

DOCEAN

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IN A NUTSHELL

YOUR SURVIVOR

- + Roll a die. High means female, low means male
- + Roll another die for your estimated age: the die result is the first digit of your approximately age
- + You awake wearing hospital pajamas and a name tag. (Don't establish your name yet!)
- + Take nine dice as your starting pool
- + Choose a random Skill. Keep that secret or reveal it as you choose
- + Choose one of the mysteries that you are especially interested in solving
- + Describe what you look like, mannerisms, etc.
- + Describe how you react to waking up
- + Describe a detail of your environment as you awake
- + Describe a detail about the survivor to your right
- + You have no memories. But you need to protect the survivor to your right for some unknown reason. You don't trust the survivor to THEIR right, for similarly unknown reasons.

HARM

Our dice represent how safe and healthy our characters are. When you risk dice, you risk your health.

9 DICE IS UNHURT

6 DICE IS HURT, EXHAUSTED OR TERRIFIED

3 DICE IS VERY BADLY HURT. HOSPITALIZATION SUGGESTED

0 DICE IS DEAD

If you die, give away all your dice and items as you think appropriate.

If you take a risk to harm another survivor, you push them down to the next level (from unhurt to hurt or from hurt to badly hurt, etc.) They discard the appropriate number of dice. If you take a risk to kill another survivor, you can reduce them straight to 0 dice.

THREE MYSTERIES

In order to escape from the station alive, the survivors have to find the answers to three mysteries. It is only after solving these mysteries that you can find a way to escape alive.

WHO ARE THE SURVIVORS?

WHAT IS THE STATION?

WHAT ARE THE MONSTERS?

You need to discover three Clues to solve a Mystery. Each Clue costs you three Bonus dice. When you buy a clue, you establish new details or facts about that mystery. Relate the mystery to a survivor of your choice.

Only Clues are reliable, trustworthy information; anything else is speculation at best.

When you buy the third clue, you get to wrap everything up and give the final truth of the mysteries.

SET SCENES

Take turns establishing scenes as you explore.

DESCRIBE THE ENVIRONMENT

The scene setter starts this, but everyone should describe details of the station as you explore. Give as much detail as you can. Build upon the details of others.

INTRODUCE OBSTACLES

As you describe the station, introduce ways that the survivors can achieve their goals. Then, introduce obstacles in their path. An obstacle prevents the survivors from achieving their goal. The survivors then face a difficult choice: take a risk to get at what they want or avoid the obstacle and play it safe.

RISKS

If you're willing to endanger yourself, you can overcome the obstacles and get at what you want. Before you roll, the survivor that you don't trust will declare what happens if you fail.

You can roll one, two or three of your pool's dice. (Plus, if you want, one of your bonus dice.)

IF YOU GOT ANY FIVES OR SIXES

You succeed! You get to narrate how you overcome the obstacle to get at your goal. Give all the dice that rolled 5 or 6 to the survivor that you are trying to protect as bonus dice. You keep all the 1s, 2s, 3s, and 4s.

IF YOU DID NOT GET ANY FIVES OR SIXES

You fail! You and the survivor that you don't trust will describe your failure and what you lose because of that. Give one of your dice to the survivor you don't trust as a bonus die. Discard the other dice you rolled.

BONUS DICE

Whenever someone rolls a risk, they give away some of their dice. Any dice you receive like this become Bonus Dice. You can use your bonus dice for several things:

- + Buy Clues. Each clue costs 3 bonus dice.
- + You can add one single bonus die to a risk roll.
- + You can find an item. Spend one bonus die to find a useful item somewhere while exploring the station. Draw a card from the item deck. when you use the item, roll a die to see if it is used up. Keep the item on a 5 or 6. Lose it otherwise.