

Masks in the Madhouse, the RPG

Introduction for Game Night

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***Note:** I will be repeating the contents of this document as verbal instructions before the game begins. This document is, again, not mandatory to read. But those that read it will be better prepared for the night and, due to that, likely have more fun.

I appreciate all feedback.



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1.) Setting

- You will all be role-playing characters tonight. You are all costumed individuals “Masks” that are trapped in a section of Gotham City’s (Batman) Arkham Asylum (place for villains/crazy people). This section of the Asylum is referred to as “The Madhouse”.
 - You are a Mask
 - You are trapped in Gotham’s Arkham’s Madhouse
- All of you belong to one of 3 Factions or you are an Independent. An Independent is someone not associated with a particular Faction. The 3 Factions are The League of Evil Masterminds “bad guys”, The Alliance of Justice “good guys”, or The Enigmatics “somewhere in-between”.
 - There are 3 Factions and Independents
 - Name 3 Factions.
- There was a prison riot and now the Madhouse is on lock-down. No one in or out. You’ve all become “civil” with one another so you’re at least willing to talk to anyone. You have 3 hours until Batman shows up and restores order.
 - No one in or out.
 - 3 hours.

2.) Prize Pool

- There will be 5 different cash prizes in 3 different categories of “Best Role-play”, “Best Costume”, and “Most Points”. All of you were responsible for giving me \$10 to create \$160. (15 players plus my \$10.) If the prize pool is short. It’s because one of you was irresponsible enough to not bring \$10.
 - There should be \$160 in prizes. \$10 from each.

Award	Percent of Prize Pool	Jan 7, 2012 Split of \$160 in \$
Best Costume	25	40
Second Best Costume	12.5	20
Best Role-play	25	40
Second Best Role-play	12.5	20
Most Points	25	40

3.) Game Points

Number	Source of Game Points	Number of Game Points
1.)	Achieve Win Condition	10
2.)	Fail Lose Condition	- 6
3.)	Be Unmasked	- 5
4.)	Acquire Money	1 for 1 Resource Point (1 Res. P= \$100, 000)
5.)	Acquire Rep	1 for 1 Resource Point (1 Res. P= 10 Rep. Points)
6.)	Acquire Committed Allies	3 each

4.) Resources

- All begin with 5 Resource Points “RP”.

Resource Number	Resource	Resource Points	Game Points	If Unmasked...
1)	Weapon	3	0	Use it in retaliation, both lose weapons.
2)	Money	1 (for \$100, 000)	1	Forfeit
3)	Reputation Points “Rep”	1 (for 10 Rep)	1	Forfeit
4)	Information Cards	1	0	Keep

5.) Weapons and Unmasking

- 5 Weapons total. 1 won't work.
- All weapons are 1-use only.
- Can threaten as often as desired if the weapon is un-used.
- 2 weapons used against each other cancel.
- Unmasker takes Unmasked's Money + Rep.
- Continue to play if you are Unmasked.

6.) Win Condition and Lose Condition

- Do not show these cards to anyone. Ever.
- I will give them (and your resources) to you at the end of this Intro.

7.) Committed Allies

- You will only receive GP if the ally you name names you as an ally too (is committed).
- Be honest. Think: “Of the people I have made arrangements with, who would I trust to help me if they had the opportunity.”
- Allies do not have to be “friends”.

8.) Questionnaire

- I'll be given you a printed copy of questions for after the game. I'll use your answers to tally Points—this will take me time (approx 30min) after the game.
- Answer honestly.