

Live from...

Lost Vegas!

It's The Most Dangerous Game!

(Brought to you by the Millennium Educational Reform Act and Quatloo Brainsweb. In the bunker or on patrol, make sure the Brainsweb is your first thought in fun!)

The Culling Bots have scoured the wastelands for the most hardy, the most hungry, the most hardcore survival gangs yet! We've spared no expense to bring you every sort of struggling nomad gang that clings to the deadly expanses above the Nine Cities; from outlaw biker posses to mutant cannibal families to jugger teams with the blood of heroes in their veins, we've got it all for you viewers at home on The Most Dangerous Game. And for all Lost Vegas residents, the Guild of Bookies will also be taking bets on OPC's Obstacle Golf Team and Delta City's Deathracer Squads all the way up until the Double Elimination Round!

This year, besides fabulous "cache" prizes of vital survival equipment and, of course, the chance to live free in the sparkling pleasure bastion of Lost Vegas, the Brainsweb Overlords have completed the ultimate vacation getaway for one lucky winner!

Get ready for a 25-minute jaunt into the past as we use particle bombardment to sling you and your teammates backward in time to the very beginning of the apocalypse.

Yes, friends, it's a chance to take the ultimate gamble.

If you can win tonight's Battle Royale, you can change the very nature of the disaster which destroyed our world (and then come back and tell us what it actually was).

But first, our rag-tag bands of survivors have to outlast each other in the biggest, baddest, bloodiest, Brooklyn Steel Cage Death Match yet! Are you ready to live?

The Quatloo Brainsweb Entertainment Corporation would like to remind you that, as a reject from the upper wastelands, you have no rights here and any attempt to sabotage the bread and circuses provided for our paying customers will be met with extreme corrective force by Skynet-Approved Bailey Robots. Please pay close attention to the following broadcast schedule:

Round One: Decontamination Protocols

(00:10 time units required)

Round Two: Locker Room Chatter

(00:30 time units allotted)

Round Three: Steel Cage Death Match

(02:15 time units enforced)

Round Four: Double Elimination!!!

(00:10 time units scheduled)

Round Five: Untelevised Uprising

(00:10 time units predicted)

Round Six: Things Fall Apart

(00:10 time units anticipated)

Round One: Decontamination Protocols

You will have two different pieces of paperwork to fill out during the first 10 minutes of the game. The first is your Explosive Collar card. Once filled out, this must be worn around your neck at all times until the game has ended.

You should only fill out the top section of your Explosive Collar card, make up a name for your gang member and list a basic concept behind your character, a short phrase which sums up who you think you are. After that, fill in your gang's name (when it's decided.) You must also list one other players' character in the gang to whom you are loyal as well as the reason why.

Do not worry about too much detail. Flexibility is the key to winning this game.

Next, fill out the Gang Registration Form. You may name your gang anything you like, but try and keep with the spirit of a post-apocalyptic hyper-violent Las Vegas reality TV show.

You must list what your gang believes the apocalypse which created this dystopia was and how you plan to solve it, should you win.

You must also name the gang member that each player plans to portray. (Including that player's email is optional, but recommended, as it lets us update you on any developments.)

Whoever you put in the Team Captain slot will be your representative for demos and questioning.

Example Gang: <i>The Morlock Project</i>	Team Captain: <i>Martha Washington, Good soldier</i> player and email: <i>Emile, tfs@yahoo</i>
Motto: <i>Where's our back pay?</i>	
How did the World End? <i>Accidental atomic missile launch</i>	Able Lieutenant: <i>al-309, cyborg vice president</i> player and email: <i>Josh, Jbowles@edu</i>
How can your gang fix that? <i>We have the deactivation codes Stolen off the president's body</i>	War Chief: <i>mr. Snake, Not-really-a-postman</i> player and email: <i>Thor, no email</i>

Round Two: Locker Room Chatter

Refs will call aside the Team Captains for the start of this round and walk you through these mechanics. Here's an overview:

You have the opportunity to make several rivals during this phase. Take as many as you can. Having a rival reduces the amount of points you lose during attacks in the Cage Match round.

There are several rules to forming rivalries to keep in mind:

- ◆ You may only form rivalries with members of *other* gangs (rivalries in your own gang grant you no game benefits)
- ◆ You may only approach each other player once during this round to offer and form a rivalry (If you turn them down after they counter your offer, they may still approach you later in the round)
- ◆ If someone singles you out for a rivalry, you may not walk away, your only chance is to make your retribution so awful (by countering their offer) that they voluntarily withdraw—whatever you say happened becomes a fact of the game if they accept your rivalry
- ◆ Descriptions made during offers and counters may not permanently remove a gang member or keep them from participating no matter how awful they sound. *Somehow*, they've managed to survive and are still able to function.
- ◆ Keep in mind the type of rivalry you're establishing (see your Explosive Collar for details).

In order to form a rivalry, you must:

- **APPROACH** a member of any other gang
- Offer an honor (white) chit to them
- Say *“I haven’t seen you since…”*
- Describe how you wronged or defeated the other player’s gang member

If someone offers a rivalry to you, you may:

- **ACCEPT** by saying *“You’ll pay for that!”* and take the honor chit offered
 - You must both record the rivalry on your Explosive Collar cards.
- **COUNTER** by saying *“Yes, but then I…”* and describe how you turned the tables or got later revenge for what happened.

If someone counters your offer, you may:

- **ACCEPT** by saying *“Don’t think that makes us even!”* and pay 2 honor chits (instead of the 1 you initially offered)
 - You must both record the rivalry on your Explosive Collar cards.
- **DECLINE** by saying *“I’ve never seen you’re ugly mug before”* then keep your honor chits and walk away.
 - Remember, you can only approach any player once during this round!

Round Three: Cage Match

This is a huge event that happens over the course of several days. The Refs will announce the end of each day (about 20 minutes real world time) and give instructions.

In order to win, you must engage in a series of challenges against other gangs' Goal Zones while protecting your own.

At the start of the round, the Refs will call on Team Captains to provide Volunteers (Team Captains must pick any other gang member to volunteer-not themselves) to come forward and demonstrate the following rules:

To challenge another gang's Goal Zone:

- ◆ You must use a single Star Quality
- ◆ The Star Quality you employ will tell you whether you require allies or not in order to pull it off (allies must come from other gangs and must help you willingly)
- ◆ APPROACH the Goal Zone you wish to challenge
- ◆ If the Goal Zone is UNDEFENDED, seek out a Ref, who will force the entire defending Gang to immediately return, ruining any challenges they have initiated (they may not leave until your challenge is concluded)
- ◆ The defender will engage you in a Challenge (as described on the next page)

ALLIANCES: You'll need to form alliances with other teams to use most of the Star Qualities. While the player using their Star Quality must pay the Honor Chit cost, you can negotiate any arrangement to pay the **Ratings Points** or **Cache Prizes** and you can even bribe other teams with Honor Chits.

If you are approached to form an alliance and you aren't interested, point at the ceiling behind the player that approached you and yell, "Cull-bots!" then run away!

CHALLENGES

When you challenge a Goal Zone defender:

- ◆ You must have the Honor Chits and **Ratings** or **Cache Prizes** on hand which are required by the Star Quality you are using
- ◆ The defender describes a challenge you face (see below.)
- ◆ You describe how you overcome the challenge in any way you wish
- ◆ Any allies you have may contribute any descriptions they wish of how they aid you in overcoming this challenge

When you defend your Goal Zone:

- ◆ You put forward any fellow gang member on hand to defend (or yourself)
- ◆ You make up the contest or troubles which any challenger must overcome
- ◆ Once the challengers describes how they overcome it, you may:
 - ACCEPT by saying *"You win"* and keep the chits offered (in exchange for those demanded by the Star Quality in use)
 - COUNTER by saying *"That works, but..."* and describe some horrible side consequence which the challenger and allies now suffer—potentially doubling the Honor Chit cost

When a defender counters, you may:

- ◆ ACCEPT by saying *"We can make it!"* and pay double the Honor Chit cost.
- ◆ CALL IT OFF - say *"That was unaired"*

Defenders pay anyone they have a rivalry with two less than the Star Quality lists.

Rounds 4 and 5: Double Elimination/Untelevised Uprising

The Refs will ask a series of questions among the gangs based on each gang's individual score in both red chits (**Ratings**) and blue (**Cache Prizes**). Your answers to these are all considered fact in the game world.

Teams must also split up any remaining white (Honor) chits evenly among all members if they had previously pooled them.

Rounds 6: Things Fall Apart

Each player must vote for the Gang of their choice with the Honor chits they have left.

If you are on the gang which won the Double Elimination round (most **blue**) or the gang which won the Untelevised Uprising (most **red**) then you must vote for your own gang!

When you vote, you must describe your final efforts as an individual character and how they aid the gang you vote for or undermine the other finalist. At this point, you may die bravely if you wish, but you may not eliminate anyone.

The Refs will then provide each finalist gang two Statement Cards and begin tallying scores.

On your first statement card, you must come up with what happens if your gang wins. On the second, you must come up with what happens if your gang loses (any contradictions are wiped away by time ripples in favor of the victors). Don't forget—you're travelling through TIME!!!