

Fuck around

A ROLEPLAYING GAME ABOUT SHARED STORYTELLING AND THE PERSONAL PROBLEM OF BALANCING THE GOOD AND BAD TRAITS YOUR MAMA GAVE YOU.

„Fuck around, Find out“ is a RPG for 4 players.

During gameplay you will solve problems (challenges) with your characters attributes, try to balance the stress of everyday life and cooperatively tell the story on how you are trying to solve a shared mission.

Preparation and what you need to play

Two tokens per player (this can be any small object you have laying around)
One filled-in character sheet per person.

There is no permanent Game Master during the gameplay.
Each player should get the role of the storyteller multiple times.

Character creation

Pick four attributes from the list on the character sheet. (You may also make up your own)
Two of those attributes have to be taken from list of „Fucking around“ and two attributes from the list of „Finding out“ - no one is perfect.
Pick your individual problem and share it with the others. Don't forget to note everyone else's on your sheet as well.

Pick an overall scenario from the list as a group. This will determine the setting of your adventure together. Take note of the possible end-game that you could encounter if everything goes south.

Everyone is a Game Master

Before you start the game, everyone contributes a brief description regarding the setting of your mission.
You decide together which player is your first Game Master.
Don't worry, this role won't stick for too long.

Keep in mind that due to the structure of this game, your narration will be interrupted by another player wanting to deal with a challenge at some point.

Storytelling ideas

If you need some inspiration, don't hesitate to look into this list.

- What does the place look like?
- Look at the individual problems of other players and start to prepare for them to play out.
- What do you need to happen next if you want to get closer to the end of your mission?
- Who do you meet?
- Think about what had happened so far. Is there a clear pattern? Try a different flavor.
- Describe something that doesn't include any of your characters.
- What is the atmosphere like?

Find out

Start of the Game

Each player describes their entry to the stage and their character.
How are your characters connected?
Why does your character want to reach the goal of the mission?

How to play

Each player has their individual stressbar. (0-5)
If you come to a point in your story where you want to react to something happening (pass a challenge), you can only do so by using one of your character's attributes.

„Fuck around“-attributes have no consequence when you use them to solve a challenge, but you gain a point on your stressbar.
„Find out“-attributes let you lose a point on the stressbar, but have to carry consequences with them when you use them to solve a challenge.

You can't use an attribute that would make your stress level get out of bounds of the stressbar (lower than 0, higher than 5).

Storytelling and Challenges

To resolve a challenge, the player affected announces which attribute they use to do so. From then on the role of the Game Master is given to this person.
Describe how the scene plays out and how the consequences of your actions affect the further gameplay and their character.
Keep in mind that the best stories are the ones that don't go smoothly all the way.

You could start with following points:

- What is the lasting consequence of your last action?
- Build up the next scene.

Tokens

Each player has two tokens.
If their stress bar is completely full, two tokens are placed in the middle of the table.
If their stress bar is completely empty, one token is removed from the middle.
When all tokens are placed in the middle the dreaded end-game starts.

Endgame

Everytime a player solves a challenge during the endgame a token is removed from the middle.
When all tokens are gone the game is over.

Individual Goals

Every individual goal describes a certain szenario/problem/goal, which plays out during the game. This can happen organically, or be initiated by a player.
After the scene is played out, your stress level lowers to 0. You can remove a token.
All individual goals must have played out before the endgame starts.

End of the Game

The game ends if the goal of your shared mission is reached, or if no tokens are left during the endgame.
After the end of the game every player gives an epilogue regarding their character.
What is going to happen next to them?
How do they escape, or how don't they?

Fuck around

Find out

A game by Lisa Bach and Janosch Büchi
ZhdK, May 2023

Main Attributes: This is how society views you, or how you might view yourself. You choose two positive and two negative attributes at the start of the game.

Intelligent:

You're very smart, learn fast and remember many things for a long time. You've always been good with technology and critical thinking! Unfortunately you're prone to over-analyse all situations, which causes you a lot of stress.

Beautiful:

Society has deemed you conventionally attractive. You carry yourself in a confident and charismatic manner. You've grown accustomed to things going your way if you ask nicely and strike a pose, so you're prone to be stressed out when people disagree with you.

Extroverted:

You get your energy and a lot of your happiness from the people around you. You are easy going around others and have no problem reading their intentions. You're pretty likable and usually stand out in a crowd of people, even if you don't want to sometimes.

Healthy:

You're a healthy and resilient person. You very rarely get sick and can in general take a beating, both physically and mentally. This of course does not stop the worry and getting through life unscathed has left you with quite a bit of hypochondric tendencies.

Active:

You're energetic and fit. You've always loved keeping yourself busy and pushing yourself to become better or more fit. You thrive in sports or other competitive environments. However, you absolutely can't focus on a single thing for long and are easily distracted.

Rich:

Your family's been well off for as long as you can remember. You've had a lot of opportunities in life, purely based on the fact that you have access to enough resources. Since a lot of your worth comes from this, you've grown materialistic and some might even say greedy.

Dumb:

You've never been good at theoretical things and quickly feel out of depth with anything to do with knowledge or technology. The upside is that you're generally seen as calm and unbothered when faced with challenges in your life.

Ugly:

You've often struggled with your confidence, and many relate this to the way you look. It's a sore spot for you and others can easily push your buttons with a well placed insult. At least you can often pass as uninteresting or unnoticed if you want.

Introverted:

You've often found yourself being talked over and have experienced many situations in the hustle and bustle where you had to retreat and recharge. You have no trouble being alone and have learned to take care of yourself and be independent.

Unhealthy:

Being healthy or fit have never been a focus in your life. Your strengths lie elsewhere and you're painfully aware of that. You've been called "low energy", or even frail. Though you've also learned to harness the pity others give you, to get some advantages in life.

Lazy:

If there's one thing you've heard a lot in your life, it's that you should get off your ass. You've consistently ignored this. You know that you've probably missed many opportunities in life because of this, but at least you've learned to be incredibly efficient.

Poor:

You come from a humble upbringing. Your family never had much and you've relied on your solution oriented thinking to get through life. It has also left you prone to become jealous of others and be easily impressed.

Stress Level: This is your current level of stress. If it fills up completely, you put two tokens into the center.

Whenever you use an attribute on this side, your Stress Level **increases by 1**. You solve the challenge without consequences.

Whenever you use an attribute on this side, your Stress Level **decreases by 1**. Your actions have consequences.

Main Mission: Choose one of the following scenarios as a group at the start of the game.

Problematic Houseparty:

Goal: You are a group of roommates and have organised a party at your house. It started out fun, but over time a lot more people showed up than you could have ever expected. Soon you completely lose control over the party and things start to get rowdy. It is now your task to create some big commotion, or chase away the guests by any means you can to end the party. Endgame: Should the party still be going when all tokens are in the middle, the police will arrive. You'll all be in deep trouble.

High-Stakes Heist:

Goal: You're a collection criminals and specialists. It is your task to break into some fancy establishment and steal an incredibly valuable object. You must get in and get out undetected, so you can bring the object back to the person that hired you. Endgame: If you haven't all left the building yet, when all tokens have been activated, a full-blown alarm on all systems will be triggered. Time to get out before you're caught!

Sports Day:

Goal: You are a team at a highschool sports competition. All of you have been rejected by all other teams. Despite being a ragtag group of rejects, it is up to you to show everybody else what you're made of. Of course, you'll also have to contend with all the highschool drama happening off the court. Endgame: If all tokens are in the center before you've won the competition, an unexpected development sets you up to play against the feared team of jocks and bullies.

Detective Case:

Goal: You are part of a fancy gathering of the elites on a secluded summer residence on the countryside. During the gathering, the impossible happens: The lady of the house is murdered in cold blood and under the nose of everyone present. You must find the suspects before you are blamed for the murder yourself. Endgame: Should the suspect still be unknown once all the tokens have been activated, the other guests will turn on you, based on newly found "evidence". This spells trouble.

Doomed Wedding:

Goal: You're all invited to a large wedding. The wedding is doomed from the start, but you all seem to be the only ones that realise this. You must stop the wedding before it is too late, by any means necessary! All while nobody suspects you to be the saboteurs. Endgame: Should you fail to ruin the wedding before all tokens are in the middle, you will witness the doomed couple complete their vows and kiss. Hopefully no one saw your sabotages.

Scrappy Musical:

Goal: You are a troupe of down-on-your-luck performers and mediocre artists. You are desperately trying to get your passion project musical to Broadway. Seemingly you finally get your chance: An important, high standing investor will attend your first performance of the piece. This is your last and only chance, everything must be perfect! Endgame: If all tokens land in the middle, you realise: Too many things went wrong. The performance ends early, or even in catastrophic failure. How could you ever talk yourself out of this mess?

Inheritance Trouble:

Goal: You are distant relatives of a rich, but recently departed baron. You're attending the inheritance gathering and have it on great authority that you were mentioned directly in the departed's will. During the ceremony, it is suddenly made clear that the written will has been stolen or lost. The document must be found! Endgame: Should the document remain lost until all tokens are put in the center, the complete inheritance will go to the young and arrogant widow/widower, and they do not like you. At all!

Undercover Gala:

Goal: You're all invited to an upper-class gala. However, this isn't just any gala, and you're not simple guests. You're all undercover agents, infiltrating a party for the elites of an organised crime syndicate. It is your task to assassinate the head of this syndicate without being caught or leaving traces. Endgame: Should you fail to have killed your target and left the premise when all tokens are in the center, an alarm will be sounded amongst all factions of the syndicate. Is this the end for you?

Highschool Reunion:

Goal: You're old school mates at a highschool reunion. During this reunion you're suddenly informed that the old bully of the school has personal nudes of all of you on their phone. They seem to be planning to create a big scene in front of everybody. It is time to get that phone, delete the pictures and destroy the phone. Also, how did they get them in the first place? Endgame: Should you fail to stop the culprits or delete the evidence before all tokens are activated, the pictures will be sent directly into the group chat. Nothing ever changes, does it?

Hospital Drama

Goal: You're all residents in a hospital. You detect a completely unknown, seemingly new kind of disease on a patient. Your bosses seem to handwave it away and demand more tests since the symptoms don't seem too bad, but you know something isn't right. It is up to you to analyze the disease, find out what it is and organise appropriate treatment or research. Endgame: Should you fail to complete your task before all tokens are activated the patient will infect a number of additional people. This is doomed to escalate, isn't it?

Character Information: Space to write down character information and chosen tasks.

Name:

Description and Backstory:

Personal Problem:

Main Mission:

Personal Problem: Choose one of these tasks for yourself to complete during the game.

Your infidelity is getting the better of you.

Goal: You must betray someone at least once.

Your ex is here!

Goal: At least once during the game, you must confront, or be confronted by, your ex.

You have intestinal issues.

Goal: You must fight against or get through an unlucky intestinal problem at least once.

You have an accident with your outfit.

Goal: You must find a new outfit at some point during the game.

You're incredibly allergic.

Goal: Once during the game, you must be faced with the consequences of your allergy.

What? It's a catchy tune!

Goal: You must at least once attract attention for humming, singing or whistling a tune.

You've left the oven on.

Goal: Once during the game, you must, from afar, ensure that your home doesn't go up in flames.

Wait, who has it?

Goal: You must forget or lose an important object at least once during the game.

You love the limelight.

Goal: You must be the absolute center of all attention at least once during the game.

You're a sub, clearly.

Goal: You must follow the instructions of a person of authority at least once during the game.

Your in-laws won't leave you alone.

Goal: You must be distracted or stopped by your in-laws at least once during the game.

You're a viral sensation.

Goal: You have to be stopped by someone who recognizes you at an unopportune time, once.

Your delivery driver needs your signature.

Goal: During the game you're constantly being looked for by a persistent package delivery driver.

Your mother called.

Goal: Your mother called, she needs flour and eggs. You must get her some during the game.

You're one unlucky bird.

Goal: A bird must shit on you at least once during the game.