

Cubicles&_Computers_-----

THE BUILDING has sat empty for months.

Unbeknownst to THE COMPANY, it is perfectly situated over magical ley lines. A hole grew in the magic web underneath the building, and SOMETHING awakened. It hungered for low hanging fruit and craved synergy.

You are all employees who have RSVP'd yes to a meeting without checking the location closely. You've made your way to THE BUILDING with fellow employees, and are about to find out just what the SOMETHING is, and band together to defeat the threat.

PLAYING THE GAME

We'll tell a collaborative story to find out how you defeat the threat. I don't have the ending planned--that's for you to decide together.

The play will cut across 3 scenes for each player group, before bringing all players together into the finale scene.

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Talk out loud as your characters to brainstorm ideas for what to do next. Sometimes I may say something is not possible for one person, but you can work together to try something!

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(1) character sheet
(1) Game Manager - that's me!
(1) sharpie/pen
sticky notes to share

SET UP YOUR CHARACTER

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2. Write your favorite corporate jargon word or phrase on a sticky note. Stick it on the back of your sheet for now.

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YOUR CHARACTER

NAME: AMANDA

SKILL: *All In The Timing* Not only do you efficiently prioritize tasks and meet deadlines, you have a sense of the best moment to interject, propose a new idea, or take action.

ACTIONS

ROLLING THE DICE

When you do something challenging or outside your comfort zone, roll 1d6 (one die) to see what happens.

Roll 5 or 6: Full Success

If two dice succeed, you do it well. Good job!

Roll 3 or 4: Partial Success

If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

Roll 1 or 2: Failure

Your attempt goes wrong. The GM says how things get worse somehow.

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- If at least one of them is a success or partial success, you achieve the results above.
- If both are successful, you get to ASK THE RIGHT QUESTION.

ASK THE RIGHT QUESTION

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- What are they really feeling?
- Who's behind this?
- How could I get them to _____?
- What should I be on the lookout for?
- What's the best way to _____?
- What's really going on here?

HELPING

If you want to help someone on your team, say how you try to help and make a roll. If you succeed, they get to roll an additional die.

UNFOCUSED

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YOUR CHARACTER

NAME: LEILA

SKILL: *Trust Call* You have a proficiency in leading enjoyable team-building activities and an ability to rally team spirit.

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YOUR CHARACTER

NAME: AMIR

SKILL: *Let Me Google That For You* You have excellent internet research skills an uncanny mastery of the intranet search engine. How do you find the info so quickly??

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YOUR CHARACTER

NAME: HARRY

SKILL: *Your An (IT) Wizard* You've been troubleshooting and solving computer and software-related issues with ease since you were 11.

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NAME: AMIR

SKILL: *Take A Breath* You have a soothing voice, calm temperament, and the ability to help colleagues reduce stress in the moment.

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YOUR CHARACTER

NAME: TAYLOR

SKILL: *Barbell Boss* You are secretly a powerlifter and have expertise in lifting heavy items safely. Kind of like superman under that suit jacket.

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NAME: JENNIFER

SKILL: *Mavis Beacon Of Hope* You took those typing lessons seriously and have lightning-fast typing skills for data entry and efficient communication.

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NAME: ALEX

SKILL: Agile Actor The mindset is the movement. You have agility and skill in navigating through tight office spaces and dodging obstacles.

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NAME: CARLOS

SKILL: *Lifelong Learner* You were a schoolteacher for years, and have an instinctive knack for corralling a crowd, and a powerful whistle.

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YOUR CHARACTER

NAME: PRIYA

SKILL: *Turn It Off And On* You have a knack for fixing malfunctioning pieces of technology without reading the manual. It's easy really.

ACTIONS

ROLLING THE DICE

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Roll 5 or 6: Full Success

If two dice succeed, you do it well. Good job!

Roll 3 or 4: Partial Success

If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

Roll 1 or 2: Failure

Your attempt goes wrong. The GM says how things get worse somehow.

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YOUR CHARACTER

NAME: CASEY

SKILL: *(I Know) Who You're Gonna Call*
You've worked in this office for years and you know everyone. You probably already have the right person in your contacts to call for help.

ACTIONS

ROLLING THE DICE

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YOUR CHARACTER

NAME: JAMIE

SKILL: *Read The Room* You are exceptionally aware of your environment and notice all the small details at a glance.

ACTIONS

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YOUR CHARACTER

NAME: KIERAN

SKILL: *Coffee Machine Chatter* Soft Skills aren't a (coffee) grind to you, but the best part of waking up. You can talk to *anyone*.

ACTIONS

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YOUR CHARACTER

NAME: SKYLAR

SKILL: *Band(Width) Practice* You leave work everyday at 5 to play in a band with your buddies. It's a real work-life harmony.

Choose an instrument & musical style to be skilled at.

ACTIONS

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YOUR CHARACTER

NAME: KALE

SKILL: *Sherlock Work At Holmes* You are an astute observer of people and situations, and have an uncanny ability to draw conclusions from disparate information.

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YOUR CHARACTER

NAME: OREN

SKILL: *Drill Down* You are an handyperson and woodworking hobbyist and can fix pretty much anything around the house (and the office). Those standing desks didn't build themselves.

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YOUR CHARACTER

NAME: MALIK

SKILL: *Running The Business* You've been training for a half-marathon and can outrace most things, even the bold geese in the parking lot.

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