



**A Roleplaying Party Game
By Vega**

So wait...

What happened?

First, you've got to understand, it seemed like a good idea at the time.

The last King of the Great Kingdom didn't live up to the name, if you catch my drift. Not only was he corrupt, he was bad at it. A King can only sell monuments to other countries for a nice lunch before people get fed up. We had to do something!

We sure did *something*. Working together, the people of the Great Kingdom hired a warlock and, with his guidance, created a massive summoning circle. With the power of this magic, thousands of demons rose up and ripped the King and his advisors off the throne. The people rejoiced! Then they realized what they'd done.

See, part of the deal that the warlock made with the demons was that they'd get control of the Great Kingdom for one year. Not full control, mind you. We still have a council to make proposals that they'll pick out, though they did pick the council members.

The warlock has also assured us that the demons don't want to *hurt* anyone, at least not intentionally. They just love chaos and will make decisions based on what makes them laugh. I know, I know. It sounds bad, but we really had no choice.

Anyway, it'll probably be fine. How much could go wrong in a single year?



Intro and Roles

Nowhere Kingdom is a party role-playing game designed to be played either at a private table or in front of an audience. To play, you will need a pair of 6 sided dice, tokens, paper for writing, a timer, and a way of tallying votes. For a table game, scrap paper works fine.

There are two roles that players take in Nowhere Kingdom:

Council Members are the 'on-stage' players and are made up of two elements. First, Council Members all have unique Goals. Your Goal serves as a guideline to what kind of proposals you create. While you can technically make proposals unrelated to it, using your Goal as inspiration will help ensure your character feels distinct from the rest of the group.

Council Members also have an aspect of the setting of the Great Kingdom that they have Expertise in. While other characters can believe differently, and other players can suggest ideas for others, the player with Expertise controls that aspect of the setting completely and decides if something is true.

Council Members can either be based on the Archetypes on page xx, or created by inventing a Goal and Expertise of your own.

The Demons are even less complex: After the Council has proposed policies, the Demons vote to pick their favorite proposal based on whichever is funniest or will cause the most chaos. The Demons are uncountable and have constantly shifting forms, so they aren't static characters and don't need character sheets.

The Demons are either played by the audience in a public game, or by the Council Members between proposals in a private game



Rules of Play

At the start of play, decide on a Council Member to act as Council Head. The Council Head either rolls the two six-sided dice and references the chart on page 5 to generate the first problem being faced by the Great Kingdom or may invent a problem themselves. It will be the Council Members' job to come up with proposals that 'solve' the problem.

After discussing what the problem is and how it affects the Kingdom, each Council Member will take one minute to present their policy proposal. After that minute, the other members of the Council can ask the proposal maker one question each. After every Council Member has proposed their policy, the policies are put to a vote by the Demons. The policy with the most votes is enacted, and the Council Member who proposed it gets a token.

After a policy is enacted, each Council Member should answer one of the following questions:

- How has your Council Member benefitted from the policy?
- How has the policy hurt your Council Member?
- What is an unintended effect of the policy?
- How did the policy affect those within your Expertise?
- How did your Expertise stop the worst harms of the policy?
- What effect of the policy did the Demons enjoy the most?

After every Council Member has answered a question, the Council Member to the left of the Council Head becomes the new Council Head. The Council Head then invents or generates a new problem. Play continues until each member of the Council has been Head at least once.

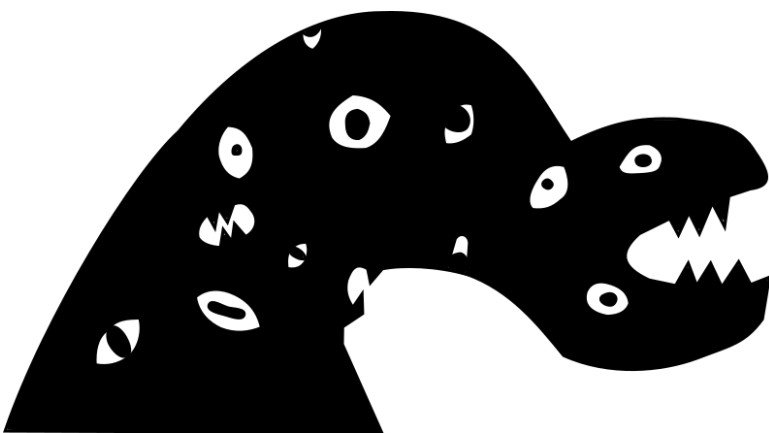
At the end of play, the Council Member with the most tokens is crowned as the new King. Each Council Member takes a turn to describe how at least one policy has affected the Kingdom drawing on their Expertise. Decide whether the Kingdom has survived the Council's rule, and then play ends.

A Note On Safety

While Nowhere Kingdom is intended to be a lighthearted party game, it emphasizes improvisation, and there are always risks of accidentally crossing someone's boundaries in improv. I recommend the use of safety tools such as those detailed in the [RPG Safety Toolkit](#). Please be aware that while these tools are useful, not every tool will be useful for every group. When you implement a safety tool, be certain that every player understands their use and is comfortable with using them

The game is also based around making purposefully poor decisions as a government, and real-life governments cause people harm far too often. I strongly advise that you avoid alluding to or directly referencing any real world governmental policies, especially if those policies affect your players, unless you are absolutely certain that your fellow players would be comfortable with that policy being referenced.

Also, make sure to keep in mind that if you are playing in front of an audience, you cannot easily check in with them. Tools like Lines and Veils can serve to make clear to the audience what boundaries your group has set for play. With a smaller audience, they could even potentially participate in the setting of Lines and Veils as well. Make sure to remind the audience that they can step away if watching the game starts causing any kind of discomfort at regular intervals. The voting period is a great time for this!



Problem Chart

1 – Food & Livestock

1-2: Our crop of stinkberries has gone bad... we think. It's hard to tell on account of, well, you know.

3-4: The Kingdom's cows have an epidemic of Hoof and Hoof and Hoof and Hoof and Hoof disease! Hooves everywhere!

5-6: Our landscape is being overrun by an invasive (and possibly evil) species of vine.

2 – Trade & Tourism

1-2: We want to promote tourism through the creation of a new monument. What should we create?

3-4: What exciting new item or promotion can we produce to get other countries interested in the Great Kingdom?

5-6: We desperately need cogs, and only our neighboring country produces enough of them!

3 – Foreign Relations

1-2: An important dignitary is visiting from a neighboring country. How should we greet them?

3-4: One of our allies is asking for our help after a natural disaster.

5-6: The Dark Lord has been revived, and he's gathering his forces!

4 – Discoveries

1-2 : We've found a vein of a strange otherworldly ore. What should we do with it?

3-4: We're trying to develop a space exploration program. How do we promote it?

5-6: What should we do about that strange obelisk not made by mortal hands that sprouted in the exact center of the Great Kingdom?

5 – Magic

1-2: A wizard is claiming that the pocket dimension in his tower is a sovereign state, so he doesn't have to pay taxes.

3-4: Dragons are disappearing from their natural habitats!

5-6: A new spell has been developed that can change the form of any living thing into another. What should we do with it?

6 – General Weirdness

1-2: A giant asteroid is flying straight towards the Great Kingdom!

3-4: The dreams of people in the Great Kingdom are somehow entering reality.

5-6: Someone stole our entire castle right from under us! What should we do in response?

Archetypes

The Warlock



It's you, the one who caused all this to happen! Or, you're at least in the same field. While others are put off by the Demons, you love the little terrors. (And the gigantic terrors too!)

Expertise: You know about Demons. You know their powers, the shapes they take, and how to summon them. The only thing you don't know is what they actually want.

Goal: Please the Demons. You aren't proposing actual solutions so much as you're trying to get the gibbering hordes to laugh.

The Traditionalist

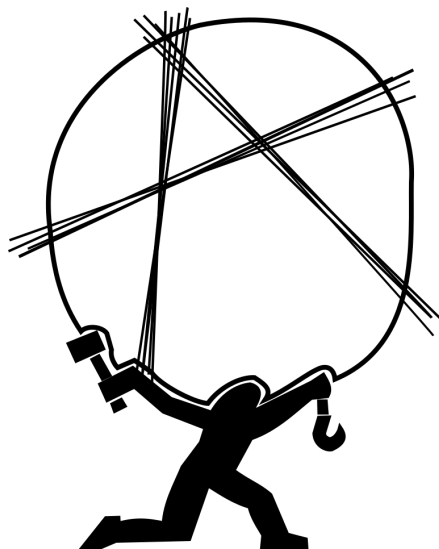
A noble from the old ruling class, you're determined to make sure these young upstarts maintain the past glory of the Great Kingdom.

Expertise: You know about the history of the Great Kingdom. Which means you know about the other nobles, considering they wrote all the history books.

Goal: Maintain tradition. It doesn't matter if the old ways are inefficient, nonsensical, or based on severe misunderstandings of natural laws. They're our tradition, and you'll see them upheld.



The Revolutionary



For years, you and yours have fought against the tyranny of the old order. Now you're in the position to transform the system... for better or worse.

Expertise: You know about the opposition. Whatever divergent political philosophy you follow, you're an expert on the weird version that exists in the Great Kingdom.

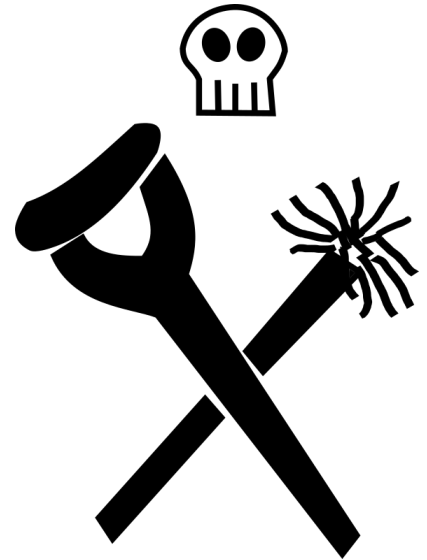
Goal: Enact a radically different system of government. Changing the system is more important to you than helping people, so you don't always consider the consequences of your proposals.

The Waif

You are a frail Dickensian orphan. No one is exactly sure why you're on the Council, but you have the scrappy gumption and unfailing optimism to really make a difference.

Expertise: You know about the lives of the lower class in the Great Kingdom. You know how the poorest people in the country survive day to day.

Goal: Propose childish, idealized solutions to problems. You can't solve a food scarcity problem by planting candy trees, but you don't know that. Besides, the Demons can make anything happen.

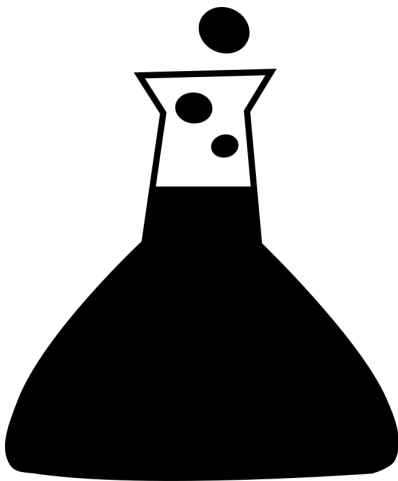


The Scientist

You are a dedicated scientific mind and skeptic. Magic? Demons? Nonsense! It's all weather balloons and swamp gas! The Great Kingdom needs to be enlightened, and your technology will be the catalyst.

Expertise: You know about science. You are an expert on recent inventions and the physical rules of the world.

Goal: Create unwieldy technological solutions. Why cook breakfast yourself when you can just leave it to your buddy Rube Goldberg?



The Villain

You delight in evil and dastardly deeds. Now you are mere steps away from ultimate power, and nothing will stop you! Nothing!

Expertise: You know about the Great Kingdom's enemies. How else would you create pacts to destroy the nation with them?

Goal: Make things worse. You are a cartoonish bad guy, and you want to cause trouble for absolutely everyone else for your own amusement. Unlike the Demons, you actually cause problems on purpose.

