty, that action fails. Something went wrong. Anyone can explain what happened that prevented the action from succeeding. That Gift Card is discarded, and a new card is drawn from the budget.

YOU CAN'T TRY FOR THE EXACT SAME ITEM TWICE IN ONE GAME! IF YOU COULDN'T MAKE A **MOTORCYCLE** WORK, WHY WOULD I GIVE YOU **ANOTHER** ONE? YOU'D HAVE TO TRY FOR A **"DIRT BIKE"** OR A **"HARLEY"** INSTEAD!



With the timer continuing to count down, the team must now **adapt the plan on the fly**. With the new Gift Card, quickly figure out something that will make sense in the context of your previous plan. Or, you may need to rethink the whole rest of the plan. (Feel free to re-order the later cards as needed.)

As soon as the team agrees on a revision to the plan, a difficulty is determined for the new action, and the person who suggested the new idea rolls for the new action.

The players can continue drawing new Gift Cards and rolling for new actions as long as there is time left in the timer. **If there haven't been three successful rolls by the time the timer runs out, the round is over.** The target survived. You lost. Sorry.

If the players *do* succeed in getting three successful rolls before time is out, **the target is killed!** Hooray! *Murder!!*

Annie rolls for the bricks. She rolls a 6! The brick wall works as planned!

Ben rolls for the gasoline. He rolls a 2, so it *doesn't* work! Anyone can explain what went wrong. It's a hot day, so perhaps all the gasoline evaporated as soon as it was poured out of the can!

Ben discards the failed LIQUID card and draws a new Gift Card to replace it. The new card is NATURE. Anyone can toss out an idea. They already have Tony trapped in a brick enclosure, so Annie suggests that they fill the enclosure with dry wood and tinder, so if they go on to get FLAMING ARROWS, they can light it ablaze. Carla suggests that they try to strike him with lightning.

The group quickly agrees that the lightning is a good idea. Carla adds that since it might not set him ablaze, they could bring up the WEAPON card to the second slot and try to get NAPALM first. Then, if that works, they can use NATURE to ignite Tony. If the napalm fails, they'll still have the NATURE in reserve to use in a different way.

They decide that dousing Tony with napalm has a difficulty of 3. Carla (since it was her idea) rolls the die. She rolls 4: **SPLASH!!** Tony's soaked!







All that's left is to ignite the napalm. Will lightning striking napalm create a blaze? It's uncertain, so the group agrees on a difficulty of 4. Ben, who hasn't rolled yet, rolls for the LIGHTNING. He rolls the skull, which means he must flip the Fate Coin. He flips it, and it lands on FAIL. *Oh no! The lightning only singed Tony!* No blaze resulted.

Ben discards the failed NATURE card.

(continued on page 18)

④ EARN BONUS CARDS

Aftermath refers to the period between the end of a successful kill and the timer running out. During this time, players can earn bonus cards by accomplishing these tasks:

-  **Destroy the evidence**
-  **Confuse the witnesses**
-  **Flee the scene**
-  **Establish an alibi**
-  **Comfort the target's next of kin**
-  **Cater the target's wake**

As soon as a target has been killed, immediately roll the die to determine which of the above tasks to attempt. Then, **draw a new Gift Card from the draw deck** (deck G – *not* your budget). Decide how you will attempt the task using that single card, poll the players to determine the difficulty, and roll!

You only get one attempt per task, whether it succeeds or fails. Once you've rolled, if there's still time left, use the score still on the die to determine the next task. (If it's the same task, move down to the next task you haven't attempted yet this round.) Continue drawing cards and rolling until time runs out.

Once the time is out, **draw as many Specialist cards as you had successful Aftermath rolls**, and place them face-up in your budget (F). Now you have more chances to kill your targets – it's like your budget went up!

USING SPECIALISTS



Starting in your next round, **you can swap out any Gift Card you have face-up on the table for a Specialist**, if you think the Specialist will be more helpful to your plan. A Specialist's action must have its difficulty determined just like a Gift Card, and is rolled for in the same way. Like a Gift Card, it can succeed or fail, and successful Specialists count toward the three actions needed for a kill.

Gift Cards that are traded out for Specialists go face-up in your budget (F), and can be swapped back in to replace other Gift Cards or Specialists at any time.

back to this EXAMPLE

The team has Tony trapped and covered in napalm. They need one more action to finish him off, and the timer's still counting down. Since the NATURE card failed, Ben draws a new Gift Card: ANIMAL.

Before anyone can think of an appropriate animal, Annie realizes that their FLYING SAUCER RIDE card can be of use here. She happens to know that there is an eternal flame burning in front of the Iwo Jima memorial in New Britain, Connecticut. By playing this card, she can get Queeblek B'yyy to beam the napalm-soaked Tony out of the parking lot and drop him right onto the burning flame, which *should* ignite his body.

The other players quickly agree that this sounds like a good plan, assigning it a difficulty of 2. (Queeblek, after all, is a professional, and Tony is out in the open.) Annie moves the ANIMAL card to the budget row, and replaces it with the FLYING SAUCER RIDE card.

She rolls a 6! Queeblek comes through! And just like that, Tony is eliminated. Quickly, Annie rolls for the Aftermath.

The roll is 3: "Flee the scene." Ben draws a Gift Card: 3 LETTERS LONG. Carla suggests that they drive away in a VAN. They determine this has a difficulty of 3 – it's good, but not completely foolproof – and roll.

They roll a 2! *They got a bad van.* It broke down! A failure! Before they can roll any more, the timer runs out. *Nuts!* No bonus cards were earned this round.



THE GAME ENDS

When one of the following things happens:

You run out of cards. If at any time you run out of both Gift Cards and Specialists before all four targets are dead, **you lose**.

You fail to kill a target before the timer runs out. You have failed to accomplish what you were hired to do. However, take heart: if you choose to play this exact mission again, you'll still draw all-new Death Cards for each target. So it might be easier on the next go, or it might be harder! *Just like life.*

You successfully kill all four targets. Hooray! You won! You have *conquered* this mission. Nice work! Try another?

I GUESS I SHOULD HAVE SEEN THIS COMING.



But with a successful kill, as well as the ANIMAL card now ready and waiting in their budget, the assassins move on to their next target, and the world is better for the elimination of Tony Needlemayer, probably.

GAMEMASTER VARIANT

CHIEF MODE (3-5 players)

In this mode, one player isn't an assassin, but instead sits aside to play the role of the Chief, narrating the story as it unfolds.

The Chief is the one who decides the difficulty of each action that the assassins come up with. He or she can ask clarification questions, make suggestions, and then **lays down a ruling for each action**. The assassins can consult the Chief as much as they like in the planning phase to determine their most likely plan.

Whenever any action succeeds or fails, the Chief **explains exactly what happened and why**. The Chief also **narrates the behavior of the target** in a logical way, describing if he or she changes locations, takes some action to defend him or herself, or if the assassins' actions have altered the environment in any way that may affect the team's plan.

Future rounds in the same game may, at the Chief's discretion, go on to share narrative continuity with the previous rounds, with the consequences of previous plans continuing to affect future targets and future plans.

The Chief is the authority on any questions regarding the targets, their circumstances and environments, any item or Gift Card, or any other question that might arise. The Chief should strive to be impartial, to assign each action's difficulty fairly, and to fill the world with interesting storytelling details.

The role of the Chief may stay consistent throughout the entire game, or it can rotate to a new player with each new target – whichever you prefer.

ANOTHER GAME TO PLAY

PSYCHOPATH (4-6 players)

Psychopath is a card-connecting game similar to Apples to Apples.

Every player is dealt 5 Death Cards. You are all *homicidal psychopaths*, and each card represents a hostage you have taken.

Each turn, a player takes on the role of the Killer. (Start with the dealer, and move clockwise each turn.) The Killer draws a Gift Card, and uses it to declare a "weapon" that he or she will use on a murderous rampage. For example: the ANIMAL card might prompt the suggestion "Hungry lion", or SOMETHING BLACK might prompt "Black ice on a frozen highway". Anything...*dangerous*.

The other players then each choose a hostage that is **most likely to be killed in that scenario**. The goal is to **have your hostage killed** – so you want to choose the one whose prediction best matches the weapon currently being waved around by the Killer, or the deadly circumstance the Killer has crafted.

Each player places a hostage (death card) face-down in the center of the table. The Killer mixes up and turns over the cards. Then, the Killer chooses which hostage is **most likely to die** in their proposed scenario (using whatever criteria he or she likes). Lobbying by other players is allowed.

Once the Killer chooses a hostage (and, presumably, kills them), their card is awarded back to that player as a trophy. The other cards (the hostages that were spared) are discarded; players draw to replenish their hands; and the role of Killer moves to the left. **The winner is the first player to have 5 hostages killed.**

If the draw deck runs out before the game ends, shuffle and use the discard pile.

TARGET INTEL TABLES

Select at random, or change the blue text to create your own!

NAME 1	NAME 2	INTEL 1	INTEL 2
Marcia	"the Champ"	Loves eating candied squid	Allergic to oranges
Dr. Skye	Mistletoe	Ostrich groomer	Hates kids' birthday parties
Muttie	McMunger	Can see through walls	Terrified of open spaces
Seymour	Lazarus	Skeet shooting enthusiast	Believes everything he reads
Reza	Ishimura Jr.	Loves doing laundry	One leg is 18 inches shorter
Norwood S.	Beldinger	Has a steel skull	Ages too rapidly
Darus	von Igloo	Repairs old typewriters	Smells like pickled herring
Yoram F.	Schwarz	Likes bathing in chocolate	Thinks aliens are watching
Paulina	Loopsheiner	Expert at tightrope walking	Hates bunny rabbits
Bernice	Rasp, D.D.S.	Loves drinking vinegar	Allergic to sawdust
"Sniggy"	Waterpruss	Highly attracted to toenails	Will only drink filtered milk
Bindo	Dinbursky	Has magnetic fingertips	Afraid of hot air balloons
Rev. Kato	Banangaroo	Really into riding ziplines	Cannot blink
"Wheezy"	O'Baumer	Loves making paper airplanes	Terrified of all kinds of pipes
Rhubarb	Wiggler, Ph.D.	Wants to be a rodeo star	Can't eat solid foods
Nobo	the Gorilla	Plays the harp	Hates garbage collectors
Minerva	Yarborough	Idolizes reality TV stars	No sense of balance
Josiah	Leopold III	Olympic pole vaulter	Afraid of jellyfish
Chip	Dipson	Likes to lock self in the closet	Hates the feel of hair
Dip	Dobson	Likes the taste of earwax	Cannot sense hot or cold

COORDINATES
At a baby shower in Grandma's backyard
In line at the bank
The bad part of town at night
Trapped in an office elevator
On top of the Eiffel Tower
Adrift on the ocean in a rowboat
Mount Everest base camp
Underground in a stopped subway car
Bicycling on a winding mountain road
Walking the floor of a car factory
Trapped in a crab net in a boxcar
Asleep on a transatlantic flight
Hiding under Mom's bed
Camping in a remote ice cave
Driving a tank through downtown
In a police holding cell
Lying in a hot tub at a fancy spa
In a capsule at the center of the earth
Strapped into an electric chair in jail
On the moon

Generate your own:

Hobby: a sport / artform or craft / involving animals / something competitive / involving something mechanical / something most people hate doing

Physical trait: a heightened ability / particular stature or body type / a prosthetic or implant / a learned physical skill

• Experience or indulgence they will *never* turn down • Sexual fetish • Favorite food

Phobia of: a type of animal / something invisible / something absurd / something naturally occurring

Allergy to: something environmental / a food / an animal / a synthetic substance

• Aversion to a social situation of some kind
• A secret shame • An illness or condition
• An irrational hatred of something specific

In or at a place: that was built over 100 years ago / people have died in / that often has many people in it / where there are animals / where nothing bad could ever happen

In or on a vehicle that: flies / requires multiple people to control / only holds one person / goes fast / existed 100 years ago

A place that starts with a **random letter of the alphabet**

GAME CREDITS

GAME CONCEPT & DESIGN David Malki !

GAME ARTWORK & LOGOS Kris Straub

ADDITIONAL DEVELOPMENT Michael Mohan, Jeff Smith, David Fooden

ADDITIONAL JOKE WRITING Ryan North, Zachary Sigelko, Mike Betette, Sean Casey, Bryce Wissel

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DE-002 z Mike de Jong
DE-003 Jurgen Q. Mudveins
DE-004 Matthew Cranor
DE-005 Cheryl Court
DE-006 Michael Koes
DE-007 Robert Musser
DE-008 Clay Robeson
DE-009 Benjamin Rabin
DE-010 Robin Balmer & Hailey Byers-Balmer
DE-011 Eric A. Howald
DE-012 Stephen Dann
DE-013 Andy Dudley
DE-014 Joel Walsh
DE-015 Andy Simmons
DE-016 John May
DE-017 Shai Ravid
DE-018 Scott Sanders
DE-019 Marcus DLR
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DE-031 Parker Brown
DE-032 Shannon Del Aldinger
DE-033 Vic Wilyams
DE-034 Matt Ballert
DE-035 Jedi Master Brian Butler
DE-036 Seung Lee
DE-037 Nathan Iannuzzo
DE-038 Ryan Klemm
DE-039 Retro
DE-040 Matthew Power
DE-041 Omni-Pyrmaeus
DE-042 Turnip and Z
DE-043 K.J. Hartlieb
DE-044 John "The Fog" Holt
DE-052 Kyle McCowin
DE-053 Jenny (Lupette) Jacob
DE-054 Keana
DE-055 Angelo Posteraro & Lindsay Millar
DE-056 Stephen D. Rynerson
DE-057 Ben Warr & Gordon Tellefsen
DE-058 Patrick Foy
DE-059 Katie Lanier
DE-060 Joseph Cortese
DE-061 Carl Pearson
DE-062 Zack Cuellar
DE-063 James Spellman

DE-064 Randy James Walker
DE-065 Kelly anna ylleK
DE-066 Doc Michael
DE-067 Emily Kidney
DE-068 Michael Kroeker
DE-069 David LaMacchia
DE-078 David Hoover
DE-079 Jimmy Law
DE-080 Jonathan Hartman
DE-082 Matthew Rex Downham
DE-083 Kairam Hamdan
GE-001 Dan Rosart
GE-002 Jacqueline Jones
GE-003 Roberta Miller
GE-004 Erik Peterson
GE-005 Norm Walsh
GE-006 Ken D. Webber
GE-007 Bwubby
GE-008 Paul Tayloe
GE-009 Erik Grunsten
GE-016 Christian KavanaGD
GE-017 Mary Jones
GE-018 Kelsa
DE-070-077 }
GE-019-022 } Rob Pereyda
SE-003-005 }
DE-045-051 } Todd Kopriva,
GE-010-015 } Tim & Katie Kurkoski,
SE-001-002 } & Carmen Hall

MISSION: THE GREAT HEIST



TARGET:
TIM ELLIS

You've been sent by the Chief after low-level hood **Tim Ellis**, who's crossed the wrong people in some real estate shenanigans. Should be a walk in the park; Ellis is known around town for being **easy to startle**. He rides an electric skateboard, so you follow him on your *own* electric skateboard to a **suspicious-looking warehouse**. After taking a call, Ellis nervously loiters outside on the sidewalk, **riding his skateboard back and forth** in front of the warehouse door.

This looks suspicious, but it's none of your business. You're here to whack Ellis and get out. Ellis is **terrified of needles**, but **fascinated by butterflies and bubbles**. Without his skateboard, he is a **poor runner**.



TARGET:
ALEX T DAVIES

The commotion has alerted someone inside the warehouse. Known criminal **Alex Twiston-Davies** pokes his head out and pops off a few shots in your direction. Now it's personal! You give chase as Alex ducks back into the warehouse.

The warehouse turns out to be full of **big-screen televisions**. You must have interrupted a heist in progress! Alex is in here somewhere, **hiding**. You happen to know that he is an **avid baker**, and can't resist trying new types of **baked goods**. He enjoys **playing the ukulele**, but nobody ever asks him to. He is also **highly allergic to wool** – it makes him bleed from the nearest orifice.



TARGET:
ANDREW QUINTON

A sudden sound startles you. Running through the warehouse, you find a hole blasted through the floor. You descend a ladder and find yourself in an underground tunnel. These thieves are after something far bigger than televisions! You follow the tunnel into a **concrete bunker**. From up ahead come a series of sinister clicks.

Rounding the corner, you find that master safecracker **Andrew Quinton** has just managed to open a **giant vault**. With a cackle of glee, he reaches in and pulls out *the original Magna Carta*. "It's mine!" he says. "Mine!"

Quinton has **unruly hair** and **loves cashews**. He **hates spiders** and **elephants**, and will vomit at the slightest hint of **cilantro**. You **must not destroy the Magna Carta**.



TARGET:
BOSS WALSH

Before the dust has even settled, the door bursts open and there before you is infamous mob boss **Norm Walsh**. Taking in the carnage, he takes two purposeful strides and **snatches the Magna Carta**. "This is bigger than you can even imagine," he hisses at you. "When I destroy this, I destroy Western civilization! *I'll show you all!*"

Before you can react, he's turned and disappeared again. You race through the door and follow him up several flights **onto the roof of the warehouse**. Walsh already has his Zippo out, flickering in the wind. If he burns the document, the foundations of our entire society will crumble!

Walsh **loves puzzles**, but **hates crowds**. He's **fascinated by squirrels** and, as a child, wanted to be a **traffic cop**.

CAN YOU SAVE THE MAGNA CARTA?

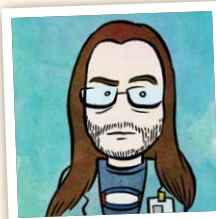
MISSION: URBAN PLANNERS WORLDWIDE



TARGET:
SHAUN PEOPLES

Ever wonder why parking is such a hassle in the big city? Blame **Shaun Peoples**. He's the parking commissioner for Urban Planners Worldwide—a "nonpartisan advocacy group" that's really a front for an oil conglomerate. The more circling you have to do to find a spot (as you're attempting now, **on the street outside his office building**), the more gas you burn, and oil companies rake in the profits.

Shaun is a **fast talker** and **always wears a tie**. Find him **after hours in his penthouse office**. Shaun **loves auto racing** (of course) and **college football**. A former **military explosives technician**, Shaun will be tough to scare, but he is in fact **deathly afraid of termites**.



TARGET:
RANDY MILLER

You discover in Shaun's office that Urban Planners Worldwide is plotting something even more diabolical than the parking plot: *refining crude oil into a dietary additive* to spike world demand. The head scientist of this effort is **Randy Miller**, the only one who knows how this could even be accomplished. Miller wants to *add crude oil to baby formula*. He must be stopped at all costs.

Miller is **scientifically savvy** and **wears flip-flops**. Find him in a **remote greenhouse high in the mountains**. When not working, he plays the **bluegrass fiddle**. Miller is highly **allergic to apple cider**.



TARGET:

RIBCAGE JILL

Your snooping around the UPW greenhouse has raised the attention of some very unpleasant people. UPW higher-ups have now dispatched their top assassin, **Ribcage Jill**, to clean up the mess. Your only hope is to eliminate Jill before she has a chance to fight. You know she's coming, so you have an element of surprise.

Ribcage Jill is approaching the greenhouse in a **high-tech helicopter**. She's also equipped with a **jetpack** in case she has to bail out. When she's not working, she loves **pancakes** and **swing music**, but **really hates birthday cake**.



TARGET:

COL. WHETSTONE

Finally, it's time to go to the top of UPW and dispatch the man in charge of the whole operation: Colonel **Chris Dragonovich Whetstone**. Whetstone oversees UPW business from an **orbiting space station** outfitted with the highest-tech surveillance equipment. While the station itself is defenseless, Whetstone **wears power armor** that can sustain him in space for up to 30 minutes, as well as **fire laser blasts**.

You are on Earth and must reach the space station. Col. Whetstone is a **yachting champ** and **hates bagpipe music**. He **cannot control the station's flight**.

CAN YOU FREE US FROM THE UPW?

MISSION: JUSTICE IN THE WEST



TARGET:

TOM QUINN

It is the Old West. You are a simple farmer, but luckily, you have access to Black Market Gift Cards from the modern era. While your environment and surroundings contain only items from the 19th century, your Gift Cards can time travel and can get you items from the 21st century.

You arrive home to find your farmhouse burned, your livestock slaughtered, and your family missing. Enraged, you burst into the ashy ruins of your home to find, sitting coolly in a rocking chair waiting for you, **Tom Quinn**. You don't know if he did this, but he was surely involved.

Tom likes **line dancing** and has a weakness for **fancy pocketwatches**. He fancies himself a **fighter**, but **gets winded easily**. You know that **his mother hates him**.



TARGET:

SHERIFF NESS

Before he passed, Quinn choked out one name: **John Ness**. Your blood runs cold. Sheriff Ness is the law in Belcher's Gulch, and he's given you trouble for years. The last thing you need is a tangle with him. But as a cool rain begins to fall, you know your path is clear. You saddle your horse and ride into Belcher's Gulch.

You find Ness in the saloon, roughing up a few drunks. As soon as he sees you, he smirks. "Shoulda sold that land while you could," he spits. "You know there's a price on your fat ol' head?" *This is about to turn ugly.*

Ness **loves playing chess** and **hates scorpions**. He is **very pompous** and **considers himself extremely handsome**. He is a **diabetic**.



TARGET:
MALCOLM WALKER

With the sheriff dispatched, the saloon patrons suddenly become forthcoming with information. Soon you are riding hard into Creeper's Canyon, where you find a good trail and recent tracks. Quinn was known to run with a gang of outlaws led by **Malcolm Walker**, a two-bit rustler with a sociopathic streak. *He lit the match.*

As night falls, **you find their camp**. One by one, the outlaws fall asleep, until **only Walker is left awake**. He has your family captive in a wagon. You need to take him out, and you need to do it now.

Walker has a **low tolerance for alcohol**, and gets a **severe rash when exposed to seafood**. When he's not burning down farmhouses, he likes **repairing bicycles**.



TARGET:
GOV. LOMBARDO

You knew it would come to this eventually. You have long rebuffed offers to buy your land from developers of the Trans-National Canal Line, an attempt to compete with the railroad by digging a continent-wide canal. But the governor, **the Hon. Jarrod Lombardo**, has no intention of waiting for peons like you to decide to sell before he can start raking in development money for his state. He ordered the arson, and was ready to blackmail you with your family's lives. Until *you* changed the plan.

Kissing your family and urging them to stay safe, **you ride for the governor's mansion**. Lombardo **likes experimental cooking** and fancy **brass gearworks**. He is **severely nearsighted** and is **terrified of horses**.

CAN YOU STOP THE CANAL???????????