

Little Game Chief Competition June 2010

THE BIG TUNA – A COMEDY

“The Big Tuna” is a comedy game about love, greed and meeting the parents in a small southern town.

Number of Players: 2 to 8

Duration: 2 hours

Complexity: Moderate

SCENARIO OPENER

Max Tuna sits at the bar with a blank look on his face. His pal Bubba is hitting on the bar tender when the most beautiful girl the Big Tuna has ever seen walks into the place. She looks around and then comes up to the bar and starts talking to Max. He can't believe his luck! They hit it off and soon she invites him to her father's cook out next week. She then sees who she came in to visit and goes over to them. Max just stares like the dumb ox he is.

“Hey Max” says Poindexter. “Come over here. I've got a job I want to talk to you about. We will be breaking into a house as waiters at a party...”

Dexter tells Max the details. “So are you in?” “Duh... sure. Is Bubba coming?” “We can't do it without him.” “Then yeah. Whose house are we hitting?” Dexter looks across the room at Max's new girl friend and says “Her house.”

The action now shifts to a week later with Max coming up the drive way to the home of Big Daddy Wampum.

THE PLAYERS

This is a GMless game where all but one of the players are Max Tuna. To be more precise they are all part of the Big Tuna's Brain. The other player is the bad guy and represents everyone else. The game consists of the players running Tuna through a series of acts. They get to say how he deals with the challenges put forward by the script and the bad guy.

The goal of the game is comedy which should grow out of the conflicts in Max Tuna's mind. Each player champions on aspect of the spies psyche.

THE BIG TUNA'S PSYCHE

Damn that girl is fine! (Lust)

She'll never go for me. (Self doubt – low self esteem)

Man! I'm broke. (Poverty)

Wampum is loaded. He won't even miss what we take. (Rationalization)

Dexter will turn me in if I don't go along with this. (Fear)

I think she really likes me. (Hope)

I can't let Dex do this. It just isn't right. (Moral Compass)

THE CHARACTERS

Poindexter “Dex” – the Master Mind

Bubba – The Clueless Friend

Old Max Wampum – The Mark

Missy Wampum – The Girl

Ben – Mr. Wampum’s Major Domo

Sissy Wampum – Missy’s identical cousin (Think Patty Duke) who is a slut

Sheriff McFee – The corrupt lawman

The Guest – A crowd of many people you can hide in

THE SCRIPT

The game is played in a number of acts. There may be several scenes per act, it is up to the players. The script is only a guide line to take the players through a romantic farce without any pre-game prep.

ACT ONE

Tuna meets Missy on the driveway as Poindexter and Bubba come in with a catering truck.

ACT TWO

Tuna meets Old Man Wampum.

ACT THREE

Sissy makes a play for Tuna.

ACT FOUR

Poindexter corners Tuna to get the burglary going.

ACT FIVE

Ben has a little talk with Tuna.

ACT SIX

A Missy/Sissy collision.

ACT SEVEN

The crime.

ACT EIGHT

The big fight and self destruct sequence.

ACT NINE

Tuna and the girl at the end... or is it the beginning?

HOW THE GAME IS PLAYED

The oldest player in the game is the host. Their job is to keep things moving and make certain everyone is comfortable. They pick which player begins the turn.

Each turn starts with movement. The bad guy decides which of their players are present at the start of the scene. Other players may be added to the act by the scenes the players describe.

The player picked to start looks at the script and what has happened before to find inspiration. They then make up a scene. They say who does what and what happens. What this is is what Tuna is imagining will happen when he goes into action. The bad guy sets the number the player has to roll on 2d6. This is the “reasonableness” test. If the bad guy likes it he can give it a better chance if he doesn’t he can give it a harder roll. The player rolls. If they roll the target number or higher their action has a chance to happen.

Go around the table. Each player now gets to add to the scene, contradict it or tell us what is happening elsewhere. The bad guy sets a number for each player and they roll as soon as they are done talking. This creates a set of scenes that have a chance to happen.

The Tunas then decide if they want all the action to happen. If they can't agree on that then each player rolls 2d6 again. The high roller is made the decider for that turn. They decide which scenes happen and which don't.

After the Tunas are done the bad guy restates the turn stringing all the actions together. This is important because players may say that contradictory things happen. For example: If one player says that Tuna gets the girl and another says that the girl falls for Bubba, the bad guy strings them together so Tuna first gets the girl and then she falls for Bubba. The restating of the turn is when players get to see the comedy they created. This ends the turn.

The bad guy can move the game on to the next act or continue developing the present act. They get to make up a complication to the plot. The bad guy does this by looking at the last turn and making up a complication that would naturally follow from what just happened. They can also add in or remove their characters from the scene.

An act can include as many scenes as the bad guy likes but it is good to keep things moving so it is recommended to do no more than three rounds though one may be completely sufficient.

ENDING THE GAME

Once the players have finished the last act the game ends. One of the good guys will win the game. This is not based on Tuna winning. It is assumed that Tuna will win – There are seven players working to make that happen! No, victory is based on who was the most entertaining. The bad guy is the sole judge. They pick the winner. Of course players may make their cases for victory before judgment is passed.

The End

Jason – here is the game I wrote before I saw your rule against James Bond games. I'm not submitting it for judging just to show my thought process and how I adapted the game to the presented game.

BOND'S BRAIN – A COMEDY

The following game is intended to find comedy in the brain of James Bond. It follows 007 on a mission to Casino Royal where he is up against the notorious gun runner "The Big Tuna".

Number of players: 2 to 8

Duration: 2 hours

Complexity: Moderate

SCENARIO OPENER

"Come in 007. Have a seat. Good... Sherry? No? Well let's get down to it. What do you know about Max Tuna?" says M.
"Max Tuna, aka "The Big Tuna" is a gun runner specializing in moving Russian weapons to the Middle East. He's been implicated in supplying the worst of the worst. So far nothing has stuck but I understand Interpol has a few hooks in him. What's your angle?"

"Enough with the fishing puns Mr. Bond. We have word that Mr. Tuna is about to do the biggest deal of his life at the Casino Royal in Monte Carlo. We want you there to find out who the buyer is and if possible to disrupt the deal."

"So I'm on a fishing expedition?"

"If you insist. But keep you pole in your pants!"

THE PLAYERS

This is a GMless game where all but one of the players are James Bond. To be more precise they are all part of Bond's Brain. The other player represents the bad guys. The game consists of the players running Bond through a series of acts. They get to say how Bond deals with the challenges put forward by the script and the bad guy.

The goal of the game is comedy which should grow out of the conflicts in 007's mind. Each player champions on aspect of the spies psyche.

007 PSYCHE

Cool under pressure

Always gets the girl

Dry sense of humor

Trivia

Show off

Gadgets

Violence – the old stand by

The bad guy has a set cast of characters to pull from to get in Bond's way. The one player controls all these characters but also stands in for Q in the first scene.

Max Tuna – Notorious Gun Runner

Musthavea Kalashnikov – The terrorist buyer.

Fatima Blush – My favorite Bond girl baddie.

Easy Penny – Bond's local female contact/MI agent.

Kurt Heavymann – The beefy body guard of Tuna. Looks like a Nazi.

Q – In this case played by John Cleese (Never say never again) – First scene only.

You will note that the bad guy controls two good guys (Easy Penny and Q) this allows them to throw wrenches into Bond's plans (hopefully to humorous effect).

THE SCRIPT

The game is played in a number of acts. There may be several scenes per act, it is up to the players. The script is only a guide line to take the players through a typical Bond story without any pre-game prep.

ACT ONE

Bond visits Q and is outfitted with gear.

ACT TWO

Bond's arrival at the Casino Royal.

ACT THREE

Bond meets the Big Tuna.

ACT FOUR

Seduction.

ACT FIVE

Bond finds the guns and what is going on but gets captured.

ACT SIX

Exposition. Tuna tells Bond everything and puts him in a death trap.

ACT SEVEN

Dramatic escape.

ACT EIGHT

The big fight and self destruct sequence.

ACT NINE

Bond and the girl at the end... or is it the beginning?

HOW THE GAME IS PLAYED

The oldest player in the game is the host. Their job is to keep things moving and make certain everyone is comfortable. They pick which player begins the turn.

Each turn starts with movement. The bad guy decides which of their players are present at the start of the scene. Other players may be added to the act by the scenes the players describe.

The player picked to start looks at the script and what has happened before to find inspiration. They then make up a scene. They say who does what and what happens. What this is is what Bond is imagining will happen when he goes into action. The bad guy sets the number the player has to roll on 2d6. This is the "reasonableness" test. If the bad guy likes it he can give it a better chance if he doesn't he can give it a harder roll. The player rolls. If they roll the target number or higher their action has a chance to happen.

Go around the table. Each player now gets to add to the scene, contradict it or tell us what is happening elsewhere. The bad guy sets a number for each player and they roll as soon as they are done talking. This creates a set of scenes that have a chance to happen.

The good guys then decide if they want all the action to happen. If they can't agree on that then each player rolls 2d6 again. The high roller is made the editor for that turn. They decide which scenes happen and which don't.

After the good guys are done the bad guy restates the turn stringing all the actions together. This is important because players may say that contradictory things happen. For example: If one player says that Bond gets the girl and another says that the girl dies of a poison spider bite, the bad guy strings them together so Bond first gets the girl and then she is bitten. The restating of the turn is when players get to see the comedy they created. This ends the turn.

The bad guy can move the game on to the next act or continue developing the present act. They get to make up a complication to the plot. The bad guy does this by looking at the last turn and making up a complication that would naturally follow from what just happened. They can also add in or remove their characters from the scene.

An act can include as many scenes as the bad guy likes but it is good to keep things moving so it is recommended to do no more than three rounds though one may be completely sufficient.

ENDING THE GAME

One the players have finished the last act the game ends. One of the good guys will win the game. This is not based on Bond winning. It is assumed that Bond will win – he always wins! No, victory is based on who was the most entertaining. The bad guy is the sole judge. They pick the winner. Of course players may make their cases from victory before judgment is passed.

ON COMEDY

The players are responsible for making the game funny. One way to do this is to view the other parts of Bond's brain as your opponents. You are all vying for control of 007. You may do this by working together or you can compete and try to mess over other parts of Bond's psyche. Set Bond up to have to act more like the aspect that you champion rather than always playing nice. Remember it's the bad guy that you need to impress. You need to be outrageous but at the same time not go too far. If the bad guy thinks you are being silly he will give you a poor roll in the reasonableness test.

What is funny? That is harder to tell. Bond always makes bad double entendres. Of course bad pick up lines and bellicose threats are standard fare as well. Pithy quips and combat descriptions like something out of a Jackie Chan movie also work. It has been said that comedy is the act of behaving badly and getting away with it. It is doing the unexpected. It has something to do with bodily functions, repetitions (events happen in threes) and funny words, banana for instance. Bond be afraid to look foolish. Bond is cool because he doesn't mind looking dumb. I think of Roger Moore holding the fish out his car window as he drove his car ashore from the Mediterranean with a smelly fish look on his face. Moore definitely laughed at himself.

One place the comedy in this game can come from is that all the action is happening inside Bond's head. These are all his imaginings of how he will handle situations. There is the interplay of his id and ego. The bad guy literally doesn't make things happen. All they do is set up situations and follow natural consequences. It is Bond's brain that makes the story move.

REPLAY VALUE

Potentially the same script can be used again and again with very different games resulting but any of the players can also make up a new script by writing down a series of acts that plot action through a story. It is easy to do.