

Agents of &@#\$\$^(&*

Imagine a world where every conspiracy theory you have ever heard is true. Mole people are hiding underground: Real. Children's tv is implanting subliminal messages: Real. The moon landing was faked: You were holding the camera.

And the greatest truth of all is that the world is secretly run by a group known by most as the Illuminati (No one knows it's called &@#\$\$^(&*). But this small group of notoriously secret people (one of which may or may not be Tupac) can't control the world by themselves. That's why they recruited you. The amount of choice you have in this recruitment is questionable, but they wouldn't choose you if they didn't think you could do it.

Object of the game:

Working as an agent for &@#\$\$^(&* you and your fellow agents will resolve all the world's current problems based on the whims of your &@#\$\$^(&* superior. You will work with other departments to find solutions to these tasks until either &@#\$\$^(&* is satisfied, you all join &@#\$\$^(&*, or you all disappeared. Hopefully, it's one of the first two.

Components Needed

- 3 or more players
- Timer
- Zoom, Skype, or some equivalent communication method If you play this remotely.
- Any prop you need to make your species work.

Rules of the &@#\$\$^(&*

While you are to complete the whims of your overlords, your ideas may get wildly strange, dangerous, or just outright evil. No matter what happens though you can take comfort in remembering these 3 tenets

1. Morality is pointless.

You are literally helping to control the free world, regardless of what happens to anyone/everyone else. Trying to do the right thing is likely going to make things harder. Your agent may struggle to come to terms with doing what is objectively evil, or your character may choose to embrace this gray zone as a way to act out their dark fantasies, or anything in between.

2. DON'T REVEAL THE &@#\$\$^(&*

The &@#\$\$^(&* has managed to stay secret for several centuries, and they are going to make sure it stays that way. If you do anything (or even suggest anything) that threatens to reveal &@#\$\$^(&* you better make sure that leak is plugged, or you will be disappeared faster than you

can say &@#\$\$^(&* . Disappeared agents are eliminated from the game, and their department is shut down to internal searches.

3. Anything is possible

While the masses have been led to believe that the world is a perfectly mundane, round place, the agents of &@#\$\$^(&* know better. With enough ingenuity, any problem can be solved using the things around you and the secrets you know. At the same time, no matter how outlandish things may get, there's nothing to say it might get crazier.

Making your Agent

To fulfill the needs of &@#\$\$^(&* you need to have some special credentials, mainly sexperience in one of the departments of &@#\$\$^(&*, and some knowledge of their inner workings. All of the players except for one (who will play as the Superior), need to choose a Species, Department, and Secret.

Species

The &@#\$\$^(&* employs people (relatively speaking) of all different creeds, backgrounds and species. When making your agent you can always choose to make them human, or you make them one of many different species, each with their own quirks. While Tenet #3 makes a comprehensive list impossible, the table below is a list of different example species and their various quirks.

Species	Quirk
Robot	You must always speak in monotone. You always try to make the most logical solution.
Alien	You don't understand much about human culture. You usually have odd ideas for how to use normal things.
Atlantean	You have to chug water constantly to stay hydrated. You like choices that allow you to show off how cool you and your people are compared to everyone else.
Mole Person	You wear covering clothes, blankets, and/or sunglasses to avoid dealing with the bright light. You like any choice that you could use to gain more control of the surface world.
Vampire	You love to talk about how things were better back in the Renaissance. You think that any choice that involves technology are stupid.

Moai People	You have a hard time sitting up straight due to your heavy head. You prefer solutions that don't require you to do anything.
Moth Person	You have very strong opinions on which fabrics taste the best. You have one coworker that you really like, and tend to agree with whatever they like.

Department

After an agent has their species chosen the next step is for them to choose a department of &@#S^(&* to work at. The department that the agent decides will determine what equipment they will access, and what potential solutions they will have for their problems. When the Agent has chosen a department, they should discuss with the Superior if the department is viable for the problems they have to face, as while Tenet #3 is ubiquitous, that doesn't mean that everything is useful.

Potential departments include (but are not limited to):

Media manipulation, Memory erasing, Mole people suppression , Genetic splicing & cloning, Celebrity threatening, Alien Resources and Relations, Sleeper Agent trainer, Flat Earth border defense, Chemtrail Scientist, Doomsday Preparation, Assassination, Conspiracy Theorist Trolling, Microchip surgeons, Crop circle designer, Cryptid engineer, And many more

Secrets

As part of your acceptance into &@#S^(&* you have been granted a knowledge of a single secret that the general public doesn't know. Agents have free reign to decide what that secret is. This secret could be why you may be able to solve your problem, or it may be a way to gain an advantage when making decisions with other members. Due to this secret, Tenet #2 was implemented, and that is why we can make you disappear faster than the moon. (Do you think Despicable Me was just a movie?)

Your superior at &@#S^(&*

The one player who is not an agent will function as their Superior in the &@#S^(&*. This superior is responsible for creating the problems that the agents must complete, and determining what would be dangerous to their organization.

Before a round begins, the superior needs to make a list of problems that the agents need to solve. Tenet #3 can lead to some very bizarre problems, but it is ultimately up to the superior to decide what is pressing enough to solve, and how many problems need to be solved. The superior should take into account how much time they are going to give the agents to solve problems, as well as the number of agents available when making problems for them to solve.

As the agents accomplish actions towards completing each task the superior will fill them in on how their actions have served their tasks. If the agents' solution doesn't fix the problem, it is your job to deny it so they can make a new solution, or if the problem is only a temporary solution, you can choose to bring a problem back in the next round.

If the agents' actions are threatening the secrecy of the &@#S^(&* it is up to them to take precautions to ensure they stay secret, even at the cost of disappearing an agent.

Solving the Problems

Once everyone has made their agents and the problems have been created. You begin a round of problem solving. This round has a limited amount of time based on what the superior decides (15 minutes is recommended) to solve all the problems that the superior made. The Agents only have access to the departments they work in to solve the problems at hand. The agents should work together to make creative solutions to each problem with what they have.

If time runs out and not every problem is solved, the superiors will decide what the consequences of that failure are, be it removing access to a department, disappearing an agent, or some other form of punishment.

Agent Promotion

After each round of problems, if every problem is solved, the superior must decide which agent made the most effective or creative solutions for the issues given. That agent is promoted and also becomes a superior. A promoted agent will work with the other superiors to complete tasks in the next round. This process repeats after every round. While the agent that is promoted will no longer work with the agents to make solutions, their department is still available for use when making solutions.

When working with multiple superiors, both should work together to craft the tasks that the agents complete, and while each superior can add their independent ideas, the two should try to avoid making contradictory ideas, or trying to omit each other's contributions.

Ending the Game

The game ends when the agreed upon time for playing is up (though you may want to continue at a later point), or when every agent is promoted and/or disappeared.