

TRIPLE BLIND

EVENT RUNNER NOTES

Welcome to **Triple Blind**. This experimental game requires **exactly** 9 players. It does not need a GM though, so you can be one of the players. It is suggested that if you decide to play that you don't actually read the character sheets. You can – anyone can – but it may diminish your enjoyment of the end game when everyone reveals who they really are.

SETUP

You will need to arrange this document into the character sheets. Do not read them while doing this. The point of the game is that nobody – including the GM – knows who is disguised as whom.

Each player gets four pages. Make 9 copies of the **Player Information Sheets** and place them face down to produce nine piles. Then shuffle and place the nine **Cover Identities** face down one on each pile. Then shuffle and place the nine **Secret Group** sheets on top of those piles. Then shuffle and place the nine **Base Characters** on each pile. They will all now have the same top sheet. You can staple the packets together if you want to produce nine packets of four pages each. Players should choose a packet randomly at the door.

You will also need a number of **post it notes**, **magic markers**, **name badges** and **index cards**. Place them to one side where the players can easily get to them.

The game mechanics are explained on the Player Information Sheet and in the individual packets.

Triple Blind lasts for about an hour. During that time, your job as a GM is to do nothing. You can watch or play an embassy servant, or leave the room and come back when the game is over, or play a character yourself. But there are no GM-based runtime mechanics. Don't try to put any in there.

Your job at the end of the game is to facilitate a quick revelation session. Have each player say who their cover was and what their secret group and base character were. But keep it moving, only a sentence or two a player. Really. Think of it this way. If each player takes 5 minutes to give a description, you'll be there for 45 minutes, that's two thirds of the game's running time! Keep it hopping!

Good luck.

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PLAYER INFORMATION

In **Triple Blind** you will receive three character parts:

- The **Cover Identity** which is who everyone will think your character is.
- The **Secret Group** gives your character additional plots and connections.
- The **Base Character** is who your character actually is.

These will be the next three pages of your character packet. Read them in order for best effect. Please note that these were chosen completely at random. Not even the GM knows which Base Character was matched with which Secret Group and Cover Identity. Enjoy!

It is possible that you will have conflicting goals within your three character parts. Do your best to resolve them internally. Maybe you are just infiltrating your Secret Group to bring it down from within. Be creative.

SOME BACKGROUND

It is the present day in a small fictional European country known as Fandonia. Fandonia has a traditional hatred for its neighbor Freedonia, and in the past many bloody wars were fought over cities unfortunate enough to be on the border of the two countries. These days it is more like a rivalry, but the hatred runs deep and there are many on both sides who would like the countries to go to war.

However, we are on the eve of an historic treaty. Literally. There will be a treaty signed tomorrow that promises a joint future for the two countries and perhaps an end to the incessant border squabbling. Tonight we dine for we are at a diplomatic party in the Freedonian Embassy. Astute observers will note that this means that we are technically on Freedonian soil for the duration of the game. Embassies are like that.

Fandonia is a monarchy. The King has ruled for many years, although his popularity is waning. There are those who cry for revolution and want to install an elected government. The Queen and her son are still quite popular. Freedonia is a republic. The Prime Minister is elected by the ruling party which is chosen by a popular election every few years. If the Opposition Party feels that the PM is not doing a good job, they may attempt to dissolve the government which results in an immediate new election cycle. They watch the PM like hawks.

SOME RULES

Your character sheets may have a section entitled "Preparation." If they do, read the section carefully and follow all instructions therein. You are the sum of your characters. If one sheet says you do have an item and another says that you don't, you may decide if you have it or not.

The game has no formal hand-to-hand fighting combat system. Some characters are good fighters. They win one-on-one fights against normal people. If there is no clear winner due to abilities, use rock/paper/scissors.

Some characters have guns. All guns have 1 shot. You have to be skilled in the use of gun to use a gun. If you are, you'll know what the mechanics for gun use are. If you are shot by a gun, you are **dead**. Bang! It's a one hour game; watch and enjoy the rest of the game, but don't kibitz.

Any other mechanics are discussed on the individual sheets of the people who got them.

Also, remember that while you know out of character that everyone here is in disguise, you don't know that in character. Mistaken identities will only make the game more interesting.

Feel free to improvise background about the histories and culture of Fandonia and Freedonia. We kept things vague to give you a chance to get into character.

If you find yourself arguing about a rule or a mechanic for more than 10 seconds, do rock/paper/scissors to resolve it. The winner is correct. Don't abuse this. Don't be a jerk.

If another character dies, you may perform a final unmasking to see that Base Character's badge.

BASE CHARACTER

But in actuality you are really the King of Fandonia here in disguise. Oh you had good reasons for infiltrating a group and coming here in a cover disguise. Maybe you wanted to keep tabs on those who intrigue in your kingdom, maybe you just crave adventure. Regardless, you are here and nobody knows who you are.

You do find it interesting, though, that someone disguised themselves as you. How strange. You should definitely get the measure of that man... or woman.

In any case, you are here for a number of reasons. First, there is to be a treaty signed with Freedonia tomorrow. It will provide stability between your two countries and allow for trade and – hopefully – prosperity. You need to be here to prevent any international incidents that might interfere with the treaty being signed.

Of course, if Freedonia does something to foul up the chances for the treaty to be signed, you will simply not sign tomorrow. Your dignity is very important to you, and you do not trust the Freedonians. You will watch them very carefully. You especially do not care for the Prime Minister of Freedonia; there is something about him that just bothers you.

But your second reason to be here in disguise is because you suspect the queen of infidelity. She has been seen sneaking out of the castle, sometimes at odd hours or in a hasty disguise. You are certain that she has a secret lover, perhaps even someone from the Freedonian delegation. You want to find out who she is seeing and then do whatever would be the most politically expedient. You have many options: blackmail, divorce, or just quiet acceptance. Do what would be best for your country.

But finally, you are here to see your mistress. As king, it is your privilege to have a mistress if you wanted. Of course, nobody knows. It would be a royal scandal. Still, a king must be allowed his dalliances, yes? You know that she is around here somewhere; you just aren't sure where. Well, you'll know her when you see her. Or at least she'll know you. She knows about your birthmark, you see.

PREPARATIONS

Royal Birthmark: You have a royal birthmark which identifies you as the King. Your son the prince is the only other person with a royal birthmark, and he isn't supposed to be here tonight. Please make a card with the words "Royal Birthmark" on it, and show it to anyone who has the "See Royal Birthmark" ability.

Badge: Make a "King of Fandonia" name badge in case your disguise is compromised.

Jewelry: You have some Jewelry. Grab some post it notes (at least 3) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

BASE CHARACTER

But in actuality you are really the Queen of Fandonia here in disguise. Oh you had good reasons for infiltrating a group and coming here in a cover disguise. Maybe you wanted to keep tabs on those who intrigue in your kingdom, maybe you just crave adventure. Regardless, you are here and nobody knows who you are.

You do find it interesting, though, that someone disguised themselves as you. How strange. You should definitively get the measure of that woman... or man.

In any case, you are here for a number of reasons. First, there is to be a treaty signed with Freedonia tomorrow. It will provide stability between your two countries and allow for trade and – hopefully – prosperity. You need to be here to prevent any international incidents that might interfere with the treaty being signed. Really, your husband will be the one to sign it though. If he survives.

You see, you have grown tired of your husband's rule. Your son, the Prince of Fredonia, would make a much better ruler, if for no other reason than you can control your son and that would make you the de facto leader of this country. Ah, power. There is nothing like it.

Your son is not supposed to be here, of course. This provides plausible deniability. However, you could have sworn you saw him wandering around the reception hall. Perhaps a quick word with him to discover why he is here would be in order. He has no idea that you are planning to assassinate his father. Plausible deniability once more.

And, in fact, you have no plans to carry out the deed yourself. You are aware that the kingdom is rife with assassins and revolutionaries. Surely at least one of them is here at the reception. If you can isolate the King then perhaps they can do the rest. Of course, you will need to be wary of the Secret Police. They are still fiercely loyal to the King and will eagerly die to protect his life.

PREPARATIONS

Badge: Make a "Queen of Fandonia" name badge in case your disguise is compromised.

Jewelry: You have some Jewelry. Grab some post it notes (at least 3) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

ABILITIES

See Royal Birthmark: You know the locations of the Royal Birthmarks of the King and Prince of Fandonia. If you are alone with another character, you may use this ability on that character to make them show you their birthmark if they have it. They do not know in character that you have used this ability. This ability tells you if the character is the King or Prince, but not which one of the two it is.

BASE CHARACTER

But the truth of the matter is that you are a spy for a foreign power. The United States has a vested interest in the stability of this region and it is your mission to make certain that the peace treaty between Fandonia and Freedonia is signed tomorrow night.

You are fairly certain that at least one organization will attempt to interfere with the signing, possibly by disrupting the festivities tonight. Even now things are very tense between the King of Fandonia and the Prime Minister of Freedonia and you need to make sure that all differences are smoothed over.

And you need to protect their lives. At any cost. **Any** cost.

You have a further mission as well. American intelligence has recently discovered that blueprints to a top secret device known as XJ-9 have been stolen by the international thief known only as the Scarab. It is believed that the Scarab has come to Fandonia to sell the plans. He – or she – may be here tonight.

Your mission is to recover those plans and discover who the Scarab's buyer is. It would be bad, although not disastrous, if the plans to the XJ-9 were to fall into the hands of a foreign power.

Your primary mission must always take precedence over recovering the plans. The US Government would lose a lot if the stability of this region were compromised. There will always be more top-secret devices.

PREPARATIONS

Gun: You have a gun. Grab an index card and write the word Gun on it in magic marker on both sides of the card. Make the word big and readable.

Badge: Make a "Nobody In Particular" name badge in case your disguise is compromised.

ABILITIES

Good Fighter: You win one-on-one hand-to-hand combats against characters who are not Good Fighters.

Use Gun: You know how to use a gun. Point the gun card at your target and yell BANG! That character is now dead. Guns have one use. Tear the card in half after using it.

BASE CHARACTER

In actuality, you aren't from Freedonia or Fandonia at all. You are a military contractor from America. Your company does work for the United States government, but you also have contracts with Fandonia and Freedonia, lucrative contracts with Fandonia and Freedonia.

And your bosses back home don't want to see those contracts go away. Tonight is the cusp of a historic peace treaty between these two feuding countries. And the peace treaty means that your company's services would no longer be needed.

So your bosses have sent you to make sure that the peace treaty fails. You don't need to do anything illegal, but they are hoping a few words in the right ears will make the whole peace treaty come crashing down like a house of cards. It is well known that the King of Fandonia and the Prime Minister of Freedonia cannot stand each other.

You have a second task as well. The infamous international thief, The Scarab, has managed to obtain the blueprints to the experimental device XJ-9. You want those blueprints. If your company could manufacture the XJ-9, you could have unparalleled opportunity for profits. You have been given \$100,000 from your company to purchase the plans.

Of course, you don't know the true identity of The Scarab, but you do have a passphrase. If you say, "the martinis are too dry," The Scarab will respond, "that's because they use too much vermouth." Once you have identified The Scarab, you can make the trade.

PREPARATIONS

\$100,000: You have access to \$100,000 in American dollars. Write \$100,000 on an index card and hide it somewhere in the room. If hiding it in the room is impossible because you're being watched then just hang onto it.

Badge: Make a "Nobody In Particular" name badge in case your disguise is compromised.

BASE CHARACTER

But the truth is far more interesting than that. You aren't royalty or a leader or anyone important at all. No, you are here to crash the party. It's a thing you do; you live for the adventure.

You have fashioned an elaborate costume for yourself. Why looking at you, a person would think that you really are your cover identity. Luckily the person whom you are disguised as isn't here. You often do catch the lucky break.

Your real goal for being here is to get as many pictures with as many leaders and famous people as you can. You have a camera for just such a purpose. You want to make things look normal, like the person you are disguised as was taking the picture, but you have some practice in that.

However, you also have another reason for being here. You are employed by a research and investigatory company. A set of valuable blueprints was stolen from your company, presumably by the famous international thief, the Scarab.

You don't have anything to do with the plans or their loss. You worked on a different project. But you know that your friends on that project are in a bit of hot water over the theft. It has been speculated that The Scarab plans to sell the plans, and it is likely going to happen tonight.

So you have brought your own set of plans. Oh, they aren't the real plans, but hopefully they could fool a buyer. You're hoping to confuse the issue long enough for the authorities to catch The Scarab. You don't have any idea how to go about contacting the buyer, but hopefully if you are clever enough or subtle enough you can figure something out.

PREPARATIONS

Plans for the XJ-6: Write "Plans for the XJ-6" on an index card. You can keep the plans with you if you want. If anyone asks, they look like genuine technical blueprints for a working device.

Camera: You can use your phone if it has a camera. Otherwise, write the word "camera" on an index card.

Jewelry: If your cover or group identities have jewelry, it is all realistic looking fakes. Put a dot in the lower right corner of the post it note. If your cover or group wouldn't have jewelry then don't worry about it.

Badge: Make a "Nobody In Particular" name badge in case your disguise is compromised.

BASE CHARACTER

In actuality, you aren't really in a position of power at all. But you want to be.

You are the leader of the Opposition Party of Freedonia. Freedonia operates under a traditional Parliamentary structure. Right now the other party is in charge, the Ruling Party, but you are the leader of the political party not in charge, so you are the Opposition Party.

And your goal tonight, above anything else, is to bring down the Ruling Party by nearly any means necessary. You consider yourself a good person. You wouldn't want to kill the Prime Minister – the leader of the Ruling Party – or even bring Fandonia or Freedonia to war, but you would consider non-lethal underhanded methods to bring down the Ruling Party.

All you need to do is create a crisis of confidence in the Ruling Party. This would force the Prime Minister to dissolve his government, and allow elections for the new ruling party to begin. This is a pretty standard procedure and happens all the time in Parliamentary countries.

Embarrassing the Prime Minister might do it. But what would absolutely do it would be to keep the peace treaty from being signed tomorrow. You don't want actual war, but you wouldn't mind if the peace talks failed so that your party can be in charge when the treaty is then signed, say next month.

You aren't sure how to make things go just wrong enough that the treaty isn't signed, but not so wrong that the countries go to war. And, of course, no taint or suspicion must fall on you or your party. If your hand was revealed in this, then your party wouldn't win the election and you wouldn't be Prime Minister.

And that's the goal after all. Freedonia would be much better off with you as Prime Minister, and all you have to do is cause a crisis without getting caught then step in to solve it later. How difficult can that be?

PREPARATIONS

Jewelry: You have some Jewelry. Grab some post it notes (at least 3) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

Badge: Make a "Leader of the Opposition Party" name badge in case your disguise is compromised.

BASE CHARACTER

But the truth is that you are the Minister of State of Freedonia here in disguise. The Prime Minister became ill this afternoon and could not make it to the reception, so you were called in at the last minute. It would be an embarrassment to admit that the Prime Minister could not be at the party, so somebody had to represent Freedonia's interests here. But since you were not supposed to be here, you are here in disguise.

You have noticed that the Prime Minister does seem to be here after all though, which makes little sense. Either the Prime Minister made a quick recovery or someone is here as the Prime Minister in disguise. You need to be careful though. You cannot expose him as a fraud without exposing yourself as one as well. And that could strain international relations to the breaking point.

Freedonia and Fandonia are on the brink of an historic peace treaty. It is to be signed tomorrow, but you are certain that the King of Fandonia is looking for any reason to call it off. Relations between Freedonia and Fandonia have never been good, but this peace treaty has the power to change all that.

So you need to tread carefully because you want the treaty to be signed. Not only will it bring peace, but it would be quite a feather in your cap. You did help with the negotiations of the treaty after all. Play your cards right and you could be Prime Minister some day. Make even one misstep and your name is mud.

Of course, you do suspect foul play in the Prime Minister's sudden sickness. It does seem a little coincidental. But there is no proof of foul play. Still, there are many people out there who want the treaty to fail so you need to watch your back.

If the treaty isn't signed, the best possible result would be the dissolution of the Freedonian government. Now this sort of thing happens all the time in constitutional monarchies; it just means that elections would be held and the opposition party would likely take the reins. And then you'd be out of a job.

The worst possible result would be the dissolution of the government, war with Fandonia, and the blame placed squarely on your shoulders. You'd be out of a job, and a laughingstock to boot. You do **not** want that to happen.

PREPARATIONS

Jewelry: You have some Jewelry. Grab some post it notes (at least 1) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

Badge: Make a "Minister of State of Freedonia" name badge in case your disguise is compromised.

BASE CHARACTER

However the real fact of the matter is that you are Officer von Junt of Freedonia. You are a clever and wily detective and a master of disguise and you are not here for politics at all.

Oh you are loyal enough to Freedonia and you would like the treaty to be signed, but that isn't your business here tonight. No, you are here to catch a thief.

The famed international jewel thief known as The Scarab is here tonight. The Scarab was last sighted in Fandonia and it is your belief that The Scarab could not possibly resist a meeting like this. Why just look at all the jewelry on all these people. Nothing brings out the flash like a diplomatic reception. You are certain that The Scarab is here and you will catch him – or her – tonight.

But you need to be careful. As you understand it things are quite precarious politically here. You need to keep the party from breaking into chaos or the treaty that the Freedonian government has been working so hard toward would be broken.

Truth be told, you don't care about the treaty, and you don't care which political party rules Freedonia. They're all the same to you. But you are loyal to Freedonia and so you will always do your duty. If someone were to try something against the Prime Minister of Freedonia, for example, you would have to stop them, even if it means breaking your cover. You are loyal like that and would never hesitate to do your duty.

And luckily the reception tonight is at the Freedonian embassy. You have no jurisdiction in Fandonia. But the embassy is considered Freedonian soil. You have authority here. Sure, any of the politicians from Freedonia technically outrank you in the chain of command, but by having the reception here, you have authority to arrest and hold prisoners. And have them shipped back to Freedonia for trial.

And it would be nice to have the Scarab tried in Freedonia. The international community would be impressed. And that sort of thing is always nice.

PREPARATIONS

Gun: You have a gun. Grab an index card and write the word Gun on it in magic marker on both sides of the card. Make the word big and readable.

Badge: Make an "Officer von Junt" name badge in case your disguise is compromised. You can also make a police badge item card if you so wish, or just use the name badge for both.

ABILITIES

Good Fighter: You win one-on-one hand-to-hand combats against characters who are not Good Fighters.

Use Gun: You know how to use a gun. Point the gun card at your target and yell BANG! That character is now dead. Guns have one use. Tear the card in half after using it.

BASE CHARACTER

But actually, you are here for a dark and sinister purpose. You are a paid assassin here to commit the most infamous of all crimes: regicide.

You are a master of disguise and have come here to this party to kill the King of Fandonia. Oh, you would have preferred a safer route, perhaps sneaking into his bedchambers or a sniper's bullet to the head from a nearby rooftop, but your *client* is paying you handsomely to make this a political statement. The king is to be killed at this party tonight or you don't get paid.

Your target is none other than the King of Fandonia. He is not beloved of the people; he is a tyrant. And you are here to put a stop to that. You really don't care that much about politics, but you do like money and you will get a lot of money when this is done.

And you know your client will be in a position to pay you since he is the Crown Prince of Fandonia, the son of the current king. For reasons of plausible deniability, the prince will not be here tonight, but he has sent you and that is enough. You are quite competent.

The problem is that you are now quite certain that the man here claiming to be the King of Fandonia is an imposter. You aren't certain if he is some sort of body double or if something even stranger is going on. You are certain that the actual king is here somewhere, but he must also be in disguise. This is an unexpected wrinkle in your plans and you don't know what to do about it.

Well, there is one possibility. You know that the Queen of Fandonia supports her son, although she doesn't know you are here. She would be able to tell who the king actually is. Of course, you can't just ask her outright, not unless you get particularly desperate. But it is nice to know that you have an ally and an information source on your side.

PREPARATIONS

Contact Poison: Write on a card, "Count slowly to five and scream horribly and drop. You are dead." You may hand this card to one other person.

Name Badge: Make a "Nobody In Particular" name badge in case your disguise is compromised.

You **do not** start with a gun.

ABILITIES

Use Gun: You know how to use a gun. Point the gun card at your target and yell BANG! That character is now dead. Guns have one use. Tear the card in half after using it.

SECRET GROUP

And that is because you are actually *The Scarab*, a world reknown infamous jewel thief!

Of course, that isn't your true identity. You are a real person. Being The Scarab is just one of your many ... hobbies.

You have come to the party for two elegantly simple reasons.

The first is that you have managed to obtain the plans to the experimental device, the XJ-9. You have no idea what the device does, but you know that any defense agency across the globe would pay good money for it.

And as you understand it, good money this time is \$100,000 in untraceable American dollars. Excellent.

You do know that there is a buyer here at the party. But you don't know who that buyer is. Luckily, you don't have to.

At some point, the buyer will come to you and remark, "the martinis are too dry." You are to reply, "that's because they use too much vermouth." Once the buyer has been identified then you can make the trade. Nothing to it.

The other reason you are here, of course, is to rob the place blind. The royalty and other leaders here cannot resist flashing some expensive jewelry, and it is a very tempting target indeed.

A little pick-pocketing here and there can only increase your wallet and your reputation. It's a win-win situation for all involved. Well, for you at least.

You are looking forward to a wonderful time tonight.

PREPARATIONS

Plans for the XJ-9: Write "Plans for the XJ-9" on an index card. You can keep the plans with you if you want. If anyone asks, they look like technical blueprints for a working device of some sort.

You **do not** start with a gun.

ABILITIES

Use Gun: You know how to use a gun. Point the gun card at your target and yell BANG! That character is now dead. Guns have one use. Tear the card in half after using it.

Pickpocket: Jewelry is represented by post-it notes attached to people's name badges. If you can grab a post-it note without anyone noticing then it is yours. Also, write on an index card "you don't notice me doing this."

Twice during the game you may take a post-it note from someone while showing them the index card. Destroy the index card after its second use.

SECRET GROUP

Because you are a member of the highly secretive Fandonian Society: The Consortium to End Tyranny.

Fandonia has existed under the tyranny of the King for far too long. It is the goal of the Consortium to end this tyranny and put a democratically elected government in charge. Of course the leadership of the Consortium – yourself included – would take charge during the precarious transition period. Only by that method could you shepherd the people to freedom.

The plan is to make a quick attack against the King while he is not expecting it here at this diplomatic reception. There are three of you there, although you don't know who the other two are disguised as. However, you have a secret hand signal. When you shake hands, you cross your index and middle fingers like you were crossing your fingers for luck.

When you find the other two who also cross their fingers when they shake hands you will have found the other members of the Consortium.

You are the leader and the coordinator. You need to find the other two and get them organized. One of them has smuggled in a gun, but the other one is the one who knows how to shoot.

Unfortunately you suspect that the King might be here in disguise. The person who is here seems unlike the King of Fandonia that you know and hate. Hm. This may make your mission difficult.

But you are clever and with luck soon the horror of the tyranny of the King of Fandonia will be ended.

SECRET GROUP

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When you find the other two who also cross their fingers when they shake hands you will have found the other members of the Consortium.

You have smuggled a gun into the reception, but you do not know how to use it. And you need to find your leader to make sure the plan is still on track.

But you are clever and with luck soon the horror of the tyranny of the King of Fandonia will be ended.

PREPARATIONS

Gun: You have a gun. Grab an index card and write the word Gun on it in magic marker on both sides of the card. Make the word big and readable.

SECRET GROUP

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When you find the other two who also cross their fingers when they shake hands you will have found the other members of the Consortium.

You know how to use a gun, but you do not have one. And you need to find your leader to make sure the plan is still on track. Your leader will know how to obtain a gun.

But you are clever and with luck soon the horror of the tyranny of the King of Fandonia will be ended.

ABILITIES

Use Gun: You know how to use a gun. Point the gun card at your target and yell BANG! That character is now dead. Guns have one use. Tear the card in half after using it.

SECRET GROUP

And that is, of course, because you are here in disguise. You have to be in disguise. You could get in a lot of trouble if the world found out that you were the mistress of the King of Fandonia. Hell, you would probably be beheaded by the orders of the Queen herself if you were to be found out.

You are here at the party to meet your snookie-wookums and have a secret tryst. But you mustn't be found out. It has to be a secret.

However, there is a problem. You are almost positive that the person who is here as the King of Fandonia isn't actually the King. He is an imposter or a body double. You can tell.

Luckily, you know how to find the real King. He has a birthmark, the royal birthmark of the King of Fandonia. You can tell if you see it that he is the real King. Now all you have to do is find him and have that secret tryst that you are so looking forward to. It's all so exciting.

You know, there are probably a lot of people here who are looking for the actual King of Fandonia. Being able to point out your snookie-wookums to others might be worthwhile. It would make you seem helpful and you love to seem helpful. Yay!

PREPARATIONS

Jewelry: You have some Jewelry. Grab some post it notes (at least 2) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

ABILITIES

See Royal Birthmark: You know the locations of the Royal Birthmarks of the King of Fandonia. If you are alone with another character, you may use this ability on that character to make them show you their birthmark if they have it. They do not know in character that you have used this ability. This ability tells you if the character is the King.

SECRET GROUP

Because, as a member of the Secret Police of Fandonia, it is your duty to infiltrate a party when it is in the best interest of the reigning monarch.

You and your partner are here to protect the King. There have been rumors of an assassination plot, and you are here to put a stop to it.

However, since your partner is in disguise, you have a code phrase to identify each other. One of you will say, “I hear that the border is precarious,” and the other will reply, “yes, but the peace treaty will put a stop to that.” It is elegant because it could easily be mistaken for typical cocktail party conversation on the eve of a historic treaty.

Once you have determined your partner, your mission is twofold:

1. Protect the King. This is your primary objective. You are to protect the King’s life and wellbeing at all costs, including your own lives.
2. Find the plans to the XJ-9. Apparently, the international jewel thief known as The Scarab stole the plans from a Fandonian business last night and plans to pass it off to a buyer here at this party. You don’t know all the details, but you need to stop that trade.

In general, you should also keep the peace here, but protecting the King’s life is far more important than anything else at this time.

PREPARATIONS

Gun: You have a gun. Grab an index card and write the word Gun on it in magic marker on both sides of the card. Make the word big and readable.

ABILITIES

Use Gun: You know how to use a gun. Point the gun card at your target and yell BANG! That character is now dead. Guns have one use. Tear the card in half after using it.

Good Fighter: You win one-on-one hand-to-hand combats against characters who are not Good Fighters.

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SECRET GROUP

Because as a member of the Opposition Party of Freedonia, you need to proceed with extra caution. If it were discovered that you were here, you could ruin your side's political prospects forever.

Freedonia operates under a traditional Parliamentary structure. Right now the other party is in charge, the Ruling Party, but you are a member of the political party not in charge, so you are the Opposition Party.

And your goal tonight, above anything else, is to bring down the Ruling Party by nearly any means necessary. You consider yourself a good person. You wouldn't want to kill the Prime Minister – the leader of the Ruling Party – or even bring Fandonia or Freedonia to war, but you would consider non-lethal underhanded methods to bring down the Ruling Party.

All you need to do is create a crisis of confidence in the Ruling Party. This would force the Prime Minister to dissolve his government, and allow elections for the new ruling party to begin. This is a pretty standard procedure and happens all the time in Parliamentary countries.

Embarrassing the Prime Minister might do it. But what would absolutely do it would be to keep the peace treaty from being signed tomorrow. You don't want actual war, but you wouldn't mind if the peace talks failed so that your party can be in charge when the treaty is then signed, say next month.

You aren't sure how to make things go just wrong enough that the treaty isn't signed, but not so wrong that the countries go to war. And, of course, no taint or suspicion must fall on you or your party. If your hand was revealed in this, then your party wouldn't win the election and your political aspirations might be destroyed forever.

Even the leader of the Opposition Party of Freedonia doesn't know that you are here. This allows the leader some plausible deniability. But make no mistake, if your hand is discovered in this sabotage, then your name will be mud and your political career destroyed.

Luckily you are not alone. There is one other member of the Opposition Party in disguise at this event. You have a small passphrase to identify each other. One of you says that the other is "looking especially dashing tonight," to which the other replies that he has taken up fencing. Dashing and fencing are the key words so you will need to remember to use those especially.

And with any luck, you will cause a crisis in confidence in the Ruling Party this very night.

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And with any luck, you will cause a crisis in confidence in the Ruling Party this very night.

COVER IDENTITY

You are the King of Fandonia. You are the absolute monarch of Fandonia and you rule with power and confidence. There are those who say that you are a tyrant, but they are the grumblers sent here to infiltrate your country by foreign agents. Fandonia is significantly better off under your rule than your neighboring countries with their quaint ideas of democracy.

You are here because there is to be a treaty signed with Freedonia tomorrow. It will provide stability between your two countries and allow for trade and – hopefully – prosperity. You need to be here to prevent any international incidents that might interfere with the treaty being signed.

Of course, if Freedonia does something to foul up the chances for the treaty to be signed, you will simply not sign tomorrow. Your dignity is very important to you, and you do not trust the Freedonians. You will watch them very carefully.

You are accompanied by your wife, the Queen of Fandonia. It was a politically arranged marriage, but an outside observer would say that the two of you love each other very much. Your only son, the Crown Prince of Fandonia is also here tonight.

So, really, you are here tonight to enjoy the chitchat of the well-to-do, and to bask in the power of being King. And this is a special luxury for you tonight...

PREPARATIONS

Badge: Make a “King of Fandonia” name badge and wear it with pride.

Jewelry: You have some Jewelry. Grab some post it notes (at least 3) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

COVER IDENTITY

You are the Queen of Fandonia. Your husband is the absolute monarch of Fandonia and he rules with power and confidence. There are those who say that he is a tyrant, but they are the grumblers sent here to infiltrate your country by foreign agents. Fandonia is significantly better off under his – and your – rule than your neighboring countries with their quaint ideas of democracy.

You are here because there is to be a treaty signed with Freedonia tomorrow. It will provide stability between your two countries and allow for trade and – hopefully – prosperity. This cocktail party is a sort of icebreaker and celebration for the treaty signing tomorrow.

You know that your husband the King does not care much for Freedonia, but the opportunities of peace and free trade that this treaty provides are too good to pass up. And even though you may be the Queen, your opinion carries a great deal of weight and you are quite politically savvy.

Your husband is here as well, of course. The King is a fine man, in your eyes. It was a politically arranged marriage, but an outside observer would say that the two of you love each other very much. Your only son, the Crown Prince of Fandonia is also here tonight. You dote on the boy though. He is obviously the apple of your eye.

So, really, you are here tonight to enjoy the chitchat of the well-to-do, and to bask in the power of being Queen. And this is a special luxury for you tonight...

PREPARATIONS

Badge: Make a “Queen of Fandonia” name badge and wear it with pride.

Jewelry: You have some Jewelry. Grab some post it notes (at least 3) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

COVER IDENTITY

You are the Crown Prince of Fandonia. Your father is the absolute monarch of Fandonia and he rules with power and confidence. There are those who say that he is a tyrant, but they are the grumblers sent here to infiltrate your country by foreign agents. Fandonia is significantly better off under his rule than your neighboring countries with their quaint ideas of democracy.

You are here because there is to be a treaty signed with Freedonia tomorrow. It will provide stability between your two countries and allow for trade and – hopefully – prosperity. This cocktail party is a sort of icebreaker and celebration for the treaty signing tomorrow.

You know that your father the King does not care much for Freedonia, but the opportunities of peace and free trade that this treaty provides are too good to pass up. And even though you may be the Prince, your opinion carries a great deal of weight and you are quite politically savvy.

Your mother, The Queen of Fandonia, is here as well, of course. You care very much for both your mother and your father. Your mother absolutely dotes on you though, so you tend to be closer to her.

So, really, you are here tonight to enjoy the chitchat of the well-to-do, and to bask in the power of being the Prince. And this is a special luxury for you tonight...

PREPARATIONS

Badge: Make a “Prince of Fandonia” name badge and wear it with pride. It is entirely up to you to determine your character’s age. You may go as a young adult, a teenager, or even a child. If you choose to play a child or teenager, please note it on your Badge.

Jewelry: You have some Jewelry. Grab some post it notes (at least 2) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

COVER IDENTITY

You are the Prime Minister of Freedonia. Freedonia operates under a traditional Parliamentary structure. Right now your party is in charge, the Ruling Party, but the wily Opposition Party is always looking for ways to cause a crisis in the government. If they do, they can force a vote of no confidence, which would cause the government to be dissolved.

That in and of itself isn't so bad; it happens all the time in Parliamentary countries. But it would mean that you would be out of a job and the Opposition Party might seize control.

Freedonia and Fandonia are on the brink of an historic peace treaty. It is to be signed tomorrow, but you are certain that the King of Fandonia is looking for any reason to call it off. Relations between Freedonia and Fandonia have never been good, but this peace treaty has the power to change all that.

So you need to tread carefully because you want the treaty to be signed. Not only will it bring peace, but it would be quite a feather in your cap. But if the treaty is not signed, that could be just the opportunity the Opposition Party is looking for.

However, the worst possible result if the treaty isn't signed would be the dissolution of the government, war with Fandonia, and the blame placed squarely on your shoulders. You'd be out of a job, and a laughingstock to boot. You do **not** want that to happen.

Of course, the pressing needs of a head of state aren't really your concern tonight...

PREPARATIONS

Jewelry: You have some Jewelry. Grab some post it notes (at least 1) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

Badge: Make a "Prime Minister of Freedonia" name badge and wear it with pride.

COVER IDENTITY

You are a guard for the Prime Minister of Freedonia. You are a member of the Freedonian military and you have been assigned to come to this party to guard the Prime Minister and to generally keep the peace here.

Freedonia operates under a traditional Parliamentary structure. Right now the Ruling Party is in charge, but the Opposition Party is always looking for ways to cause a crisis in the government. If they do, they can force a vote of no confidence, which would cause the government to be dissolved.

That isn't so bad; it happens all the time in Parliamentary countries. It would mean an election and a chance for the Opposition Party to seek control. But that is all politics, and not really your bailiwick.

Freedonia and Fandonia are on the brink of an historic peace treaty. It is to be signed tomorrow, and the party tonight is to celebrate that. Relations between Freedonia and Fandonia have never been good, but this peace treaty has the power to change all that.

So there is always the possibility of a fight breaking out here in the embassy. This is technically Freedonian soil, but even now things can be touchy. Regardless, you are de facto the law here tonight.

Of course, you don't really have any of that power and responsibility...

PREPARATIONS

Gun: You have a gun. Grab an index card and write the word Gun on it in magic marker on both sides of the card. Make the word big and readable.

Badge: Make a "Freedonian Guard" name badge and wear it with pride.

COVER IDENTITY

You are a guard for the King of Fandonia. You are a member of the Fandonian military and you have been assigned to come to this party to guard the royal family and to generally keep the peace here.

Fandonia is a typical European monarchy. The King rules, and his word is law. The Queen and the Crown Prince also have some political power, but none so much as the King. Of course, this sort of absolute power breeds all sorts of conspiracy, and it is your job to protect the lives of the royal family should something happen.

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So there is always the possibility of a fight breaking out here in the embassy. This is technically Freedonian soil, so you do not have the final say. Regardless, you will do your duty here tonight the best that you are able.

Of course, you don't really have any of that power and responsibility...

PREPARATIONS

Gun: You have a gun. Grab an index card and write the word Gun on it in magic marker on both sides of the card. Make the word big and readable.

Badge: Make a "Fandonian Guard" name badge and wear it with pride.

COVER IDENTITY

Well, this should be an interesting evening. You are an American diplomat, here to observe the signing of the treaty tomorrow. It is all exciting and historic and everything.

You see, Freedonia and Fandonia have never had the best of relations and have a bloody history of war and conflict. But that is all to change tomorrow. Tomorrow there will be the signing of an historic treaty that will put an end to all the violence, well at least for a little while.

But tonight? Tonight there is partying and chit-chat. It can be tedious and it can be exciting. You're hoping for some excitement personally, but even tedium has its rewards. But excitement? There's promise of that a-plenty.

For one thing, you know that the King of Fandonia is not well loved by his people. You have heard rumors of a potential rebellion. And you are well aware that the Opposition Party of Freedonia would love to take the Prime Minister of Freedonia down a notch or two as well.

Then there is the matter of the XJ-9. Rumor has it that plans for this mysterious device were stolen just last night from American military contractors. They may turn up here as well. Now that would be something.

Maybe you'll see some excitement tonight after all. It isn't as if you normally get to go to these sorts of functions...

PREPARATIONS

Badge: Make an "American Diplomat" name badge and wear it with pride.

COVER IDENTITY

You are the spouse of the Prime Minister of Freedonia. Freedonia operates under a traditional Parliamentary structure. Right now your spouse's party is in charge, the Ruling Party, but the wily Opposition Party is always looking for ways to cause a crisis in the government. If they do, they can force a vote of no confidence, which would cause the government to be dissolved.

That in and of itself isn't so bad; it happens all the time in Parliamentary countries. But it would mean that your spouse would be out of a job and you would lose a source of income. And you do quite like your income.

You are well known as a partier. You like the best and most expensive of everything. And you love to brag about your latest acquisitions and purchases. There are those who say that you are an embarrassment to your mate, a freeloading drunkard, but you just see yourself as a person who likes to live life to the fullest. And you plan to do that tonight.

Freedonia and Fandonia are on the brink of an historic peace treaty. It is to be signed tomorrow, but the Prime Minister is certain that the King of Fandonia is looking for any reason to call it off. Relations between Freedonia and Fandonia have never been good, but this peace treaty has the power to change all that.

The Prime Minister has a lot of diplomacy to do tonight, but you are looking forward to the opportunity to party. Of course, you especially relish partying tonight because...

PREPARATIONS

Jewelry: You have some Jewelry. Grab some post it notes (at least 3) and write the names and descriptions of your jewelry on them. Attach these notes to your name badge.

Badge: Make a "Wife/Husband of the Prime Minister of Freedonia" name badge and wear it with pride. You may wish to discuss this with the player of the Prime Minister to decide what your gender will be.

COVER IDENTITY

You are a member of the international press. You are neither from Fandonia nor Freedonia; please feel free to choose a country of origin.

You need to tread carefully tonight. The press is heavily controlled under Fandonian law – the king is a tyrant – so you need to be very careful not to be caught talking to the wrong people or taking the wrong pictures. You do have a Fandonian press pass, but it could be revoked with a moment's notice.

Luckily the embassy is technically Freedonian soil. The Freedonian press has more freedoms than Fandonia, but saying negative things about the Freedonian government could still get your press pass revoked and get you kicked out of the country.

Freedonia and Fandonia are on the brink of an historic peace treaty. It is to be signed tomorrow, but there is every reason to believe that a misstep here could throw everything off. Relations between Freedonia and Fandonia have never been good, but this peace treaty has the power to change all that.

You are just hoping to get a good story. There have to be lots of good stories here. You have a camera and a notepad and you are all set.

Although, getting the story is really only a cover, because...

PREPARATIONS

Camera: You have a camera. You may use a real life camera if you have one, or just write the word camera on an index card.

Press Passes: Feel free to make press passes for both Freedonia and Fandonia.

Badge: Make a "Member of the Press" name badge and wear it with pride.