



A one-page TTRPG party game by William Thyer

*After a freak accident involving an artificial wormhole, you and your lab mates have become untethered from reality. Your portable Replicators are on the fritz so the items you generate are coming out a little wonky. You're randomly jumping to statistically improbable occurrences and you need to make sure that what's supposed to happen, happens.*

*Each new event you jump to is a chance to regain your balance. But be careful, screw up too many events and you'll get a permanent case of **Vertigo**.*

## Setup

### Creating Events Pieces

- Each player gets nine pieces of paper and writes down three items from these three categories: a **Goal** (e.g. steal a painting, catch a cat, go on a date), a **Setting** (e.g. in a cave, at a royal ball, on a cruise ship), and a **Complication** (e.g. you're swarmed by bees, it's pitch black, NPCs can't understand you).
- Put them into three separate bowls. All players' **Goals** go into one bowl, all **Settings** in another, all **Complications** in another.

### Creating Characters

- Players choose advantage and disadvantage for **Wits** and **Athleticism**, or neutral for both.
- Each player chooses a *common household item* that they have the entire game (e.g. a flashlight, a bag of marbles, a makeup kit).

## Event Jumping

### Creating the Event

- The player to the left of the **Game Moderator** is the first **Jumper**. The **Jumper** changes each round. They draw three cards, one from each bowl. This forms the next **Event**. They keep the contents secret.

### Generating an Item

- The **Jumper** makes a drawing of an item that they want to start with in the **Event**. This drawing gets passed to the next player who writes a description of the drawing. The next player draws this description. This continues around until the final person writes a description of the item. During this time, no players can speak. While drawing, players are limited to one minute per drawing.
- Note:** If there are an odd number of players, the **Jumper** should start by creating a description instead of a drawing. This ensures that the final output is also a description.

### Wagering Points

- After the description is revealed, the **Jumper** decides how many **Points** to wager from 1-6. If they succeed in the **Event**, they get that many **Points**. If they fail, they lose that many.
- After the **Game Moderator** reveals the **Event**, the team must work together to ensure that the **Jumper** completes the goal in under 12 (real-time) minutes. If the **Jumper** dies or the timer runs out, then players fail the **Event**.

## Gameplay Rules

- All complex actions require a **d6** roll. When rolling with advantage, roll **2d6** and take the highest. Disadvantage, roll **2d6** and take the lowest. Neutral, roll **1d6**.
- When players interact with **NPCs**, the **Game Moderator** can determine their advantages on-the-fly and they roll the same way as players.
- There is no combat system per-se. In high-stress situations, players act in the order that the **Jumper** dictates.
- If players reach **24 Points**, they win. If they drop to **0**, they're lost in **Vertigo** forever.
- When players have **18 Points** or more, events are created with two **Complications** and players only get 30 seconds per drawing.