



EGX REZZED THE RPG

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YOU ARE ATTENDING REZZED, THE COOL AND WELL KNOWN GAMING SHOW...

But can you make it to the end of the day, having played the one game you're desperate to play, and without bursting in to tears from fatigue and hunger? Can you maintain the separation between fantasy and reality?

And is the monstrous chimera hunting you through Tobacco Dock a genuine threat, or merely your imagination? Let's find out!

YOU WILL NEED: Several D6, a D10, and a stopwatch.

THE INDIE GAME YOU ARE SUPER EXCITED TO PLAY AT REZZED

is generated by rolling on the tables to the right. Each player rolls up a game of their own, which they've been excited about for years:

You know it's in there somewhere. But between you and that game you've salivated over for decades is the show itself: a gauntlet of overenthusiastic developers, bellowing streamers, brutally slow refreshment vendors, and cosplayers walking twelve abreast through the ten miles of winding catacombs that comprise the Tobacco Dock venue. And you're certain there's a minotaur in there somewhere, too. This is, in other words, a dungeon run.

PLAY BEGINS at Shadwell tube station, and there are as many turns as there are players. There are two phases to each game turn.

- 1: An anticapitalist
- 2: An inscrutably baroque
- 3: An autobiographical
- 4: A hideously early access
- 5: A stealth-focused
- 6: A rhythm-based
- 7: An "apolitical"
- 8: A neon-drenched
- 9: An impossibly long
- 10: A free-to-play

- 1: Metroidvania
- 2: "Wholesome"
- 3: Couch co-op
- 4: Pay-to-win
- 5: VR
- 6: Massively Multiplayer
- 7: Viciously difficult
- 8: Bullet hell
- 9: FMV
- 10: Roguelike

- 1: Arena shooter
- 2: Garden simulator
- 3: Metaphor for depression
- 4: Dark Souls clone
- 5: Visual novel
- 6: Historical RTS
- 7: Ambient Storytelling Experience
- 8: Factory-making game
- 9: Tower Defence game
- 10: Party-based RPG

You can either play both phases in sequence for each player, or play everyone's first phase, then go back around the table for the second.

FINALLY, ALL THOSE HOURS PLAYING VIDEO GAMES HAVE PAID OFF

Make a note of your favourite game genre: RTS, FPS, RPG, etc. (It's more fun if all the players pick different genres.) When you use a skill learned in playing your chosen genre of game to overcome a challenge (for example, using your long experience with RPG dialogue to stop a conversation turning sour), add 1 to your roll. It is up to you to persuade the GM how a skill is useful in any given situation. Every time you invent a skill, note it down on your character sheet. Each time you use it successfully, increase its rating by 1 point (i.e. add 2 to your roll, then 3, and so on).

PHASE ONE: LOCATING YOUR GAME

The active player must find their desired game. Other players may choose to help them, or just complicate NPC interactions with unhelpful interjections. During this phase, the GM will present you with random encounters that you must overcome within the venue, using your ingenuity and the valuable lessons that games have taught you - failure to do so will make your life harder.

There are two tables of challenges - one for the morning, where things are fairly reasonable, and one for the afternoon, where your brain has begun to peel off from reality like a cheap car sticker of a weeping dog. The GM may choose to announce the dread bells of noon at any point in your turn, at which point the afternoon table is used. The GM can present you with as many challenges as they feel like during your turn. None of their decisions have to be fair.



OVERCOMING CHALLENGES

Roll a D10 and compare it to the challenge's Task Heft (TH)

If you equal or beat the heft, you succeed. If you roll 6 or higher but not over the TH, mark one point of stress on your character sheet and Reduce the challenge's TH by D3 - you suffer a setback but make some minor progress, making it easier for other players who encounter it. If you roll 5 or lower AND don't exceed the TH, you mark stress and make no progress.

One other party member may choose to add D3 to your roll for each challenge, if they have a game-related skill which the DM agrees will help, but must mark up one stress in doing so.



CHALLENGES (MORNING)

1. One of you needs a wee and the line for the loos is massive. (TH 7)
2. An overzealous marketeer insists that you play their (terrible) game. Roll on the generation table you used at the start to determine what it is. (TH 6)
3. The line to play your chosen game is over an hour long - can you endure it? (TH 6)
4. You're so hungry - so very hungry. You need to scavenge something to eat. (TH 8)
5. Lost amidst the labyrinthine corridors of Tobacco dock, you realise your map is a forgery given away free with PC Gamer as a dark psy-op, and has led you to an eerie social situation. (TH 9)
6. Oh no! It's that guy you hate (you know the one). He's queued up in front of you and he's going to want to talk to you. (TH 7)
7. You decide, on the spur of the moment, to start a career in streaming, and must somehow be dissuaded from this fool's errand. (TH 7)
8. You accidentally blunder into a two hour stage demo of someone's miserably earnest text adventure, and are the only member of the audience. It will be very awkward to leave. (TH10)
9. You encounter a stand selling otaku merch, including cans of mediocre Japanese fizzy drinks. You're so thirsty, but they're ten quid a pop. (TH 6)
10. You sit down to play a cheery, colourful game about apes, but it is so enchanting you can't stop. You'll miss the rest of the show if you can't beat it quickly, or find the will to stop. (TH7)
11. Someone suggests attempting a run on McDonalds, and the idea begins to spread like rumours of war. Deciding whether to go could literally take all day. (TH5)
12. You decide that video games are bad, actually. (TH11)

CHALLENGES (AFTERNOON)

1. You can't find the game anywhere. Maybe you were just imagining it? There's only one solution: imagine it harder, until it exists. (TH 11)
2. The nicotine-stained hulk of the Tobacco Minotaur howls in the distance; you are being hunted. (TH 12)
3. One of your companions' heads starts to resemble a delicious roast ham, or similar. You must resist your hunger. (TH 9)
4. Your event wristband becomes an irremovable torque of live, intertwined worms. This is psychologically damaging. (TH10)
5. A man dressed as Crash Bandicoot straight up dies while looking you right in the eye. (TH 13)
6. You become convinced that you're not actually at Rezzed at all, but a B2B conference about equipment leasing, where you are halfway to being sold an innovative software solution. You cannot let the salesperson close the deal, or you'll be trapped there forever. (TH 12)
7. A surly titan hurls a dead eel at your feet with a grim, wet slap. It reeks, but you are so hungry. (TH 9)
8. You've seen the game you want to play, but between you and it are thirty buffoons, all cosplaying the main idiot from Katamari Damacy with immense realism. Do not become part of the sphere. (TH 11)
9. One of your companions has begun to swallow their own arm, and has reached the wrist. Aid them. (TH 10)
10. A vast developer has bullied your whole party into playing a joyless couch co-op game about WWI, and won't let you leave until armistice day arrives in realtime, two years from now. You must escape. (TH 11)
11. Someone in the crowd hollers something about an escaped minotaur; a stampede begins. Can you reach your game through the sea of terrified humanity, and the beast at its heart? (TH 14)
12. You become certain that Rezzed itself is the game you came here to play, and that you are playing it right now. The fourth wall crumbles. Break the delusion, or win the game. (TH 15)



STRESS

When you mark 3 stress, you're in danger - you're on the edge of breaking and having a huge cry. Luckily, this gives you just the burst of motivation you need to succeed, so you can add 1 to all your rolls from now on. However, when you mark 6 stress, you're out of the game - you flee the expo, but may continue to speak to your mates through a burger you are convinced is a phone, or a phone you are convinced is a burger. Either way, you must talk as if your mouth is full, as you eat your burgerphone.



PHASE TWO: PLAYING THE GAME!

You've found your game!
The one you've endured centuries of waiting to play!

In this phase, your character will take a back seat as they become completely engrossed in gaming rapture, and you will take on the role of the game's developer, attempting to sell pre-orders to the other players in the party. Somehow, you magically take on the stress accrued by your previous character, and so retain any points marked. Of course, the other party members are not interested in the game at all, and must try to resist.

For each point of stress you have, you may attempt to make one compelling pitch as to why the players should pre-order your game. You are permitted one minute, timed with the stopwatch, for each pitch.

After each pitch, the players have one minute to rebut, explaining why what you've said is actually incorrect, and the game is in fact Rubbish.

At the end of each rebuttal, the DM decrees who has "won" - if the players lose, one of them must choose to pre-order: they join the developer in making future arguments, giving them an extra ten seconds for subsequent pitches, and removing 10 seconds from subsequent rebuttal rounds.

If more players have pre-ordered than not at the end of the process, the developer has won. This has no effect on the game past personal pride.

FINAL PHASE: VALHALLA

When everyone's played their game, and then pitched it to the rest of the team, you've all got one final ordeal ahead of you: making it out of the venue, and heading to the official Rock Paper Shotgun Bouncy Castle for the afterparty. Everyone's there, bouncing away: the players, the developers of their favourite games, and all the NPCs introduced during challenge encounters. Even the minotaur, whether it was encountered or not, and which turns out to be OK once you get to know it, just a bit intense. It's a bit like Valhalla, but boinglier, and you may remain here as long as you like, pulling off sick freestyle roleplay until you decide it's time to wrap up and go home. Don't forget to bob up and down gently as you roleplay.

OPTIONAL FINAL BOSS ENCOUNTER:

Alternatively, Geoff Keighley erupts through the castle wall in a nimbus of searing flame and burning rubber, initiating the dreaded, apocalyptic Summer Of Games. Improvise your own rules for defeating him.

