

PLAYER TWO IS UNPREPARED

A Satirical One Page RPG by Evan Saft (@NamesEquipped)

What you'll need

- Some friends (At least one who's willing to run a game)
- Some toys
- A source of genre trivia questions (<http://trivia.fyi/category/geek-trivia> for example)

The Setting

The world is a dark place. Global warming has destroyed our environment, leaving mass swathes of land completely unlivable. Corporations have run wild, leaving the majority of people living in filth and squalor while the upper crust exploits anything for a profit. Our political system has collapsed under the reign of an egotistical tyrant. But you don't care about that, because you have video games to play.

Enter the **I.V.R.E** (Interactive Virtual Reality Environment) **Tower**, the game the world is obsessed with. The world of the I.V.R.E. Tower needs not follow the rules of the reality, and so players jack in to escape their own lives. Within the Tower, you can be anything you want to be, but most likely you will be a reference to an obscure, but not that obscure, movie from the 80s.

Who You Are

The players are "**Punters**" (program hunters) who spend all their days in virtual reality, looking for some sort of meaning to their lives, but mainly indulging in nostalgia and nerd cred measuring contests. The Punters travel to virtual worlds, explore dungeons, fight space battles, pilot giant robots, and do just about any bit of wish fulfillment you could think of, all in search of **The Prize**, the hidden artifact known to somewhere within the Tower.

When you make your Punter, say what character from a tv show, comic, or video game their avatar looks the most like, and what color their hair is. You should also state what their favorite media property is. Don't worry about describing your Punter's personality, that's unimportant.

How To Play

One person in the group should be nominated as the storyteller, which in this system is referred to as the **Gatekeeper**. The Gatekeeper arbitrates all decisions, and comes up with the scenario that the Punters find themselves in. The Gatekeeper should keep in mind that all play takes place in the I.V.R.E Tower, the game in which all Punters seek out their fortunes. The Tower is a combination of every piece of media you can imagine, so have fun describing the environment and your Punters' place in it.

The Gatekeeper describes challenges the Punters face along their hunt for The Prize. Whenever there is a question of whether or not a Punter should be able to accomplish a task, the Gatekeeper should pose a trivia question to the Punter's player. If the player can answer the question correctly, they succeed, if not, they fail.

If a player is unable to answer a question and does not wish to fail, they may instead pull out a toy from their personal supply and describe how that toy helps them succeed on their task. A toy may only be used once, but the only limit to the number of toys a player can have is their own finances. If they so wish, a player can go out and buy new toys while the game is being played. Alternately, for a more balanced, but less faithful adaptation, put a limit on toys. 3-5 is generally a good range.

If a player would fail a task, and also has no toys left, their Punter is removed from the game.