

5 MINUTES IN A MALL

A MICRO RPG TO BE PLAYED ALONE BY
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You are a teenager. You are lost in a strange and endless Mall. You will explore it, then talk or write about your expedition in one of your few moments of rest.

**YOU WILL NEED: THINGS TO WRITE OR RECORD YOURSELF + 1 SIX-SIDED DIE (1D6) + 5 MINUTES.
YOU SHOULD ALSO HAVE A TIMER NEARBY. TIME IS OF THE ESSENCE.**

Choose or roll the die. You're a teen:

- 1 • who just arrived in the Mall
- 2 • who has been here for way too long
- 3 • who lost the group they were with
- 4 • who searches for their friend lost in the Mall
- 5 • who made a lair out of the Mall
- 6 • whom others are looking for, maybe without their knowledge

Choose or roll again. You have the following trait:

- 1 • Stubborn
- 2 • Absent-minded
- 3 • Attentive
- 4 • Athletic
- 5 • Cultured
- 6 • Optimistic

And now, the **EXPLORATION** begins.

You now have some free time. Remember your expedition and blow off some steam by **WRITING** in your old notebook. You can also **RECORD** yourself on your phone, your charger is still working. Hurry—there's not much time for resting around here.

YOU HAVE FIVE MINUTES.

Embellish the details but don't get sidetracked. Let your pen slide, your voice dawdle. Think about how your personality and your traits helped or hindered you during the exploration. Think also about why you must move forward.

Inescapably... you are **INTERRUPTED**.

Choose or roll again. You are in:

- 1 • a store where nothing is where it should be
- 2 • an elevator not working properly
- 3 • offices where something is roaming
- 4 • an hexagonal plaza where a fountain has overflowed
- 5 • a store invaded by unnerving mannequins
- 6 • a storehouse full of impossible objects

Your exploration has ended. Or **SOMETHING** has been done. Maybe you found something primordial. Maybe not.

You come back from your expedition with (choose or roll):

- 1 • a strange wound
- 2 • a sentient object
- 3 • a live animal made of plastic
- 4 • a theory about the Mall
- 5 • new enemies or friends
- 6 • a lot of questions

You must stop writing or record because of (choose or roll):

- 1 • disturbing cries getting nearer
- 2 • the arrival of a stranger
- 3 • the sudden extinction of the neons above you
- 4 • the tenacious feeling someone is watching you
- 5 • a bad memory springing back up
- 6 • the will or need to explore a little further