

*Hi all! Welcome to **BREAKOUT DAY**, the new live game from the Apocalypse Game Theatre team.*

**BREAKOUT DAY** was written especially for Kapcon 2001. It can cater for 36 people, and is designed to run with three or four GMs. The designers were Morgan Davie, Nate Cull, Jonathan Todd, and Luke Walker.

**BREAKOUT DAY** is the name of a “team night” for the call centre staff of the local branch of Zonix Inc. Attendance is compulsory. Everyone has to “break out” of the normal routine and get the whole Zonix team humming!

The game is very freeform. The GMs will try and keep things moving if they stall, and will try and help you if you’re stuck. Wherever possible press on without them. Even avoid using the rules altogether if you can. Make things up if you need to. Making a fun story is everyone’s most important goal.

**RULES (adapted from Mike Sands’ live game rules):**

Your character has a number of physical and spirit traits listed. These are used to resolve tests. Whenever the outcome of a situation is in doubt, rock-paper-scissors for it. If there is a draw, the winner is the person with the most RELEVANT traits (eg “I’m *quick* and *nimble* so I dodge your punch”).

Every character also has four health levels, and they lose one per injury or wound. The levels are Fine, Injured, Unconscious, Dead. Injured people lose all their Physical traits until they heal. Unconscious people stay unconscious until a GM tells them to wake up, when they revert to being injured.

**ZONIX INC** is a multinational company, but a fairly small one. The company sells products to customers by means of cold calls from a call centre. In the call centre, employees use computers to manage their calls. They cannot make personal calls, and the computer places each call. As soon as a call is answered the computer provides a simple script, standard sales stuff but with a numerical code instead of a product name. All the customers on the database know who Zonix is and what the numbers refer to, because many of them agree to make a purchase. Few of them ask questions.

No-one who works in the call centre knows what the products actually are.

The call centre has a high employee turnover and is not a very happy place to work. Employees are divided up into small teams named after cities in the USA. The teams work closely together and everyone in a team is familiar with their teammates.

Zonix’s local branch is run by Leonard Bracklee, who seems a perfectly typical member of senior management. It was Bracklee who announced this paid, compulsory “breakout day”, probably to counter drooping morale.

**Okay**, that’s enough intro. Collar a GM if you have any questions, and above all have fun while you’re playing! If you get stuck or bored, go see a GM – no doubt they’ll be full of things for you to do.

*Enjoy!*

To: [Wannakill@cybermail.com](mailto:Wannakill@cybermail.com)  
From: [Lustre@softnet.com](mailto:Lustre@softnet.com)  
Subject: YOUR OPST ON BOARDS  
Time: 11.15am, 18 January 2001

HEY TED BUNDY WANNABE YOU OBVIOUSLY DIDN'T READ THOSE SERIAL KILLER BOOKS TO WELL BECAUSE IF YOU SAW ANY OF THE WORDS IT WAS OBVIOUS THAT TED DID NOT KILL OUT OF HATE. TED WAS A GOOD GUY AND HE SAVED PROBABLY AS MANY LIVES AS HE TOOK. AND THAT IS FROM THE AUTHOR OF THE BOOK "THE STRANGER BESIDE ME" WHO WAS FRIENDS WITH TED FOR 10 YEARS. YOU CAN'T MODEL YOURSELF AFTER A SERIAL KILLER. THEY DON'T TRY TO PLAN THINGS OUT MOST OF THEM ALREADY HAVE A METHODOICAL MIND. NOT TO MENTION THAT MOST OF THEM KILL FOR THE ENJOYMENT(DISPLACED ANGER) NOT FOR THE HATE. BEING A SERIAL KILLER IS SOMETHING THAT IS A PROCESS THAT IS NOT LEARNED ON PERPOSE. THAT IS WHY NOT MANY OF THEM ARE CAUGHT BY POLICE SKILL. THEY ARE CAUGHT CUZ THEY WANNA BE CAUGHT. IF IT WAS LEARNED THE WAY YOU ARE LOOKING FOR THEN THEY WOULD HAVE ZERO PROBLEM CATCHING ANY ONE OF THEM. IT IS LEARNED IN A SUBTLE MANNER, NOT FROM BOOKS, BUT FROM EXPERIANCE. WHETHER IT BE FROM ABUSE, DISTRESS, OF ANY SORT EMOTIONAL PHYSICAL OR WHATEVER. IF YOU ARE GONNA MODEL YOUR METHODS FROM ANYTHING, MODEL THEM FROM WHAT TED AND THE REST OF THEM DID TO GET CAUGHT AND DON'T DO THAT. WHY DON'T YOU LOOK AT THE GREEN RIVER KILLER WHO HAS NEVER BEEN IDENTIFIED. YOU WILL PROBABLY LOOK HIM UP AND THEN SAY NOONE KNOWS ANYTHING ABOUT HIM. WELL NOW YOU GET IT. THATS WHY HE NEVER GOT CAUGHT. HE DIDN'T MODEL HIMSELF AFTER ANYONE. NOW IF YOU RESEARCH THAT THEN YOU WILL KNOW THAT TED BUNDY TRIED TO HELP WITH THE INVESTIGATION FOR THE GREEN RIVER KILLER. I AM IN THE PROCESS OF BECOMING A CRIMINOLOGIST A PROFILER AND A PSYCHOPATHOLOGIST. SO I STUDY THESE GUYS BACK FORTH LEFT AND RIGHT. JUST DON'T DO SOMETHING LIK THAT. I THINK TED BUNDY WAS FASCINATING BUT GREAT IS SOMETHING THE WORLDS TOP SERIAL KILLERS CANNOT BE.

PRINT PRINT

OUTPUT OF SESSION 1035/67-RR1194  
USERID CAVEATEMPTOR  
INTERNAL SYSTEMS PROTECTION FAULT 76D  
>>OBSERVE DIRECTORY

SECURITY??

> \*\*\*\*\*

LOCAL DIRECTORY OPEN  
ACTIVELOGS AT 0179.44.34  
./LOG1566749ACH  
./LOG1566766ACH  
./LOG1566783ACH  
./LOG1566700ACH  
CONTINUE

>>VIEW LOG1566722ACH PRINT PRINT

OPENLINE  
ECHO ON  
WHEREREAD "LOCAL" TRANSFER "LOCUS"  
LEYLINE DRIVEOUT: OPEN OPEN  
NEWCALL: INIT CONNECT  
ON CONNECT INITIATE PROTOCOL "TRANSLATE TO HUMAN"  
RUN TRANSLATION  
IN OUTPUT (FOR REALM PUT COUNTRY)  
EMIT

ID	OPERATOR	CALLTO	PHRASE	"SALE"
1569	0791	58-665-32-1888-321	Nocimonocren 57, 98-100	N
1570	7548	68-946-31-2123-387	Sinovi Rebil 9, 120-123	Y
1571	8685	21-376-84-6198-351	Nayzd Bk 423, 2-12	N
1572	3641	22-785-31-1318-103	Nocimonocren 10, 27-29	Y
1573	0791	58-665-32-1888-321	Nocimonocren 57, 98-100	Y
1574	2256	32-132-78-9304-573	Netluk Psuanu 62, 58-59	Y
1575	8974	01-247-40-9637-376	Nocimonocren 28, 41-44	Y
1576	5432	01-254-38-9642-045	Sinovi Rebil 50, 1-4	N
1577	6845	14-545-12-5043-741	Nayzd Bk 290, 17-19	Y
1578	8685	21-376-84-6198-351	Nayzd Bk 423, 2-12	N
1579	5613	13-475-38-9104-384	Nash I, 34, 5-9	N
1580	0791	58-665-32-1888-321	Nocimonocren 57, 101-104	Y
1581	6410	00-544-55-5583-413	Nash I, 37, 7-9	N
1582	7548	68-946-31-2123-387	Sinovi Rebil 9, 123-140	Y
1583	2256	32-132-78-9304-573	Netluk Psuanu 62, 60-63	Y
1584	3641	22-785-31-1318-103	Nocimonocren 10, 30-31	N
1585	8974	01-247-40-9637-376	Nocimonocren 28, 41-44	N
1586	6845	14-545-12-5043-741	Nayzd Bk 290, 20-23	Y
1587	0791	58-665-32-1888-321	Nocimonocren 57, 105-106	Y

CONT...

*(if you think your character might understand more of this than you-the-player do, visit a GM)*

A Dream-ritual with the intent to come in contact with Great Cthulhu, an excerpt from The Cthulhu Workings, by L.T. Arderman. This version edited by CCCXXXIII

Cthulhu is the Great Old One sleeping on his submerged island, R'lyeh, waiting for the stars to be right. "That is not dead which can eternal lie, and with strange aeons even death may die."

The temple should speak of water and redness. You should be tired and exhausted. There should be three assistants with you.

Place yourself within a triangle of your assistants. Whirl counter-clockwise, slowly at first, then faster and faster, while you all four intone/vibrate/shout/scream/roar:

- TAULYWATH
- YNAFRLTHA'FDA
- WECN'CLUH
- GTALATHETRF

Do this until eternity has awoken within you, then allow yourself to fall into sleep. The assistants must stay in a triangle and continue to chant. You should continue to mumble the mantras until you fall into a deep trance-sleep. In this trance you will contact the Great C'Thulhu himself.

For the RITUAL OF BANISHMENT, three people are needed, a leader and two assistants.

#### PREPARATION

Clean the place to be warded. It must be tidy and orderly or the ritual will fail. Likewise clean your minds, put all thoughts out of your mind except the work at hand. Think little on the trouble that has been brought to you.

An assistant should take an herb and light it and take it everywhere that is to be protected. The leader should say, "Look all ye upon this work."

Settle the three into a circle. They should look at each other and chant the following:

Fire and Air, everywhere you pass.  
Let no spell nor adverse purpose last.  
As I will, so mote it be!

The other assistant should take water and put a pinch of salt in it, stir the mixture in a clockwise motion and gently sprinkle the environment with the salted water. The leader should say, "Look all ye upon this work."

Settle the three into a circle. They should look at each other and chant the following:

Earth and Water by casting thee  
Let no spell nor adverse purpose be.  
As I will, so mote it be!

#### CASTING THE CIRCLE

All should sit in front of your Altar facing East. Meditate for a moment to relax and prepare yourself for your ritual. While you are doing this brief meditation, envision yourself enveloped by a protecting shield of blue/white light. Build this vision mentally until you feel ready and comfortable.

The leader should say... Let this Rite begin. Concentrate all of your energies down through your arm and hand. Let the energy be released out of the tips of your fingers and move around the circle deosil (clockwise) "drawing" the circumference of the circle with the energy flowing from your hand. Go completely around the circle, finishing in the East before returning to the Altar.

The first assistant should take the bowl of salt water, begin in the East, and sprinkle the water around the circle, finishing again in the East. Say:

Earth and Water, by casting thee  
Let no spell nor adverse purpose be.  
As I will, so mote it be.

Return the bowl of Holy Water to the Altar.

The second assistant should pick up the censure and go around the circle beginning in the East and ending in the East, drawing your circle with the smoke. Say:

Fire and Air, wherever you pass  
Let no evil last.  
As I will, so mote it be!

Return your censure to the Altar.

All should mark a cross with a circle around it over their third eye.

The leader should say: "This circle is now cast and we are between the worlds. We are beyond the bounds of time, where night and day, birth and death, joy and sorrow meet as one."

All chant, "away all harm, away all evil" with your arms at your side to begin. Raise arms very slowly with hands closed, when arms are straight up say loudly, "AWAY ALL HARM! AWAY ALL EVIL!" and open both hands at same time releasing your energy.

The leader should draw the Circle BACKWARDS TO RELEASE IT. Announce to the evil forces, "The Circle is open, yet unbroken. Be wary!" The ritual is over but the environment is now protected.

## EXPECTED ATTENDEES, BREAKOUT DAY

Maximilliam Beurevoir, the efficiency consultant  
Leonard Bracklee, the CEO of Zonix Inc  
Hadrian Stallman, Bracklee's offsider  
Guyon Princeport, the facilitator for the evening  
Paul Spalding, the Human Resources manager  
Pam Calendar, Utah team leader and happy Christian  
Ziev Sokovich, immigrant family senior, Utah  
Lakva Sokovich, immigrant family, Utah  
Memek Sokovich, immigrant family, Utah  
Myshkin Sokovich, immigrant, Utah  
Clem Schumacher, Illinois team leader  
Pabeo Baldrick, Clem's friend, Illinois  
Frederick Mackie, loves his job, Illinois  
Arcadia Julie, University dropout, Illinois  
Devon de Witt, loves his job, Illinois  
Eustace Huxtable, a good worker, Illinois  
Chris Daniels, a good worker, Alaska  
Leapy Goodshins, deformed homeless guy, Alaska  
Stuart McKinnon, University student, Texas  
Michael Jetley, University student, Texas  
Eric Foxx , University student, Texas  
Andrew Monkey, University student, Texas  
Dwight Kombi, skody-looking guy, Alaska  
Gurdy Pickens, obsessive Alaska team leader  
Yorick Tenebray, arrogant prick, Texas  
Innis Pokeray, old-timer geek, Alaska  
Simon Peoples, outright weirdo, Illinois  
Damon Salvatore, handsome and charismatic Kentucky team leader  
Miranda Edison, newbie University student, flats with Jupiter and Allan, Kentucky  
Donald Lewis, old-timer and geek, Kentucky  
Persephone Dukakis, University student, Cassie's flatmate, Kentucky  
Cassie Webb, University student, Persephone's flatmate, Kentucky  
Stefan Salvatore, brooding lust object, Kentucky  
Allan Hogg, newbie University student, flats with Jupiter and Miranda, Kentucky  
Jupiter St Jones, newbie University student, flats with Miranda and Allan, Kentucky  
Alex Young, quiet worker, Kentucky  
Jimmy Tres, Support Person  
Jim Drei, Support Person  
James Saun, Support Person

## BRACKLEE'S PLAN

Your ritual tonight is part of a global network of Zonix rituals, co-ordinated from your head office in R'yleh. You must not fail! Call the head office on your cellphone if you have any questions. (That's the GMs, of course.)

### Stage One:

Weed out the weak in spirit

You have Max Beaurevoir sorting this out.

### Stage Two:

Enter the true realm.

You must find three promising, spiritual members of the staff and summon them to a personal session. Lead them through a roleplay, one after the other, of a difficult customer called "Mr Thulhu". Once all three have placated Mr Thulhu, the spell will be cast, and the Community Hall will shift into another dimension from which it can access the sleeping C'Thulhu directly.

### Stage Three:

Raise C'Thulhu

You will need to be advised from R'yleh as to when the time is right. Keep calling them.

Find ten people with spiritual strength, ideally more than 3.5 traits per person on average. These ten people must gather in a circle around you. You will ask them all to roleplay through a call with you – it's Mr Thulhu again. They ALL must talk and follow the script and keep a jaunty phone manner and if they aren't slick enough, the spell might fail so make them do it again.

If Mr Thulhu gets all five items that he wants, then the call is over and everyone in the group (but you) is soul-sucked temporarily – spirit test, win, lose all spirit traits and unconscious if fail, lose all spirit traits if a draw. Then C'Thulhu will start to rise, and you just need to repeat the Stage Two ritual with a friendly customer to return the Community Hall to Earth-realm.

*Keep the GMs informed of your progress.*

## CALL SCRIPT

Caller: Hello, is that Mr Thulhu?  
Mr Thulhu: Yes, it is.  
Caller: This is [your name] from Zonix Inc. I hope this isn't a bad time to talk to you about our new product 736214.  
Mr Thulhu: Actually I'm very busy right now.  
Caller: Perhaps I could call later? If you want to name a time?  
Mr Thulhu: No, I'm very busy and I'm not interested in 736214 at all.  
Caller: In that case would you like to reorder 3992333? Our records indicate that you are likely to be running low.  
Mr Thulhu: No thank you, I have plenty  
Caller: Then you must be wanting a 12233221. I can order one for you now.  
Mr Thulhu: Look, I don't want any 12233221. The last one dissolved after the second use and my whole day's work was wrecked.  
Caller: I can see that your last order of 12233221 was from a batch which was tainted. We can refund your money and throw in a free 67290 if you want.  
Mr Thulhu: Okay. Yes, that would be fine.  
Caller: Is there anything else that Zonix Inc. can do for you?  
Mr Thulhu: Tekeli-li.

## **Joint handouts - six of these held by Dwight Kombi**

THIS IS A JOINT - READ ON IF YOU SMOKE THIS...

You experience an unusual headrush, almost like vertigo – not the usual marijuana experience at all. For the next half hour, you will be extremely suggestible to anyone who opens their words with the phrase “Listen to the magic”. You are not aware you are being manipulated in these circumstances. If you are asked to do something out of character, you can make a spirit challenge against the person asking to resist. If you win the challenge, you don’t have to do the out of character action, and that person will not be able to affect you again – he or she has pushed too far and ruined the effect.

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## **Zombie Handouts - four of these for Maximillian Beurevoir**

### **ZOMBIFIED!**

You have been brought back to life as a zombie with a tiny lifeforce flickering within your decaying body. You are entirely in the service of Maximillian Beurevoir, and will do whatever he says. Without instructions you will just wander around creepily, perhaps to people who you had love or hatred for in life. Intervention from someone else might free you from your terrible state, most likely by destroying your body, in which case you become a ghost. You are now incredibly strong (four extra strength traits). Zombies lurch and slur words, especially “brains”.

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### **Vamprie Handouts - one of these for each of Damon and Stefan Salvatore**

#### **CREATURE OF THE NIGHT!**

You've just been made into a vampire. All the standard rules apply – hunger for blood, hate sunlight and crosses, etc. You are still your old personality but now you have lost your humanity, your soul. You will be ruthless and basically evil in most cases. If you want to go the angsty route, though, feel free – your soul might have clung on, barely.

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### **Weird Bud Handouts - four of these possessed by Simon Peoples**

#### **THIS IS A BUD... READ ON IF YOU SMOKE THIS...**

You've just had a weird bud. It does get you high, but it also infects you. In fifteen minutes start slowly going mad as the infection spreads into your brain. Follow the example of Simon Peoples, who already has been touched in the head. The process cannot be stopped by any conventional means – check with a GM if someone tries something else.

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## **Ghosts - multiple copies held by GMs to give out when needed**

### **LIFE BEYOND DEATH!**

You have died and now you are a ghost. You are still part of the game, still with the same goals (and maybe more e.g. vengeance). You can move around the game area freely but you cannot leave the room. MOST PEOPLE CANNOT SEE YOU. Some can, they are the special ones, and you will very much want to get them on side. Offer to do things for them in return for their help.

You can interact with the physical world with great effort. A spirit test is needed (anyone nearby can do it) for you to exert a push on something in the real world. This is exhausting work, however.

You can interact with other ghosts as if you were both alive – but use spirit instead of physical traits in any contest. If you “die” you will reform in ten minutes.

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