

The Entropy Game

By *LordPapyrus_420*

Phase 1

1.0 At least two players enter the *Battlefield*, which is the game-playing area wherein the players of the game are about to play it. **1.1** One of the players designates themselves as *The Coordinator Of Entropy* by stating thus as loudly as is necessary. **1.2** If any of the other players deems that the *Now-Coordinator Of Entropy* has not stated their claim to that *Office* as loudly as necessary, ie they believe that it is necessary to state that claim louder, they may then do so, which indicates that they, the second claim-stating player, have become the *Now-Coordinator Of Entropy*. **1.3** If either the *Now-Past-Coordinator Of Entropy* or any other player believes that the claim has not been stated loudly enough, they can state so again, in accordance with rule 1.2.

Phase 2

2.0 *The Coordinator Of Entropy* (aka the *Now-Coordinator Of Entropy*) selects another player and uses this ritual phrase to *Incite* an *Encounter*: “Go on, think of something nice! And say it!” **2.1** The player who has been *Incited* must respond by thinking of something nice, perhaps from their life or the life they wish to lead, and then saying it aloud. This is what is meant by “Go on, think of something nice! And say it!” **2.2** *The Coordinator Of Entropy* moves the *Encounter* into the second *Step* by looking *The Nice-Thinking Player* in the eye and describing a straight-forward, obvious way that that nice thing would stop being nice. **2.3** Make the obvious description the inevitable one, such as death, or a thing breaking, or rotting. **2.4** Don't make it grisly or descriptive, just say “...dies” or “...breaks” or whatever is most appropriate. **2.5** *The Nice-Thinking Player* must then imagine that happening to that thing. **2.6** The player who is *The Nice-Thinking Player* then loses the *Office* of *The Nice-Thinking Player*, though they can regain it if *The Coordinator Of Entropy* uses rule 2.0 on them again.

Phase 3

3.0 If a *Non-Coordinator Of Entropy* player wishes to take over the *Office* of *The Coordinator Of Entropy*, they may do so now by loudly stating their claim, as in rule 1.1. **3.1** All of the rules from Phase 1 are present in Phase 3 except for rule 1.0, which has already been accounted for. **3.2** If no *Non-Coordinator Of Entropy* players wish to claim the *Office* of *The Coordinator Of Entropy*, then Phase 3 may be passed over.

Phase 4

4.0 Every Phase 4 is the same as Phase 2, with the following additions: **4.1** If a player, including but not limited to *The Coordinator Of Entropy* and the *Now-Past-Coordinator Of Entropy* and the *Past-Nice-Thinking Player* would like to be done playing the game, they may end the game by using the ritual phrase “Entropy has got to stop!” **4.2** If that phrase is used, then gameplay ceases immediately, and no player may use any game terms or *Incite* one another or start *Encounters* or claim any *Offices*. **4.3** The game can only be re-instated after a year. **4.4** If no players use that ritual phrase, then the game continues, even in spaces of silence.

Phase 5

5.0 Same as Phase 3, except it comes after Phase 4 and also the following: **5.1** After Phase 5, repeat Phase 4, and then continue on to Phase 5 again, unless a player uses rule 4.1

Section 6: Contingency

6.0 If *The Coordinator Of Entropy* thinks that *The Nice-Thinking Player* has not thought of a nice thing and said it, but has instead thought of a not-nice, bad, crummy, or hated thing and said it instead, then *The Coordinator Of Entropy* may use the ritual phrase “*You Be Trollin'!*” **6.1** When this ritual phrase is used, both *The Coordinator Of Entropy* and *The Nice-Thinking Player* immediately get down on the ground and plank as long and hard as they can, which is to say, lay prone with their faces down, body stiff and unmoving with the arms close to the torso and the legs together. **6.2** In doing so, each abandons their *Office* and takes on the *Office of Future Champion*. **6.3** When a *Future Champion* stops planking, they lose that *Office*. **6.4** When there is only one *Future Champion* left, as they lose that *Office* they gain an immaterial in-game *Excellence Badge* to wear on their shirt or coat. **6.5** While *Future Champions* are in the midst of a plank-off, any *non-Future Champion* player may optionally begin a new Phase 3, except that rule 3.2 will not apply.

Credits

This game written on Friday the 13th of April, 2012.

For Gamechef 2012, baby!

Ingredients: Coyote, Mimic, Misspent Youth: A Game of Juvenile Delinquency and Being Awesome <http://indie-rpgs.com/archive/index.php?topic=21112.0> , A Dice-heavy gamist romp <http://indie-rpgs.com/archive/index.php?topic=1600.0>

Playtested once, by Cole.

Obviously this game owes gratitude to Reality.

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