

Masks in the Madhouse, the RPG

V1.40

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1.) Game

- i.) I have made and designed this game so that each of you has as much fun (and challenge!) as possible. You are all playtesting my game and I would strongly appreciate any and all feedback so that I can improve both this game and my game designing abilities. Thank you, and have fun!
- ii.) The game will last 4 hours. You will have 3 hours to roleplay before Batman busts into The Madhouse and restores order. The remaining hour will be used for introducing you to the game and calculating the prize winners at the end.
- iii.) There are 14 players. Every player is a “Mask”—someone that wears a Mask... for good, evil, or something in-between.
- iv.) Roleplay your heart out. Move, speak, and act like your character. Call each other by your character names for the full 3 hours.
- v.) Your objective is to gather “Game Points”. Check the whiteboard to see how you can get points.
- vi.) There is a Prize Pool of \$150 (\$10 from every player and me). Refer to the whiteboard to see what the prizes are and the reward amounts.

2.) Setting

- i.) Joe’s house (thanks Joe’s house!) is the Madhouse—a specific section of Gotham City’s Arkham Asylum.
- ii.) All of the players have been trapped in the Madhouse for a couple of hours. None of the guard can get in, and none of you can get out.
- iii.) You have been mostly keeping to your Factions by now (move into Factions) but you’ll all begin to mingle soon.
- iv.) Everyone knows that the previous League leader, The Mentor, was recently murdered. The Mentor’s side-kick, Captain Clutch, has become the leader of the Alliance. He knows the name of his Mentor’s killer and has vowed revenge.

3.) Resources

- i.) There are 4 types of resources in this game: Money Bills, Reputation Cards, Information Cards, and Weapon Cards.
- ii.) Everyone began with 5 Resource Points (5 MB=1, 5 RC=1, 1 IC=1, 1 Wpn=3). One person received a randomly distributed Weapon Card.
- iii.) Annie designed, wrote, crafted, and cut all of the Money Bills, Reputation Cards, Information Cards, and Weapon Cards for this game. Her brother Dave helped her with Photoshop. Thanks you two!
- iv.) Money Bills can be traded for anything. Each one is worth 2 Game Points. You must forfeit all of your Money if you are Unmasked.
- v.) Rep Cards can be traded for anything. Each one is worth 2 Game Points. You must forfeit all of your Rep if you are Unmasked.
- vi.) Info Cards can be traded for anything. Each one is worth 0 Game Points. You keep your Info Cards if you are Unmasked.

4.) Weapons and Unmasking

- i.) There are 5 Weapon Cards in the game. 1 of the Weapon Cards will not work.
- ii.) Weapon Cards are worth 0 Game Points, so there is no point holding on to one until the end of the game.
- iii.) You can threaten to use a Weapon Card on anyone, but each Weapon can only be used once (by opening it up and seeing if it succeeds or fails).
- iv.) If someone uses their Weapon in defense then both Weapons will cancel each other (if both succeed).
- v.) If your weapon is successfully used on someone then you may take all of their Money Bills and their Rep Cards. You must leave their Info Cards.
- vi.) Anyone who is Unmasked continues to play the game.

5.) Leadership and Recruitment

- i.) There are 3 Factions (League of Evil Masterminds, Alliance of Justice, and The Enigmatics) There are also individuals that do not belong to a Faction, they are called Independents.
- ii.) The 3 original Faction leaders are: League=Jeff, Alliance=Garret, Enigmatic=Craig.
- iii.) The original leaders will remain the leader of their Faction unless (1) they are Unmasked or (2) they publicly announce a replacement leader.
- iv.) You cannot be a Faction leader if you have been Unmasked.
- v.) If the original leader is no longer the Faction's leader then leadership is determined by a vote at the end (By those that say they belong to the Faction).
- vi.) You cannot create a new Faction unless it is one of your conditions.

6.) Conditions and Character Envelopes

- i.) Do not show your Condition Card to anyone. Ever.
- ii.) Annie has made (very lovely) Character Envelopes for everyone. Keep all of your cards in this Envelope. Feel free to fold your cards and envelope as you'd like, just return it to me with your remaining resources at the end of the game so I can calculate prize winners.
- iii.) You will receive your Character Envelopes at the end of this introduction.

7.) Committed Allies

- i.) At the end of the game each of you will name your allies. Be honest about this. Think: "Of the people I have made arrangements with this game, who would I trust to not betray me if I worked with them again?"
- ii.) If two people name each other then they are "Committed Allies" and will both receive 30 Game Points.
- iii.) You do not have to consider your allies your friends.
- iv.) Cooperate with people so that they name you as an ally.

8.) Questionnaire

- i.) I will give you a questionnaire after the 3 hours of roleplay. I'll use your answers to tally the prize winners. It should take me around 30min.
- ii.) Answer the questionnaire honestly.

9.) Summary

- i.) Roleplay your heart out.
- ii.) Talk to other characters, even if they're in a different Faction.
- iii.) Acquire as many Game Points as you can.
- iv.) Keep all of your resources in your envelope, I will need it (and all of your resources) at the end.
- v.) Questions.
- vi.) Ensure the players are in their Factions and give them their Character Envelopes. Give them time to read everything inside (privately) and then begin roleplaying within their Faction. Once this is done tell everyone to begin mingling at the same time.
- vii.) Have fun.

Game Points Table

	Source of Game Points	Number of Game Points
1.)	Achieve Win Condition	100
2.)	Fail Lose Condition	- 60
3.)	Be Unmasked	- 50
4.)	Acquire Money	2 for each Bill
5.)	Acquire Rep	2 for each Card
6.)	Acquire Committed Allies	3 for each

Prize Pool Table

Award	Prize Money (\$)
Best Costume	40
Second Best Costume	15
Best Role-play	40
Second Best Role-play	15
Most Points	40

Questionnaire

Your name:	
Name of your Faction:	Name of your Faction's leader:
Did you achieve your Win Condition?	YES / NO (circle one)
Did your Lose Condition happen?	YES / NO (circle one)
Were you Unmasked?	YES / NO (circle one)
Number of... (at end)	Money Bills: Rep Cards:
List all of your committed Allies (be honest: Of the people I have made arrangements with this game, who would I trust to not betray me if I worked with them again?)	
-	
List 3 names for Best Costume (3 Game Points for first name, 2 GP for second, and 1 GP for last)	
-	
List 3 names for Best Roleplay (3 Game Points for first name, 2 GP for second, and 1 GP for last)	
-	
1.) Most fun moment with this game.	
2.) Suggestion for improvement.	