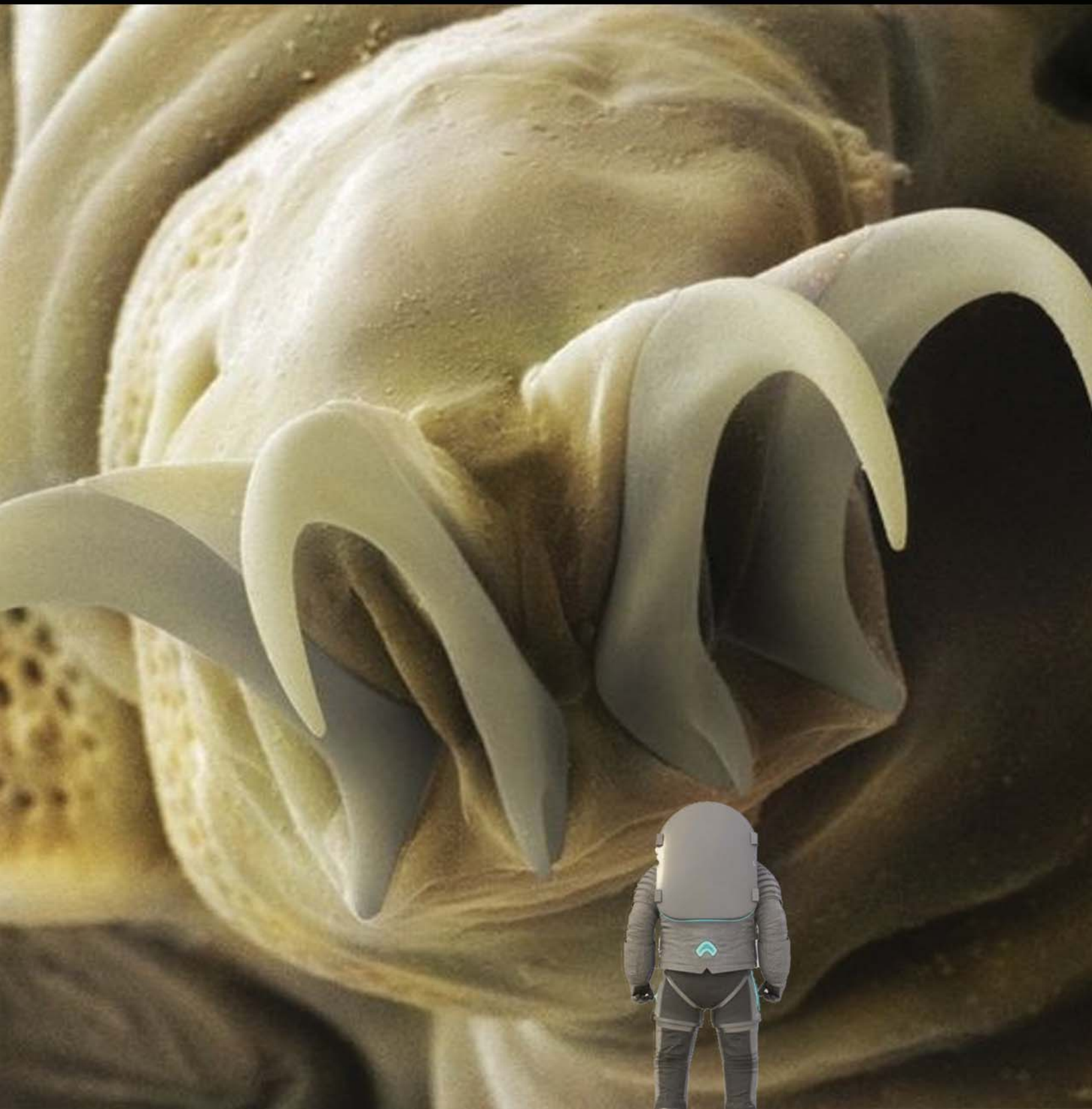# IMS1 TO CONTROL
GAME CHEF 2019
DESIGNED AND WRITTEN BY D X LOGAN

IMS1 to Control
By D. X. Logan

Game Chef Competition 2019

Theme: Amalgam
Ingredients applied: Failure, Microscopic, Levitate, Secret

Helpful ideas and visuals - https://www.youtube.com/watch?v=wS2mdmt4JPw

"The awe I felt watching the light glint across grand boulders of pure quartz will stay with me the rest of my life. I could feel the elation of all creation in such a simple thing I'd never thought twice about before that moment." - Jon Westley regarding his second microcosmos expedition about seeing grains of sand on the platform.

WHAT IS THE GAME

RP with a tone of Horror, Action, or Campy. You decide which tone suits your own play style. The game was inspired by a number of movies including Alien, Inner Space, and Clue. Players can RP as little or as much as they like in a given round. Even the player whose character took the actions is uncertain of who did it, making it impossible to know for sure until the last moment of play.

The ending is either the 'Sherlock Holmes' Style who-done-it resolution or a villainous monologue. Why is the mole doing this? Maybe they work for some country who wants to be first to achieve use of these new substances. Maybe it's some organization trying to ensure mankind doesn't go where it was never meant to be. We'll find out together at the end of the game.

Needs 2 D6 Dice, A paper, and a pencil.

THE PLOT

The newest frontier turned out to be right beneath our feet the whole time. More importantly, we've come to understand that this new state of being is the key to exploring the cosmos. Our first attempts, while successful, were met with disaster. Unsurprisingly, when you shrink something with the mass of a human to a microscopic scale we tend to sink through most materials. Those early objects were all lost. We moved to make strong platforms for the reduced items to stand with success. When we moved to animal experiments, learning that the increased mass made basic body functions impossible.

Next were the robotics attempts. Over-engineered machines were capable of withstanding the conditions. These led to the discovery of what came to be referred to as Ether. A strange substance visible to those on the microscopic scale, but invisible even with the best microscopes. It was considered an electrical interference affecting the visual feedback at first, but the robotic rovers were able to interact with it.

Samples were gathered, but when returned to normal scale, the substance evaporated as if it never was. With a great many experiments, it was discovered that one could create an amalgamation of varied substances with this Ether. Once returned to normal scale, these unique alloys showed no difference on a molecular level. However, the altered materials now defied standard physics. Of particular interest were Aluminum and Steel.

Aluminum altered in this way showed neutral buoyancy in normal earth gravity air. The normal problems associated with mass were no longer an issue if contained entirely in the aluminum as well. The steel showed a marked increase in tensile strength and all inertial influence on whatever was contained within it was negated.

With these new materials, a rush began to experiment on animals again. It was discovered that a living thing contained in an airtight vessel of aluminum was capable of surviving the microcosmos so long as sufficient oxygen was included. Soon, 'space suits' were created and human testing began.

A solid platform was created and early experiments proved a resounding success. It wasn't long before the International Microcosmos Station 1 was built and work began to establish a microscopic factory for the purposes of mass-producing amalgamated materials. With these new materials, the possibility of exploring the universe beyond our own solar system was within reach.

GOALS OF THE GAME

> Science Log - Observational Aether Shuttle 2 - 02:07:78
> .
> .
> We could feel the shock of the explosion, even in the microcosmos. I
> wish we could have seen it more directly than our instrument read-
> outs. I had friends in that bunker who deserved a witness. For now
> it's enough to recognize that someone was responsible. I thought it was
> an accident at first, but with the clear damage to our communication
> array, there can be little doubt that someone was behind it. Until we
> can determine that was, there's no choice but to press on.
> With luck, we can make it to the original bunker before our oxygen is
> depleted or the mole among us causes more harm.
> .
> Cptn. LeStranth

As the microfactory was being finished, a great explosion was set off that destroyed the bunker it was housed in and the factory itself. Only the Aether gathering team survived as they were out of the building at the time. They've come to decide the explosion must have been intentional, as their communications have been sabotaged.

Now stranded in the microcosmos, their only hope is to make it to the bunker where the original platform and reduction device are housed. Without any way to let their superiors know they are alive, they need to survive long enough to reach it.

Along the way, they are trying to understand what happened and ferret out the secret of who was responsible. Unfortunately, whoever was behind it continues to work against them, attempting to ensure their failure. It puts a strain on the bonds between this diverse group of scientists.

RULES

Tracking Play

On a sheet of paper, list the names of every character with a box beside them. Then make a column for each of the following: Tools Lost, Clues Found, Major Sabotages, and Rounds Completed.

Distance

Determine the number of rounds you want to play. Below are some basic outlines for possible games. This measures how far it is between the two buildings in an abstract manner. The longer the distance, the less likely it is that the crew will survive the trip.

Short – 4 Rounds

Medium – 6 Rounds
Long – 7 Rounds.

Crew Members
     1 - McCray - American Computer Specialist
     2 - Fischer - German Physicist
     3 - Hane - Swiss Medic
     4 - LeStranth - Canadian Pilot/Captain
     5 - Suen - Chinese Botanist
     6 - Rodriguez - Brazilian Engineer

Events
Each new round of play, the group make as a roll on 2d6. The chart below will determine what the total of this roll means. As the game progresses, each suspect eliminated is subtracted from the total so that the fewer suspects there are, the lower the number will be. Numbers below 1 after subtracting this number are treated as 2.

     2 – Eliminate a Suspect
     3 – Find a Clue
     4-5 – Event Inconvenience
     6-8 – Minor Challenge
     9 – Major Challenge
     10 – Lost Tool Sabotage
     11 – Doubt
     12 – Major Sabotage

<Inconveniences vs Challenges>
Each 'challenge' is chosen from a list at the end of the document. Each challenge has 3 levels of difficulty. Inconveniences are RPed around, but require no other action beyond this. Minor Challenges typically need only a small effort to overcome. Major challenges come with a consequence if not overcome within a certain amount of time. Any event which notes a need to 'go around' or otherwise add time means the current round is not subtracted from the distance noted above.

<Sabotages>
Minor sabotages are lost tools chosen from a list at the end of the document. Major sabotages occur in the following order: Engine failure, Low oxygen, Suit failures. Further major sabotages mean a character who has already been eliminated as a suspect is killed.

<Suspect Elimination and Doubt>
Each time a suspect is eliminated, 1D6 is rolled to determine which character is no longer a suspect. If rolled for a character already chosen, either reroll or select the character closest to that number.

When doubt is rolled, a randomly chosen suspect is returned to the list of potential suspects.

<Finding A Clue>
Whenever the option to find a clue is rolled, the players select one of the clue options or make one up. This is noted on the paper where the list of suspects is being tracked. These will be applied at the end of the game.

<Event List>
A Mite – A large mite, or perhaps several, are present. Unfortunately they are of a variety that would be

likely to see you as a meal.

* Inconvenience: You've seen them before they see you. It will take a little longer to get back, but you can avoid them entirely.

* Minor: They've seen you! It's going to be a chase. Roll 2D6 and get better than 1. Failure means the situation becomes Major and must be rolled as such.

* Major: No chance to escape, you need to fight. If you still have the ship and/or the electrical discharge rods, roll 2D6 and get better than 3. If you fail or if you do not have the ship or the Electrical Discharge Rods, one of your crew is killed (start with the non-player characters)

A Stentor – Massive for the microcosmos, these are like enormous whales sucking up whatever gets too close.

* Inconvenience: You spot it well in advance and are going to need to move a wide path around it.

* Minor: You have it's attention. It's going to be a chase. Roll 2D6 and get better than 2. Failure means the situation becomes Major and must be rolled as such. If you have the Sensory Decoy item still, you can automatically succeed.

* Major: It's way too close. You'll have to avoid being drawn into it! If you still have the ship and/or the Sensory Decoy rods, roll 2D6 and get better than 7. If you fail or if you do not have the ship or the Sensory Decoy, one of your crew is killed (start with the non-player characters)

A Nematode – Large enough to be a problem for individuals, but not a huge issue for the ship.

* Inconvenience: Ugh, they're everywhere. We'll have to go slow not to get them gummed up in the engines.

* Minor: If you are in the ship, you are slowed down, but otherwise fine.

* Major: If the engine sabotage has occurred, you must avoid them as individuals. Everyone rolls 2D6 to avoid trouble. Anyone who rolls 1 is absorbed and killed.

A Bluebottle Fly Larva – Unsettling and surprisingly dangerous given their size.

* Inconvenience: Oh good god is it ugly. Best to avoid it.

* Minor: It attempts to get at you, but as long as you don't mind taking the long way, you can outrun it.

* Major: Unfortunately you've been set upon unexpectedly. If you have the ship, roll 2D6. A 2 means the ship is now non-functional as per the engine sabotage. If you are on foot, roll 1D6 instead. A 1 means a crew member is lost.

Bizarre Life Form – The microcosmos is full of all sorts of peculiar life forms. Make something strange up on the fly.

* Inconvenience: How long is it going to take to make sure we avoid this thing and any of it's siblings?

* Minor: They've seen you! It's going to be a chase. Roll 2D6 and get better than 4. Failure means the situation becomes Major and must be rolled as such.

* Major: No chance to escape, you need to fight. If you still have the ship and/or the electrical discharge rods, roll 2D6 and get 6 or better. If you fail or if you do not have the ship or the Electrical Discharge Rods, one of your crew is killed (start with the non-player characters)

Chaos Cardinensis – The truest of 'blobs', this thing is a horrible danger.

* Inconvenience: It's huge! It will take a ton of extra time to avoid this thing.

* Minor: How in the world did we let it get that close? Roll 2D6. If you roll anything under a 6, you are absorbed. If so, the next round is treated as Major. If you roll 6 or over, you've gotten away.

* Major: Too late. It's already on you and absorbed you before you could get away. Roll 1D6. On a 5 or 6, you've managed to escape out of it again thanks to your equipment.

Sharp Pollen – Jagged balls of thorns. It's no wonder these things irritate people's sinus'.

* Inconvenience: If we take our time, we should be alright. Just don't let any of it too close to you.
* Minor: It's unavoidable. The ship takes some minor damage. If you have the Engineering Kit still, it can be fixed afterward. If not, roll 1D6. On a roll of 1, the ship is damaged enough you can't save it and need to take the 'Engine Failure sabotage. If you already have it, ignore this situation.
* Major: As above, but a roll of 1 or 2 will damage the ship. If you are on foot, a roll of 1 will result in a lost crew member.

Engineering Problem – Something is going wrong with the physical components. Fix it! If the engineering kit is gone, move to the next highest category.

* Inconvenience: At least the damned lights work. Some functionality is going to be an issue, but you fix it if you're willing to take a little time.
* Minor: Roll 2D6. Anything above 4 is success. Failure is a major sabotage.
* Major: If you lack the engineering kit, you fail automatically. If you have it, roll 2d6. A 6 or higher avoids major sabotage by fixing the issue.

Computer Error – Some sort of computer glitch is causing trouble.

* Inconvenience: It's nothing but a hiccup. Some odd quirk that makes things irritating, but you can work around it.
* Minor: If you have the keyboard, Roll 2D6. If you roll a 2, you fail and the computer is no longer working right. If computer error comes up again, treat it as a major sabotage. Without a keyboard, it is automatically moved to major.
* Major: Roll 2D6. If you roll 2, 3, or 4, the situation is treated as a major sabotage. If you lack the keyboard, but this isn't being stepped up from minor, it is an automatic major sabotage.

Difficult Terrain – On this scale, a dust bunny is a nebula. A crack becomes a grand canyon.

* Inconvenience: A floating ship and lev-suits make this a breeze as long as you don't rush yourself.
* Minor: If your ship and suits are sound, you avoid this without an issue. If not, but you still have climbing equipment, it costs you time. If you don't have that either, move to Major.
* Major: Roll 1D6. Any roll but a 6 means you've lost a crew member somehow.

A Crew Member is Injured – Something has happened to cause a person to be injured.

* Inconvenience: The injuries are minor. Hobble on.
* Minor: If you still have the Medical Kit, hobble on. If not, roll 2D6 to try doing something useful. Rolling 2 or 3 means the crew member's injuries were too extreme and they died.
* Major: If you have the Medical Kit, roll 2D6. A 5 or better means the crewman's life is saved, but they may need carried. If you don't have the Medical Kit, they have died.

A Strange Growth – Something is growing on your equipment. Either on the ship hull or on the suits.

* Inconvenience: It needs wiped away from windows from time to time, but isn't really a threat.
* Minor: If allowed to go for too long, it can gum up moving parts and create trouble. When dealing with any other threat, target numbers are raised by 1.
* Major: This stuff is growing out of control. Every other situation is made harder by it. Treat all events hereafter as one category worse.

<Lost Tools List>
> Medical Kit
> Engineering Kit
> Keyboard
> Sensory Decoy

Electric Discharge Rods
Climbing Equipment

Engine Failure – The main ship is no longer functional. You'll need to go on foot in the lev-suits.

Suit Failure – The single best aspect of the lev-suits is that they ensure your mass doesn't sink strait down into anything soft. Sure, levitating is great, but suit failure can be as simple as a single boot no longer working right. Suddenly someone else has to help an individual along lest they be crushed into the earth below.

Log Oxygen – Oxygen is vital. At this size, the oxygen you breath needs to be the shrunk variety. Now that it's low, you have to succeed in the next two rounds or fail entirely.

<Clues>

Computer was hacked
A drop of blood found on a panel
A tool from one area moved to an entirely different area
A few wires have been cut
A piece of equipment was tampered with.
Someone had an unusual conversation.
Someone is acting strangely.
No one realized one of the suspects knew another language.

<Success/Failure>

Success of the group is the failure of the mole.

If there's only one suspect, follow the who-done-it mechanics.

If there are multiple suspects left or the entire group has been eliminated except one player, monologue Mechanics.

<The Who-done-it Ending>

More or less take the clues and the conclusion of who it was to work out some reasonable explanation of what happened and how events played out. Think of the ending of the movie Clue for inspiration here.

<Monologue Ending>

The group failed to root you out before you were able to fully disrupt their mission and ensure their failure. Whatever happened to the others, you've succeeded. Either you escaped or perhaps willingly gone down with the rest. Take a few moments to explain how you did it all. Every suspect player still remaining rolls 2D6. The one with the lowest number is the mole and gets to monologue how they did it. Think Bond-villains for inspiration.