

Schizophrenia

official rules

VERSION 1.2

Olli Etuaho & Lauri Oikari
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Quoted from testing games:

“A young student, dressed in pink overalls steps into the notorious Abdul's Kebab -restaurant and the bottle, which he had found in the street, is smashed upon the stale counter. 'G'day', he recites with a calm australian accent, 'Can I have wrapped kebab with extra beef to go, please?' 'Stick 'em up! This is a robbery!' he adds, yelling. Abdul stands dumbfounded behind the counter, and threatens to call the cops. The hot-tempered student gets angered and strikes - the rest of the bottle finds itself fragmented, gnawing through the students flesh and bone alike. While trying to scurry away the wounded student makes a final attempt to grab the bolted cash register. While turning around our protagonist notices it's the time to interview the anonymous queer-looking jogger...”

The game in brief:

A role playing game, where the players control a person with split personality and try to accomplish tasks. The game requires social skills and creativity from its players.

1. Required equipment

For the game one needs:

- More the 2 players and at least 1 game master (hereon referred to as "GM"). The recommended amount of players is 4-6 and 2 GMs.
- About 40 schizophrenia cards or a regular deck of cards.
- Dice – we recommend standard 20-sided dice.
- Stationery for taking notes for the GMs (the players can also take their own notes if they want to).

2. Setting up

1. The GMs originate the initial setting and the situation the character is in. E.g.

"Your character is a mediocre college student. Location: In bed, single-apartment, Springfield. Time: An ordinary monday's noon. Schedule for the day: Physics at Springfield College at 14:00 (you missed the morning lessons). Possessions: No money whatsoever, bus card, pink overalls, sixpack of beer, and potato mash, which is just starting to grow fangs, in the fridge."

2. The GMs develop the personalities for the character. Each player gets one personality. Each personality is assigned a task it must accomplish and a characteristic. E.g.

- | | |
|--|--------------------------|
| 1. Goal: Collect 200 5 cent coins. | Charasteristic: Pervert |
| 2. Goal: Get into and bail out from an immediate danger. | Charasteristic: Generous |
| 3. Goal: Perform in public with an audience of over a 100. | Charasteristic: Cautious |
| 4. Goal: Steal dirty lingerie from your neighbour. | Charasteristic: Proud |

3. Ready games can be found at the official schizophrenia website.

4. The cards are shuffled and placed face-down near the GMs.

5. The GMs portray the situation the character is in to the players and answer players' questions regarding the character or the scene. The GMs decide who will decide the name of the character.

6. Each player is assigned a personality, which is to be kept a secret from other players.

7. The starting turn to speak is randomly assigned. Use dice for this: the highest roller wins.

3. The flow of the game

The game can take anywhere from a meagre five minutes to several days. On average, the game takes a few hours.

3.1. The idea of the game

The game is a role-playing game. The players control a person with a split personality disorder. The primary goal of the players is to keep the character alive. This might be harder than it seems.

- The players negotiate on each action of the character.
- The character acts, when the players achieve a democratic decision about what the character should do. All the actions of the character, with the exception of speaking, are controlled by democratic decisions.
- Only the player with the turn to speak can use the verbal qualities of the character.
- The turn to speak lasts for one conversation. After that it moves to the next player. It is totally up to the GMs when a conversation starts and ends.
- The dice are utilized when one needs to determine how lucky the player is. E.g: The character falls down the stairs. How badly the player is hurt? Nevertheless, the aim of the game isn't to roll dice as many times as possible. If the GMs can manage without dice, the use of dice should be neglected.

IMPORTANT: At any given moment, a player can call for a private meeting with the GMs (and vice versa).

IMPORTANT: The GM's shouldn't act as the common sense of the character under any circumstances.

3.2. The winner of the game

The winner is decided when one player reaches his/her goal. If multiple goals are reached simultaneously, the player with the highest amount of cards wins or the GMs decide the winner.

3.3. The use of cards

The GMs can give cards to players whenever they want. The cards are taken from the top of the stack of unused cards. Good reasons for giving a card are for example:

- The player is being creative or hilarious.
- The player keeps the game going forward.
- The player plays accordingly to his/her characteristic.
- The player makes the character to act against characteristics of other players.

Repeating the same actions should not be rewarded multiple times. The GMs can also take cards away from the players if they play against their characteristic. The cards can be given with a short delay to help players conceal their characteristic.

One can and should keep his/her cards hidden from co-players.

Using a "vote" card (any black card in a regular deck):

- One can use an unlimited amount of "vote" cards at a time.
- One can freely choose when he uses his cards.
- Each card counts as an additional vote, and it can be used at the player's discretion. If the amount of players is odd, each card counts as 1½ votes.
- The result of a voting can't be immediately changed with another voting. The GMs should be able to judge when the result can be altered.

Using a "speak" card (any red card in a regular deck):

- One can use a speak card whenever the character is engaged in a conversation or the player wants to shout something.
- The player who played the card takes the turn to speak immediately.
- If the player holding the turn to speak has played cards to get it, one must play at least one card more to steal it.
- Playing the "speak" cards moves the turn to speak, doesn't just temporarily steal it. After the person who played the card has speaked, the turn to speak moves to the next person from him/her.

4. GM's department

IMPORTANT: This part is meant only for GMs to read, for it contains some game ideas. The game loses a lot of its interest if the players can easily acquire knowledge of each other's goals.

4.1. Things to remember

- Come up with entertaining events for the players
- Describe the locations and the side characters well enough to make the world lively.
- Give everyone a chance to act accordingly to his/her characteristic and intent.
- Remind
- When designing a game, remember to develop conflicts between the players. This will make the game a whole lot more interesting.

4.2. Examples of goals of players

Close-range goals

- Collect 200 5 cent coins
- Get into and bail out from an immediate danger.
- Perform in public with an audience of over a 100.
- Kill someone.
- Visit the sewers (or some other exotic or revolting place)
- Get a ticket (a fine).

Long-range goals

- Get sued.
- Get a hole in your teeth.
- Go vegetarian for two days.

More goals can be found in the game packs on the official schizophrenia website.

4.3. Examples of characteristics of players

- Artist
- Exquisite hobby
- Collector
- Cruel
- Bohemian
- Pacifist
- Patriot

More usable characteristics can be found in the game packs on the official schizophrenia website.

4.4.Modification propositions

A good game is always easy to modificate, and Schizophrenia is no exception. You are free to make up your own modifications, and if you think you have developed a good one, send it to schizo@hectigo.net. We'd like to get all files in either HTML, RTF, SXW or pure text format. Ideas for single gaming sessions or translations of these rules are also accepted and appreciated. The best will be published on the official website at <http://www.s.hectigo.net>.

4.4.1. Small modifications

- The game world is a fantasy world, a sci-fi world or any other world you see fit. Even the character doesn't necessarily have to be a human.
- The players try to make their goal accomplished by other players.
- Team play (publicly or in secret).
- Different balancing of "vote" cards (one card is worth a half-vote or two votes).
- New kinds of cards, eg. jokers.
- Making up facts about the game set-up and telling them to the players.
- Slight alterations to the laws of physics or other laws of the game world.
- Hallucinations.

4.4.2. Last Man Standing

The character is in psychiatric care, and the psychiatrists are eager to reduce the amount of personalities. The competition amongst minds is tough, so each tries to make the nurses believe in the sanity of the character. The players who do this the best gain voting power, and others will eventually be dropped out from the game by the GMs. The player who resides the longest as a personality wins. Banning players is completely up to the GMs. The players dropped from the game can be used as side characters.

5. To whom should you be grateful

Developers:

Olli Etuaho
Lauri Oikari

Game testers:

Mikko Sillanpää
Niko Pakalén
Pekka Kujansuu
Vesa Ylhäinen
...and other miscellaneous critters

Additional information, modifications and such:

<http://s.hectigo.net>

E-mail:

schizo@hectigo.net