

DYSTOPIAN CITY NEWSLETTER

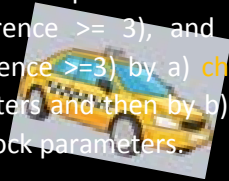
By Crazy Luke (Gamemaster), February 29, 2028

A large group of people are stranded in the city and want to get out. They need to navigate through the city along the **DANGEROUS** and **ALMOST SUICIDE** paths... surprises await them!

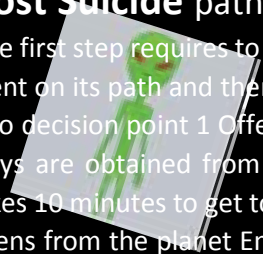
The deadly Dangerous path takes longer, but chances of demise are less compared to the Almost Suicide path which is faster but with higher chances of demise. The goal of the game is to **set the decision** points in a manner

**WHAT GROUP WOULD
FARE BETTER
AGAINST HOSTILE
ALIENS AND
TALKING CATS?**

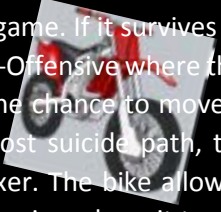
that allows 1) similar survivability (difference between survivals of less or equal than two), 2) more offensive survival (difference ≥ 3), and 3) more defensive survival (difference ≥ 3) by a) **changing the decision** blocks parameters and then by b) **also altering** arrival and process block parameters.



The **Almost Suicide** path is taken by offensive players. The first step requires to get to D0 where each player is sent on its path and then jump into a taxi cab and drive to decision point 1 Offensive (D1-Offensive). The car keys are obtained from the crazy dog called Loko. It takes 10 minutes to get to D1-Offensive where



the player plays a loaded coin with 30% chance of being eaten by aliens from the planet Empty and 70% chance of continue the game. If it survives the loaded coin, then it jumps to the back of a truck and ride the truck for 15 minutes until D2-Offensive where the player selects the shortest queue given it the chance to move to the dangerous path. If it stays in the almost suicide path, then the player takes a bike from the Bike fixer. The bike allows the player to immediately arrive to D3-Offensive where it tosses a loaded coin with a 70% chance of being eaten by hungry, flesh eating cows. The cows have the same name: CowBellas. Otherwise, the player on the Almost Suicide path survives the city.



**OFFENSIVE VS.
DEFENSIVE: IT
IS ON!**

The **Dangerous path** is taken by defensive players. Like offensive players, the first step requires to get to D0 where each player is sent on its path and then drive to decision point 1 defensive (D1-Defensive). To do so, it takes a bus from the talking cat call TalCat. It takes 25 minutes to get to D1-Defensive where the player plays a fair coin: 50% chance of moving on or being eaten by the evil clown NotFunny. If moving on, then the player rides a slow moving tractor for 20 minutes until reaching D2-defensive. On D2-defensive, the player has the option of jumping to the almost suicide path if the queue 19 is shorter and continues on that path. Otherwise, the player rides on the Lawnmower Man's lawnmowers. The ride takes five minutes to reach the D3-defensive point. Here the player tosses a loaded coin with a 55% chance of being washed away by a huge WasherwithNoDryer device. Otherwise the player on the dangerous path survives the city.

