

LOYALTY CELEBRATION

By Randy Lubin | Diegetic Games

Players: 5 - 20

Time: 30 - 60 minutes

This is my submission to [New Year, New Game, Game Jam](#) by the folks at [Stop, Hack, & Roll](#). It is inspired by the wonderful [Ghost Court](#) by Jason Morningstar and the setting of [Paranoia](#).

PITCH

You live in Bunker 7, a dystopian underground city, controlled by a fickle artificial intelligence, PAL (Paragon of Altruism and Liberty). In order to boost morale, PAL organizes “loyalty celebrations” where citizens accuse each other of treason. Convince PAL’s Loyalty Officer that you are innocent or they will erase your memory.

INSTRUCTIONS

Print the Treason Cards and cut them out – place them in a stack where players can easily reach them.

Select one player to be the first Loyalty Officer and have them stand in front of the room. Everyone else should sit down. The Loyalty Officer should read the following:

Welcome to our biweekly loyalty celebration – all praise PAL, Paragon of Altruism and Liberty. As per regulations, I will now read PAL’s basic rules that keep our glorious utopia running smoothly. Remember, any violation is treason and punishable by memory wipe.

- *PAL must be regularly praised – do not disrespect PAL*
- *Obey the Loyalty Officers*
- *No forming or joining secret organizations*
- *No possession of weapons*
- *No unauthorized use of the memory wipe machine*
- *No attempting to reprogram PAL*
- *No falsely accusing your fellow citizens*
- *No seasoning your meals with hot sauce*
- *No keeping secrets from your fellow citizens*
- *No possession of mutant abilities*
- *No littering*

Failure to report observed treason is considered treasonous. Who here has observed treasonous behavior since our last Loyalty Celebration?

From this point on, any player can draw a Treason Card and accuse another player of that crime and elaborate on the accusation. Loyalty Officer should then investigate by asking questions of the accused, accuser, and any witnesses. The accuser and accused should stand during the investigation. Other players may come forward as witnesses to corroborate or refute the accusation.

Each investigation should only last 3 to 5 minutes. The Loyalty Officer should then render a quick verdict and wipe the memory of anyone they find guilty of treason, including the accuser.

Some guidance:

- Citizens are encouraged to regularly demonstrate loyalty to PAL and the Officer
- The Loyalty Officer can reward good citizens with privileges
- The Officer can confer with PAL, using their phone as a prop
- You can always come up with your own accusation instead of using the Treason Cards
- The Treason Cards are not necessarily true; truth doesn't really matter
- For the purposes of this game, once your memory is wiped you come back as a different citizen and can still be accused and make accusations
- After any investigation, the Loyalty Officer can step down and a different player can take their place
- Anyone can call for the Loyalty Officer to step down. If there is a majority approval, their memory is wiped and a new player becomes the Loyalty Officer

You can find more of Randy Lubin's games at <https://diegeticgames.com/> and support him at <https://www.patreon.com/randylubin>

A citizen hid hot sauce under their pillow

Two citizens were whispering secrets to each other

A citizen made a limerick about PAL

A citizen was making the secret hand signs from a banned society

One citizen used the memory wiper on another so they wouldn't have to repay a debt

A citizen carved their food ration into a knife

A citizen was playing with the wiring on one of PAL's terminals

A citizen witnessed a littering and didn't report it

A citizen is planning
a surprise party

A citizen was talking
about their secret
society in their sleep

A citizen rolled their
eyes when praising
PAL

A citizen effusively
praised PAL and it
seemed
disingenuous

A citizen seemed to
enjoy their ration –
they must have been
using hot sauce

A citizen used all the
hot water in the
shower

A citizen was
shooting lasers out of
their eyes

A citizen immediately
regrew their arm after
losing it in an
accident