

This might be a game about assassins who are psychic.

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THIS MIGHT BE A GAME

Remote viewing -- a bland term for a silly concept: that gifted individuals can 'see' events happening at a distance and influence those events through force of will alone. Well, most think psychic powers are silly. But some take psychic powers quite seriously indeed. Some of the latter might be members of your gaming group. For them, tonight's activities are literally playing with fire.

Try not to get burned. Also, you might ask yourself why they agreed to participate.

Before the session begins, choose one of your number to be the narrator, called "guide" for the remainder of this text. The rest will be the remote viewers, called "psychics" for the remainder of this text.

CLOSE YOUR EYES

The room must be dimly lit, quiet (or, at least, calm). The guide invites the psychics to make themselves comfortable, to sit or lie wherever they wish, then asks them to close their eyes. The guide reads the following text, *"Whether you believe it or not, you psychics have come together to collectively make the world a better place. Tonight, you look for a person who will do great harm. When you find them, you will **stop** them -- by whatever means necessary. Please, close your eyes. Picture your mind as the surface of a sea, vast, strong, and deep."*

Speaking always in a calm, even tone, the guide explains that the psychics must relax, keep their eyes closed, and not talk until the guide says. Also, that the guide will be asking them questions, which they may answer by raising their hand in one of three signals.

Raise one finger -- "Yes/I see it/I am there/I know"

Raise a fist -- "No/I don't see it/I'm blocked/I don't know"

Raise an open hand, fingers spread -- "I forbid it/VETO"

THE HUNT

The psychics hunt the target by sorting through fleeting mental impressions until unity is achieved. This might resemble nothing so much as a game of Twenty Questions, with the guide asking "Do you see someone with blonde hair?" "Do you see a man?" and so on, but more elaborate questions are allowed.

At each question, the psychics vote, either in the spirit of the game, or because they genuinely ARE seeing a man in their visions. Wouldn't *you* like to know?

Votes are by majority rule. In the event of a tie, the guide chooses. Exception: each psychic is permitted one veto in the course of the evening. This makes the vote an automatic 'no'.

The guide makes a note of the latest piece of information, and adds it to the narrative, with minimal elaboration. AT NO POINT MAY THE GUIDE REVEAL WHO VOTED FOR WHAT.

Exemplia Gratia

"Do you see a man?" (three yes, two no = YES)

"You see a man. Is he young?" (two yes, three no = NO)

"You see an old man, still employed. Is he a professional?"(five no = NO)

"You see an older man, possibly a plumber or electrician. His hands are stained."
(four yes, one no = YES)

"An old plumber, living in a major city. He's working tonight, that's why his hands are stained." (four yes, one no = YES)

"You see a plumber. Working tonight, halfway through his job. Are there any children in the apartment?" (four yes, one veto = NO)

"No children, but there is a tired housewife, waiting for him to finish. He's going to do something to her." (three yes, two no = YES)

THE AIM

At the guide's discretion, but no more than an hour into the session, he or she may call for the kill. At that point, the psychics have discovered or invented enough detail to "zero in on their target". The form may be as simple as asking one last question: "Do we have our target?"

At that point, the guide explains that they need to take over the target and make him or her self-destruct.

THE KILL

One final session of questions will work out or reveal the pointlessly self-destructive behavior needed to abort the night's intended evil. The target may commit suicide, or commit a stupid minor crime and be arrested, or simply drink enough to pass out, harmless to everything but his or her own liver.

The guide thanks the psychics for their service to humanity, and invites them to open their eyes, but to move slowly and carefully for a few moments, as they may experience dizziness or move clumsily.

IT WAS ALL JUST A DREAM

It can take a while for psychic powers to kick in. Wait a decent interval -- at a minimum, until midnight. As soon as the clock strikes 12, the guide and/or the psychics are invited to Google any of the terms that became part of the narrative. Perhaps someone very much like the target did something very much like the pointlessly self-destructive thing.

Perhaps not.

This *is* only a game, after all.