

CRAZY TRAIN

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Crazy Train is a roleplaying game where the GM must spend his resources in order to make sure that the plot is followed faithfully and the reluctant heroes make it to the end of their journey.

WHAT IS ROLEPLAYING?

Roleplaying is a fun, creative way to spend 15 minutes with friends full of laughter and knowing looks.

In a Roleplaying game, the GM has written a super cool story with clear and direct progression from point A to point B, only his friends play the role of the heroes(PCs) who are capable of doing anything they want that isn't Nonsensical, Stupid, Crazy or Evil and the plot still happens! The GM portrays every other character(NPCs) who fills the support roles and are unable to influence the big decisions of the PCs. Well, unless there was very good reason for them to be able to!

BUT WAIT, WHAT IF THE PLAYERS DON'T FOLLOW THE PLOT?

The PCs can make any decision they want and its fine for them to be unpredictable because that's what heroes are! It's even encouraged, players, your job is to be unpredictable!

It's the GM's job to make sure the plot happens even though the players may seem reluctant.

Don't worry, this game's got a boatload of tools that will help you waste those fuckers.

HOW DO YOU START?

The first thing the game needs is a story. The GM decides on 2 things first: What is the genre of the story(post-apocalyptic horror, tolkien fantasy, etc etc) and how many protagonists(Determined by the players available) there are. After that, the GM writes the story broken up into specific parts called "Story points", which are either PC Decisions or Scene Framing.

PC Decisions are a description of what choice the PC makes and what happens afterward.
Refer to the PC as its players name because the PC's haven't been created yet and we therefore know nothing about them.

Scene Framing is the description of a new scene, what it looks like and what is going on in it.

Write 6-12 Story points and you're done with a Story that you can play out with your friends! Note that you have Resource Points equal to three times your Story Points.

NOW WHAT?

After the players get together, the first thing to do is decide what sort of game this is going to be. The GM describes the genre he selected, and looks over the GM Resource Sheet and picks something that make sense as being abundant in this particular genre. He writes a "-" next to them, indicating that it is easier for him to bring in those Resources in the game. He does this for as many Resources as he has players.

Each player picks a GM resource they think is not abundant in the genre, and write a "+" next to it. This makes it harder for the GM to bring in that resource. A "+" and a "-" cancel each other out.

The PCs make up protagonists to portray as a group. A protagonist is made up of a simple description(Wild child, knight of the round table) and a Goal.



GAMEPLAY

*I've listened to preachers
I've listened to fools
I've watched all the dropouts
Who make their own rules
One person conditioned to rule and control
The media sells it and you live the role.
– Ozzy Osbourne, “Crazy Train”*

The PCs do whatever they want to do. They have no awareness of the Story that they are in. Meanwhile the GM portrays the world which subtly moves towards the Story as written.

If a PC wants to do something, they accomplish it unless there's a very good reason they don't. If the GM blocks them, then the players have every right to call upon the My Guy Wouldn't Do That Rule.

--- MY GUY WOULDN'T DO THAT ---

*I know that things are going wrong for me
You gotta listen to my words
Yeh-h
Heirs of a cold war
That's what we've become
Inheriting troubles I'm mentally numb
Crazy, I just cannot bear
I'm living with something
that just isn't fair
- Ozzy Osbourne, Crazy Train*

The player states that My Guy Wouldn't Do That, and announces their PC's intent, expecting the GM to explain why they didn't accomplish it.

If the action is reasonable and the GM isn't using his resources to stop the PC, then he has to say yes and he drops 1 Resource Point for being wrong.

If the GM wishes to stop the player by using resources, refer to the GM Resources section.

If the action just isn't reasonable, refer to the Accusations section.

ACCUSATIONS

*Crazy, but that's how it goes
Millions of people living as fools
Maybe it's not too late
To learn how to love
And forget how to hate
- Ozzy Osbourne, "Crazy Train"*

The action of a character can be disallowed if it fits any of these criteria:

- It doesn't make sense.
- It results in a PC dying and it is not the climax of the story.
- It results in a PC's goals becoming unreachable.

The actions of a character can be strongly discouraged if it fits any of these criteria:

It's Stupid
It's Crazy
It's Evil

If a character takes an action that is discouragable and someone calls him on it, than he has to make the choice to really commit to that action and face the consequences inherent in it or to conservatively withdraw the action in question.

If a PC does the action anyway, he earned himself a Hosing. Refer to the Hosing section.

If a PC's action was in pursuit of his Goals, than he is free from Accusations, as a hero's passion transcend reason or morality.

The NPCs can be called on it too! If they are and the GM wants to continue the action, The GM has to spend 3 Resource points to rationalize that the NPC has that specific quality. The GM would've only had to spend 2 Resource Points to establish the that the

NPC was that way before it was accused.

Once an NPC has the appropriate trait, there's no call to Accuse them of having it as it makes perfect sense.



--- GM RESOURCES ---

The GM has a number of resources to create legitimate blocks to the PCs actions. They are separated into 3 types: Facts, Traits and Classes. The GM must purchase Resources by spending Resource Points.

If the GM buys a Resource only after an NPC needs it to resist the Hero's, then he has to spend 1 extra Resource point.

If the GM is stumped by the player throwing him a curveball(as he, at times, should be.) Then he can use the "Let me think about that" rule, wherein he gets 2 minutes to ponder his actions and loses 1 Resource point. Other than this his responses should be quick and punchy.

Everytime a GM spends a Resource, it must be explicitly out in the open.

FACTS

Facts are events that the GM can bring immediately to pass.

"You realize that's a bad idea" - 2 points: Possibly through the words of an NPC, the GM informs the player of why he shouldn't take

the action that he considered. The player has two options: Withdraw from that action, or take it anyway and earn a Hosing.

"Your stuff has been taken" - 2 points: Something has happened to relieve the PCs of their stuff. For the rest of the Scene, GM can say no to any action which would require items, or any action to retrieve those items.

"Security is really tight" - 3 points: This place keeps out trespassers effeincently and with the latest technology. For the rest of the

Scene, The GM can say no whenever the PC wants to access something considered protected because of fancy locks and other man-made barriers.

"There isn't anything like that here" - 1 point: This place does not have many of the sort of things the PCs are looking for. For the rest

of the Scene, the GM can say no whenever the PC wants to find something.

"There's only one Oppurtunity for that" - 2 points: There's only one course of action to attaining the a PC's goals. Going along with it results in the PC coming closer to his Goal and gaining expiereince. The set-up for this Fact is allowed to be somewhat implausible, but not too over-the-top. For the rest of the Scene, the GM can say not whenever the PC wants to achieve his goal some other way.

Requires a Mastermind NPC:

"He planned it that way" - 2 points: Due to the actions of a Mastermind NPC, the PC is stumped in his actions as the Mastermind has cleverly engineered the situation all along. The GM can say no by describing how the Mastermind has set things up to foil the PC.

Often times this seems impossible, but it cannot be vetoed through the "It doesn't make sense" rule. Instead, the player should quietly grumble and take note of any particularly implausible planning by the Mastermind.

Requires a Magic NPC:

"A wizard did it" - 1 point: Uhhh, a wizard had this figured out for days and put a magic spell so that would happen. Usable both to say no to a PC's intent or to veto the "It doesn't make sense" rule for one occurrence. Its use itself isn't stoppable by the "It doesn't make sense" rule. **MAGIC AND OUR BLACK LORD SATAN TRANSCEND REALITY**(Can't be used to read minds or mind control. sorry satan.)

"Mind Reading" - 4 points: An NPC has used magic to read the minds of a PC, granting him unavailable access to anything the PC is thinking.

"Mind Control!" - 10 points: An NPC has used magic to take control of a PC's body. For a scene, the PC is controlled by the NPC and the player is helpless.

TRAITS

Traits are attached to specific NPCs, which must be written down.

"Stupid""Crazy""Evil" - 2 points: The NPC fits one of these categories given and it becomes reasonable to assume the NPC acts unreasonably.

"Mysterious Ways" - 4 points: The NPC is really mysterious, and can act at times in ways that could appear to be Stupid, Crazy or

Evil, and the GM is allowed to be vague on why exactly they act that way until nearly the end of the game. the NPC must have one of

the following two traits: "What up Holmes?" or "You can't handle the Truth"

"Horny" - 2 points: If its getting hot up in here, than its reasonable to assume the NPC does things that would otherwise be considered Stupid or Crazy.

"Magic" - 15 points: The NPC is magic and can make some whack shit happen. This Trait allows the use of the most powerfull Facts and is something to be feared.

"Authority" - 6 Points: The NPC is a relevant authority figure and going against his commands is just a bad idea. If the NPC gives a command and the PC violates it, than the PC has earned a hosing.

"Bad Ass" - 5 Points: The NPC is the peak of awesomeness. More awesome than the supposed heroes. The GM can say no whenever a Bad Ass wishes to oppose the PCs, by describing some super-cool action or quip with the littlest of effort that the Bad Ass makes.

"Ability" - 2 points: There's something this NPC is able to do(which must be specified), even exceeding the ability of the PC's at its chosen task. The GM can say no if the NPC is using its Ability against the PC.

"Fanatic" - 3 points: The NPC is all sorts of dedicated and can't be reasoned with, only stopped by violence.

"Busy" - 1 point: The NPC is really busy right now. The GM can say no if the players wish to receive aid or an appearance by the NPC.

"Comfortable" - 1 point: The NPC is happy the way things are. The GM can say no if the players wish to motivate the NPC. Are you really sure those slaves want to be freed?

"Mastermind" - 5 points: The NPC is a super-genuis with vast resources who has studied the situation very well. This Trait allows the use of the Fact "He planned it that way!". The NPC must have one of the following two traits: "What up Holmes?" or "You can't Handle the Truth"

"What up Holmes?" - Free: This NPC has some 'spaining to do! Near the end of the adventure, the NPC must inform the PCs of his brilliant plans of bizarre behavior. Refer to the What Up Holmes? section.

"You can't Handle the Truth!" - 10pts: You are better off not knowing the truth behind this NPC's actions. Near the end of the adventure the NPC must announce that fact colorfully to the PCs.

CLASSES:

Classes are basically a collection of Traits that are purchased at a discount. An NPC can have multiple Classes.

"Supernatural Nasty"(Bad Ass, Evil) - 6 points: a scary, sexy, cool superhuman being. Vampires Werewolves Dark Elves Etc.

"Terrorist"(Fanatic, Evil) - 3 points: One of them.

"Mysterious Figure"(Mysterious Ways, Mastermind, What Up Holmes?) - 7 points: A shadowy and powerful figure who keeps his secrets until the end of the story.

"Gandalf"(Magic, Mysterious Ways, Authority, Badass, Busy, You can't Handle the Truth) - 27 points

HOSING:

*Mental wounds not healing
Life's a bitter shame
I'm going off the rails on a crazy train*
- Ozzy Osbourne, "Crazy Train"

When a PC has earned a Hosing, first scowl and make it aware that you are personally dissatisfied by the player themselves. Then write down what the PC did to deserve the hosing.

At any time, the GM can say no by describing how the repercussions of a particular hosing caught up to him, and then cross off that particular Hosing.



--- EXPIERIENCE: ---

*Mental wounds still screaming
Driving me insane
I'm going off the rails on a crazy train*
- Ozzy Osbourne, "Crazy Train"

Whenever the GM feels that the players have significantly advanced their Goals, usually through "There's Only One Opportunity to Get That", the PCs get "stronger" and the

players pick a new "Oh No You Di'int" condition for their PC, special situations where they can void the normal rules of the game.

OH NO YOU DI'INT:

IQ 2: The PC cannot be accused of being unreasonably Stupid.

Chaotic Netural: The PC cannot be accused of being unreasonably Crazy.

Netural Evil: The PC cannot be accused of being unreasonably Evil.

Guns, Bitch!: After the GM provides a reason why the player is unable to do something, if the situation is solvable through show of force, The PC may use this condition and announce "Guns, Bitch!". The player mimes using some variety of firearm while making a fitting noise. Afterwards he must point and laugh at the GM, and the PC accomplishes his intent. Afterwards the firearms are quietly removed from the character and this condition is lost.

THE BLACK ARTS OF OUR DARK LORDS:

If the Gm wishes, he can include special a NPC class in the game:

"Black Lord Satan/Deep One"(Magic, Mysterious Ways, Badass, Busy, You can't Handle the Truth) - either the biblical satan or a deep one of the cthulu mythos. The special ability of these NPCs is that they are able to make grave deals with the PC's, where in exchange for a favor from them, they will either steal the PC's soul(Black Lord Satan) or bend their very minds(Deep One). This gives the Player a free condition of either "Neutral Evil" or "Chaotic Netural", which is obviously something the PC wouldn't want.



--- WHAT UP HOLMES? ---

When an NPC has the trait Mastermind or a Mysterious Ways, the audience expects to be let in on the details eventually, unless they of course they also possess You Can't Handle the Truth.

Near the Climax of the Story, any NPC with the trait What Up Holmes? Explains what he has been trying to do and opens up questioning of his dapper set-ups by his marks, the PCs. Each PC gets 3 questions.

To every question, the GM can outright refuse an answer, and state "It would probably blow your mind!", but loses 3 resource points.

The GM can also try to give a plausible reason. If the players buy it, the GM gains 1 Resource point.

If the players don't buy it, than the NPC smiles and says "You're not a genius." And the GM spends 4 resource points.

If during this stage the GM runs into Resource debt due to a question not being answered satisfactory, then the GM announces "I give up. It didn't make any sense." and the player who asked the question stands up and says "I WIN!". Everyone quietly disassembles.



--- END GAME ---

If the GM runs out of Resource Points before the end of the story, he is at the mercy of the players and is henceforeth denoted as "Crying."

The GM wins if more than half of his Story points were fulfilled. The Players win if more than half of the GM's Story Points were not fulfilled.

--- Final Word ---

I'd like to thank Ron Edwards for being so mean about my first 24 hour game that I feel very accomplished by this game, for his inspirational post on the forge "Brain Damage" and for the idea of "The Impossible Thing Before Breakfast"

Polaris got me thinking about Facts.

Ozzy Osbourne for the song "Crazy Train" and the HSU Marching Lumberjacks for making me realize I had to make it into a lifestyle.

Lastly, I would like to ask this one question openly:

Is there really one person ever solely responsible for Illusionism?

Mental wounds not healing

Who and what's to blame

I'm going off the rails on a crazy train

- Ozzy Osbourne, "Crazy Train"