

E. O. D.

A Ribbon Drive Remix





E. O. D.

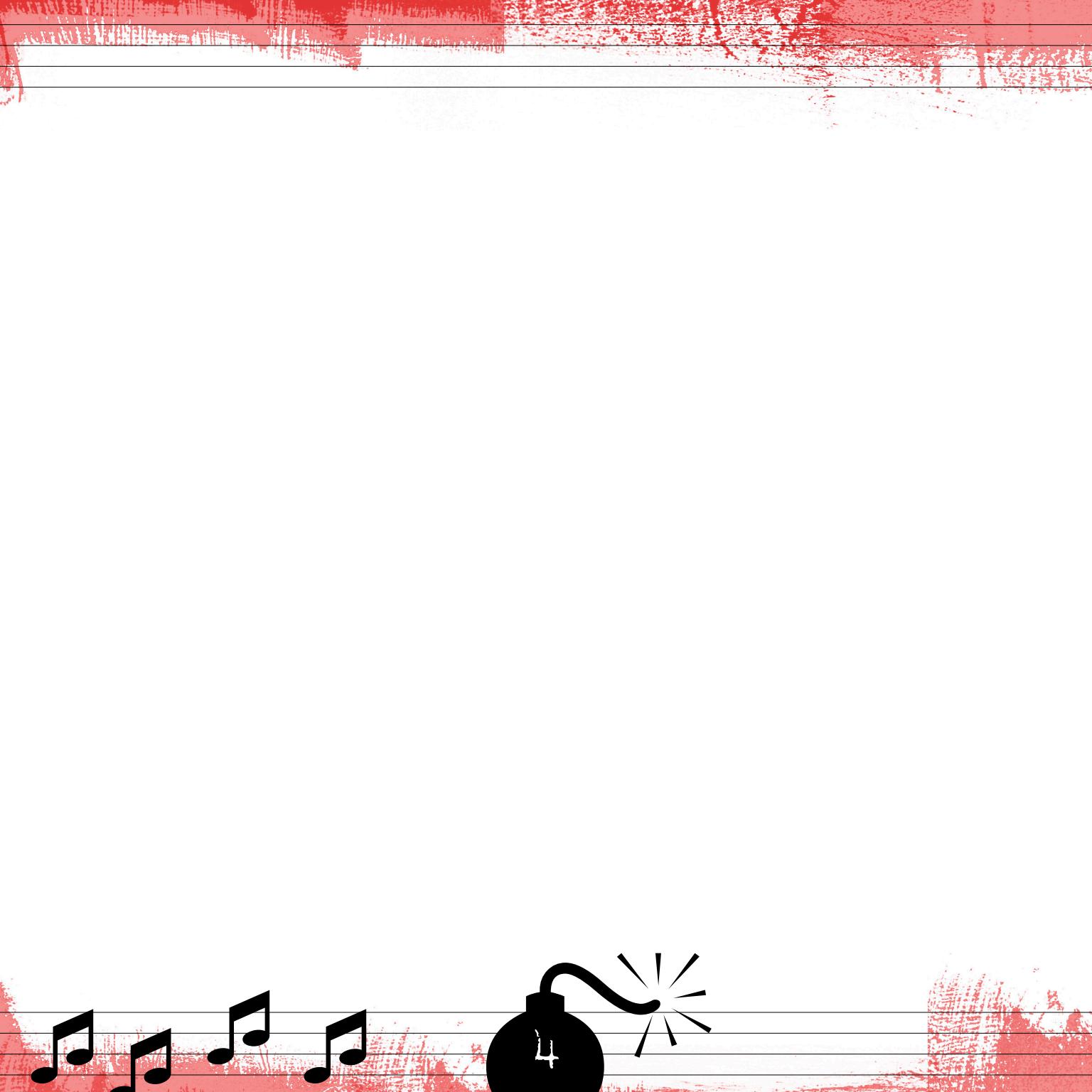
Written by ADHenderson
edited by BlitzCraig



Special Thanks to Joe McDaldno
for writing the original game this one remixes:

Ribbon Drive





T . O . C .

Summaries:

<u>Act1</u>	10 & 12
<u>Act2</u>	15 & 20
<u>Act3</u>	24 & 25

Chapters:

<u>Act1</u>	6
<u>Act2</u>	13
<u>Act3</u>	21



This game is about miserable people exploding out of the job they loathe in an extended magical dance sequence.

Each Player will need:

A Mix CD of music that makes you want to dance

The Group will need:

something to be the DJ Token

2 D10, different colors

The game plays out in three acts. You can probably read the instructions for the Acts out loud as you get to them, passing this book around as you learn how to play. If someone already knows the game, or how to play it, just tell everyone how to do it in your own words.

Act One :

The first act is about Work: what it's like, and why your character hates it there. Whoever suggested playing this game gets the DJ Token first, this means they are the DJ.

To find out about where your characters Work we're going



to answer some questions. First we'll name the job, and pick what it does or makes. Then we'll talk about the little details of the job, things that make it seem real. Finally we'll talk about why this job is making your character really unhappy.

Once we know their Work we'll name the characters.

After naming your character it's time to go outside of work and find out what it's like when they're happy. But for now, let's start with the misery that's eating them up.

Inside

Beginning DJ: name the place where you work. Make it someplace anyone can work at, with room for different types of people to have different kinds of jobs there. Don't make it cool, or interesting. This is a miserable place. There's a Boss here, and none of you are that rank or person. You're here because you think you have no other choice, and you need a paycheck. Just say where it is, what good or service it provides, and what it's called.



Once the business has been named, pass the DJ Coin to the left. The next player gets to answer one of these questions about your Work:

Describe who your Boss is, and why you all hate that person. Does anyone work with that Boss?

How many people work there, lots or just you guys? Do you all work in the same area, or are you in different places throughout a big building?

How busy are you most of the time? Is it crushing work, or are you bored a lot?

Once you've added details about one of these topics, pass the DJ Coin to your left.

Now, beginning with the current DJ, add visceral details about your Work that gives it a sense of real oppression.

The smell of burnt popcorn in the breakroom. The thrum of machinery. The irritating blare of a train-horn as it passes by the factory just outside your window. The frigid cold of the A/C that is always locked so you can't change it.



Describe one of these things, and then pass the DJ Coin to your left. Make sure everyone adds a detail.

Finally, beginning with whoever has the DJ Coin now, go around again picking a position you hold at this Work, and one aspect of it that makes you MISERABLE. Write that on the vertical blank of your Character Sheet - where it says: Destruction.

Your Destruction starts full at 10, all boxes checked off.

Once everyone has an aspect that makes them Miserable, give the coin back to whoever suggested the game.

Now go around and name your Character. A good way to do this is to reintroduce yourself:

“hello, i’m the _____ for _____,
and my name is _____.”



Inside Summary

What you Do:

Take turns describing Work.

First: Name Work, and talk about the Boss, the Co-workers, the job you do and where it's at.

Second: Add visceral details.

Third: explain what makes you Miserable.

Fourth: Name your Character

What you Describe:

The way Work feels oppressive

End by Saying:

“hello, i’m the _____ for _____,
and my name is _____.”



Outside

Beginning again with the first DJ, we're going to talk about your characters life away from Work.

Frame a scene that begins when you arrive wherever you go after the day has been especially crappy. As you describe this place, have people at the table play the other characters you would see there. If it's your favorite bar, have them be the bartender and other regulars. If it's your house, have them be your husband or children. If it's your apartment, have them be roommates or friends. Play these scenes just enough to let us know that there are good people and good things in your life. When you know what that is, write a word or phrase that describes this happiness on the vertical blank where it says: Passion.

Your Passion is empty at the start, with no boxes checked.

Once a player has written down their Passion, they pass the DJ coin to their left. Now that person repeats the after-work process, calling others to play the characters in their life, until everyone knows a few people away from work.



Outside Summary

What you Do:

Take turns describing the places where you're happy.

Pick something about After Work that gives you Joy,
write it down as your Passion.

What you Describe:

A place where you live or spend your time that makes
you happy.

Make it real, give it shape.

[If the DJ asks you to play a side-character in this scene,
come up with a reason why you like this person.]



Act Two: Terpsikhore

Now things are about to change. The first player should take the DJ Coin and begin describing a day at work. Make it suck. Address each persons Misery, lay it on thick. When everyone is sufficiently miserable, something amazing is going to happen.

Terpsikhore appears human, man or woman, maybe in between. This is the muse of song and dance, and your characters salvation from misery.

“Terpsi” is going to show up in a completely mundane way, as a totally expected arrival, in no way out of the ordinary. No one will recognize the muse. But the muse is going to recognize all too immediately what’s going on here.

Terpsi is going to pick someone. Whoever Terpsi picks is the target of sudden, transcendent inspiration and bliss. Which is going to manifest as awesome music and dancing. Whoever you are, when Terpsi inspires you, your feet become magic and your body becomes blessed.



Whoever introduces Terpsi is going to tell us what the muse looks like, acts like, and how the world bends in this deities presence. This doesn't mean Terpsi is set in stone. The next player to have the DJ Coin can change the description of the muse to whatever they need, to fit the music they're going to play, or whatever inspiration they're going to dole out. Terpsi is metaphysical, for sure, and that's going to loosen this story up immensely.

Begin this scene by targeting a player's character. The person holding the DJ Coin is going to play Terpsi until they give it up. Whoever is the DJ is playing Terpsi, if you are playing Terpsi you cannot target your own character.

The Muse will approach the target, maybe flirtatiously, maybe like a child, maybe a bit on the crazy side. Explain how the miserable sounds they've heard over and over again from the first day they set foot in this job begin to change. How they begin to sound like music.

And then Terpsi is going to start to dance, and they're going to join in, as if it was all planned out.



Terpsikhores Arrival Summary

What you Do:

DJ - play a song from your Mix CD.

Point at a person, this is Terpsi targetting them.

What you Describe:

What Terpsi looks and acts like.

How Terpsi makes the droll sounds of Work slowly turn into music.

To Target Someone, Say:

“Whenever you feel like it, stand up and bust a move.”



DANCING

When you describe your character Busting a Move you roll 2 d10. The greater the difference between them, the greater the affect of Terpsi's magic.

If the Red Dice rolls higher than the Black Dice, your *Passion* Increases. (check off a box)

Describe: How you look way awesomer than anyone could have ever expected. You dance like a pro, like a gifted student, like a smokey liquid wonder.

If the Black Dice rolls higher than the Red Dice, your *Destruction* Decreases. (uncheck a box)

Describe: How your dancing manages to utterly break or destroy some banal device or centerpiece to your Work. As this happens **EVERYONE** feels a bit of glee, seeing their prison start to crack and crumble.



If the Black and Red Dice Tie - Increase your *Passion*, and Decrease your *Destruction*.

Describe: How you dance like an all-star AND manage to destroy some kind of company property quite thoroughly.

Your Destruction represents your emotional dilapidation and slow demise. It's your anger at the situation you're in, even though you know it's your own fault. It's your frustration with the shittyness of Shitzville, and the fact that you've been denying it for too long. It's your screaming need to see the place you work be something that *just doesn't suck*.

When your Destruction is gone, you aren't angry anymore. You forgive Work for whatever it's done to you. And you suddenly realize it's not as bad as you thought.

Your Passion is what's secretly driving you to understand the things that make you really happy. It's the addiction you have to someone you love in the cubicle next to you, or your impossible appreciation for the assistant manager's genuine



loyalty. But it's primarily the connection you have to all those After Work things - your spouse, your friends, your family and your plans.

When your Passion reaches 10 you have an epiphany. In all this bliss you suddenly change your priorities, or make a hard choice, or confess how you really feel to someone very special that's right there. Terpsi is smiling.

MUSIC

Whoever has the DJ Coin plays their Mix CD. They can play any track on it, choosing to flavor the scene as they see fit. While they play Terpsi they can play their own character as well, but they can't roll to Dance. If you want to get rid of the DJ Coin to dance on your own, ask someone else to take it and switch to their Mix CD.

While you play Terpsi, describe what the muse looks like and how Work responds. Every time you pass the DJ Coin, step it up a notch, make the party start to go crazy. Have other co-workers joining in. Tear out the walls, smash the



machines, color the lights, explode the windows. Light fires in people and on the carpet.

You can Pass the DJ Coin whenever the group wants to. Respect other peoples music - don't just ask to switch the coin because you don't like a song. If someone brought it here to be played, they wanted you to listen to it with them. Take this chance to be thankful for that.

When to pass the DJ Coin

- * when someone has a cool song they want to play after the one you're playing now.
- * when someone has played Terpsi too long and needs to Dance, or else they'll never get an epiphany or serenity.
- * when someone has a cool idea for playing Terpsi!
- * when you want to see someone else play Terpsi!



Dance Scene Summary

What you Do:

Roll 2 D10 - to flavor your dance moves as Passion (red over back) or Destruction (black over red).

What you Describe:

With Passion - how awesome you dance, who joins you, and what it feels like to behold.

With Destruction - doesn't matter how good you look, everyone is cheering because you just trashed the fax machine or something.

When to Pass the DJ Token

- * when someone has a cool song they want to play after the one you're playing now.
- * when someone has played Terpsi too long and needs to Dance, or else they'll never get an epiphany or serenity.
- * when someone has a cool idea for playing Terpsi!
- * when you want to see someone else play Terpsi!



Act Three:

At some point this thing is going to snowball too much, and the cops are going to be called. Act Three happens as soon as the Cops Arrive. This is triggered by your Passions and Destinations coming to an end.

When all players have either 1) maxed out their Passion, or 2) erased all their Destruction, the Dance Party is over, and the Cops are called. You might do both, but you have to do at least one for the game to reach Act Three.

Most likely the cops were called by the Boss. Maybe this jerk just showed up and reacted quite surprised, maybe even negatively. Of course it could be that the Boss has been with you the whole time, dancing just like everyone else. Let that emerge from the game as it's played. You don't need to know who called the Cops. Just that they showed up.



Epilogues

If you erased all your Destruction, you don't leave in time, and the Cops arrest you. But it's fine, Terpsi has a lot of connections and you're released before you know it.

If you maxed out your Passion, your epiphany happens now, and you immediately escape to act on what you've learned, going straight to the person or thing that makes you really happy. What does your character do, now that they're happy, and free from the oppression of Work?

If you have both 0 Destruction and 10 Passion, you escape with Terpsi, laughing all the way. Your passions and the fate of Work can wait for another day. You're off to dance a new party into existence, and free more people.

If you want, someone can roll for the Boss' epilogue. Roll 2 d10. If Black is higher than Red, the jerk was ejected from the party in some kind of comical and humiliating way that results in their leaving Work forever. If Red is higher than



Black the Boss has joined you at some point in the party and you never even knew it till now. If the dice tie, the Boss leaves with Terpsi.

Go around the group, starting with whoever has the DJ Coin. Frame a scene where you go to your Passion and confess your intentions. Or a scene where you and other co-workers are singing and maybe even dancing still, in a jail cell, right before the cops release you with no penalty.

Once you get back to the person who started, go around again, one last time, talking about the next day at work. Who's there? Who's gone? Tell us why everyone is happy now, and how work doesn't suck nearly so much. (and if you utterly destroyed your Work, where are you working now?)



Act Three Summaries

(The Party Ends)

What you Do:

If you're the last person to max out your Passion or erase all your Destruction, announce the sound of sirens approaching the building.

What you Describe:

How all the co-workers react.

What Work now looks like.

Is the Boss there?



(Epilogues)

What you Do:

Choose an epilogue based on your maxed Passion or empty Destruction.

What you Describe:

Where you ended up after the cops arrived.

What it's like the next morning, as you go back into work happy.

At some point Say:

“The end!”

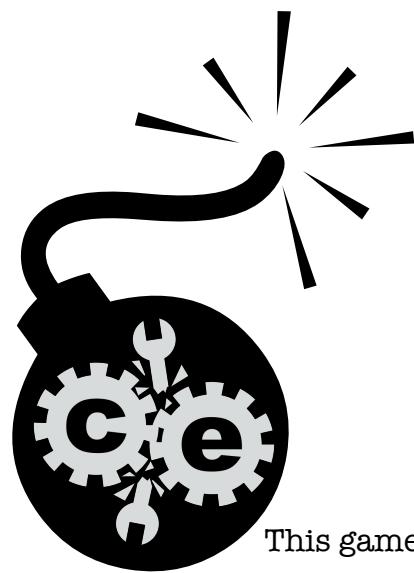


For the best co-workers i've ever had:

Sarah & Sean
Derek "Ramon" Kirk
Joe-joe and Jimbo
the Legg Bros
B-Ball, Courtney and McLovin
Wade and K-bomb
Stu
Mrs. Davis
Fast Eddie and Brandon Benson
Geoff







This game has been a Calculated Error