

shaken, not stirred

A Game of Comedy, Espionage, and Blunt Head Trauma

(Little Game Chef 2010 Version)

You're a quiet, single guy or girl with unassuming tastes. For the past several years you have taken your annual summer holiday by yourself at Pecan Lodge on Quail Bay, a modest but comfortable beach-side resort along the Georgia coast. You enjoy partaking of the seafood at the Red Lobster next door, drinking thin G&Ts at the hotel bar, taking moonlit strolls along the beach, and wading up to your knees in the tepid waters of the western Atlantic.

But this year, it has decided to rain non-stop. You find yourself cooped up in your room with nothing to do but stare out the window at the drizzle and read a moth-eaten paperback copy of Goldfinger that somebody left in the hotel sauna.

Those old Bond novels are actually kind of fun. You've just reached the point at which the first corpse is uncovered when you decide to call down to room service for a nice salad. You get up out of your wicker chair, take a few steps toward the phone, and step on your abandoned pair of beach sandals. In the nasty spill that follows, you hit your head on a dresser and are rendered unconscious.

When you awake a few minutes later, you find to your surprise that you are no longer whoever you formerly thought you were. The heavy concussion you've experienced has succeeded in persuading you that you're actually James Bond! And you have a vital mission to fulfill at this seemingly placid American hotel. So slip out of your reverie, 007 - there's no time to lose!

shaken, not stirred is a storytelling game for two players. One player takes on the role of the game's protagonist, a recently concussed vacationer who temporarily (one hopes) believes himself to be James Bond. The other player plays the universe - or, more specifically, all of the people and items the protagonist interacts with as he tries to fulfill a vital mission for Her Majesty's Secret Service.

To play this game, you need:

- these rules
- two six-sided dice
- forty-five counters (beads, gaming stones, grains of rice, or whatever)
- a pencil and paper
- a friend with a sense of humor
- a stopwatch (optional)

Setup:

The player who is playing the game's protagonist gets twenty-five tokens; the player playing the universe gets twenty.

The protagonist player determines the nature of his Bond-like mission by rolling a d6 three times, and checking his results against the game's Mission Table (see Appendix One). He should write his mission down in the form of a single sentence. The player can re-roll any one of these mission components if he wants, but no more than one per game. He shows the universe player the description of his mission.

The universe player determines the five encounters that game's protagonist will undergo while in his delusional state by rolling two d6s a total of ten times, each time checking his results against the game's Encounter Table (see Appendix Two). That player can re-roll an encounter if and only if his rolls generate the same character/location pair more than once. He should write down these encounters in the order that he wants them to occur once the game begins. He does not show what he has written to the protagonist player all at once, but instead reveals this information piecemeal throughout the course of the game.

Set the stopwatch for five minutes. (optional)

One game of *shaken, not stirred* consists of a total of five Encounters, followed by a Finale. All of the game's action takes place inside and around the fictional grounds of the Pecan Lodge Hotel, on Quail Bay, GA.

For each Encounter:

The universe player begins by telling the protagonist player whom he is going to meet next, and where.

Each player writes down a number between one and the total of counters that he still has in his stash. This is the player's bid to determine how the encounter will end. The protagonist player wants the scene to end with his character receiving some sort of indication that his mission is proceeding successfully. The universe player wants the scene to end with the protagonist receiving some sort of indication that the mission is proceeding badly.

The Universe player starts the stopwatch, and both players begin to act out the encounter.

At some point before three minutes have passed, without breaking out of character, the protagonist player reveals his bid. The universe player reveals his own bid in response. Whoever has bid the most surrenders the required number of tokens to a central cache.

The players act out the rest of the encounter. The Universe player must bring the scene to the type of end determined by their bidding contest. If a stopwatch is being used, then he must accomplish this before time runs out. Reset the stopwatch to five minutes again for the next encounter.

The Finale:

After the fifth and final encounter, add up the number of tokens that remain in each player's stash. The player with the most tokens left over has the privilege of narrating a short scene in which the protagonist somehow or other manages to recall who he really is. Perhaps he completes his secret mission for Her Majesty! Or perhaps he just gets another bump on the head.

Tips for Gameplay:

The protagonist player should always remember that his character is entirely, 100% convinced that he is really James Bond. No amount of recalcitrant evidence will convince him otherwise before the game's Finale. This player will also usually be responsible for the transitions between encounters. For example, if at the start of an encounter at the shuffleboard courts, his character is under the impression that he is being chased by angry bulls, he should say something like "those long metal spears being held by those senior citizens look like they might be useful for bull-goring!"

The universe player should try to make the protagonist's experiences seem as little like a spy adventure as possible. But whenever the protagonist player wins a bidding contest, the universe player should also provide some easily recognizable prompt that allows the protagonist to think that his mission is proceeding apace. For example, if the protagonist is walking along the beach while trying (so he believes) to break into Fort Knox, the person he encounters there might say something like "I saw a kid back a ways who was digging a really deep tunnel in the sand."

Variations:

Those who are so aesthetically blinkered as to lack an appetite for endless stories and games about the legendary 007 should consider substituting *Pride and Prejudice* and Elizabeth Bennett, *The Hobbit* and Bilbo Baggins, or *The Story of O* and O for *Goldfinger* and Bond. You'll have to come up with your own Mission Table (or perhaps a Romance Table, a Dragon-Slaying Table or a Self-Objectification Table), but everything else in the game should more or less survive the translation.

Appendix One: Mission Table

YOU MUST

- 1 - retrieve the stolen microfilm
- 2 - rescue Her Majesty
- 3 - reclaim the Hope Diamond
- 4 - remove a ticking time bomb
- 5 - abduct the Princess of Monaco
- 6 - recover your lost libido

FROM

- 1 - a secret underground chamber
- 2 - an enigmatic Arab millionaire
- 3 - The Moon
- 4 - Fort Knox
- 5 - an antique desk somewhere in Buckingham Palace
- 6 - the tuxedo you left at the Laundromat

WHILE AVOIDING

- 1 - torture at the hands of an enraged villain!
- 2 - a nuclear holocaust!
- 3 - a stampede of angry Mexican bulls!
- 4 - a bullet with your name on it!
- 5 - a volcanic eruption!
- 6 - senility and disillusionment!

NB: Remember, you can re-roll any one of these mission components if you want -
but *no more than one!*

Appendix Two: Encounter Table

YOU MEET

- 2 - a real British spy on a secret mission.
- 3 - a man dressed as a giant lobster.
- 4 - a guy you know from work.
- 5 - a woman walking five dogs.
- 6 - a lifeguard.
- 7 - your old high school boyfriend/girlfriend.
- 8 - the hotel bartender.
- 9 - an inquisitive six-year-old.
- 10 - a wandering drunk.
- 11 - a famous Hollywood playboy.
- 12 - Jimmy Carter.

LOCATION:

- 2 - inside a ventilation shaft.
- 3 - inside a stranger's hotel room.
- 4 - on the indoor shuffleboard courts.
- 5 - in the basement furnace room.
- 6 - beside the hotel pool.
- 7 - on the beach.
- 8 - in the hotel bar.
- 9 - in the front lobby.
- 10 - at the *Red Lobster* across the street.
- 11 - under the bed in your room.
- 12 - floating out to sea.

NB: Remember, you can re-roll any one of these encounters *if and only if* you generate the same character/location pair more than once!