

UNAVOIDABLE

By Roberto Grassi



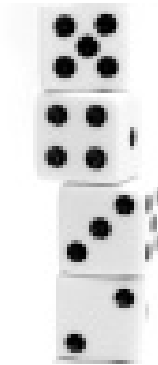
“Unavoidable” is a narration game suitable for 2 players. In my opinion it can be used only for kids from 12 up.

The task for the two players will be to tell a story together. Here’s how to proceed.

Procure A LOT OF 6 sided dice (the game really needs many dice, at least 20). Before playing arrange the base die with the number 1 on top.

The First Player (who plays the role of the Obstacles) introduces an helplessness playing situation, in which the protagonists or groups of characters have a near-zero chance to live.

For example, a zombi massive attack, an alien invasion, an epidemy, a sunking ship, a catastrophic climate change, a nuclear irreversible reaction and so on.



Example:

First Player: “We’ve no chance to survive. Zombies are too many”, says the Professor. The woman, next to him looks at her daughter.

“We have to run. There must be a way...”

“No, we have no chance” says the young boy.

“Yes, we’ll do it” says the woman.

Now the Second Player (who plays the role of the Heroes) start the narration telling what the Heroes do and how they try to save their lives.

During his/her narration the Obstacle participates by asking questions introducing problems, doubts

and always trying to leave the characters without hope. When they’re succeeding and looks like they have a chance to be safe, the Obstacle will introduce troubles and issues.

When the Heroes will try to obtain some particular result or trying something non obvious to get an advantage the Obstacle will give to the Heroes:

- 1 Die, if the action/result Difficulty is “Easy”
- 2 Dice if the action/result Difficulty is “Medium”
 - 3 Dice if the action/result Difficulty is “Hard”

The Second Player takes the dice, close the eyes and stack the dice forming an ascending tower, trying not to let it fall.

If the player succeeds The Heroes are still alive and narration can continue.

But, the tower will fall, sooner or later. When this happens look at the dice:

- If the majority of the dice has values from 1 to 3 the Heroes are alive. The Obstacle tells how.
- If the majority of the dice has values from 4 to 6 the Heroes die. The Heroes tell how.
- In caso of tie we’ll never know how it ends...

The game is dedicated to the friends of the shop “The Throne of Games” in Taranto, Italy.

Playtime	Variable
N. of Players	2
Level	Average
Needed	A lot of dice (>20)