

DANGER MOUNTAIN!



FRONT MATTER

Danger Mountain! was written by Jason Morningstar in September 2010 for Game Chef 2010. The contest theme was journey and the ingredients were edge, desert, and city.

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INTRODUCTION

A rag-tag group of would-be heroes are thrown together on a harrowing journey of survival - and self-discovery!

Danger Mountain! is a game that emulates disaster films from the 1970s. These films, like *Earthquake* (1974), *Flood!* (1976), *Fire!* (1977), *The Swarm* (1978) and *When Time Ran Out* (1980), capitalized on a growing environmental malaise and blended it with age-old B-movie melodrama. The results were roundly terrible in retrospect, but terrible in a really fun way.

The general plot of these films is very simple. In some peaceful village on the edge of the wilderness (usually, for the convenience of the film-makers, a desert community in southern California), an outsider arrives with nefarious plans that will despoil the pristine environment. As efforts among the good-hearted local populace to stop them ramp up, we see troubling signs of an impending disaster. It may be man-made or natural, but the signs are all there, and the few unhappy Cassandras who have the data, experience, or wisdom to see it coming are roundly ignored. Before the evil outsiders can follow through on their rapacious plan, disaster strikes! The best and luckiest then lead a seat-of-the-pants effort to save lives and cope with the destruction, racing against time to prevent some greater calamity along the way.

In *Danger Mountain!* you will be playing the iconoclastic residents of a little town nestled high in the mountains, on the edge of civilization. Urban sprawl from Los Angeles beckons from one direction and the vast southern California desert from the other. In between, a bulwark between the City of Angels and untouched wilderness, is the majestic and dangerous peak of *Danger Mountain*.

Danger Mountain! is designed to take no more than two hours from first scene to last, and can be played by two to six light-hearted, melodramatic friends. Four is probably best. The game is divided into two parts - before the disaster and during the disaster. Each part is slightly different. Pre-disaster play is all about showcasing the town and its denizens, their relationships and concerns. Post-disaster play is all about raw survival, and all those people you've formed relationships with are going to need the help of a few Heroes! In both parts of the game, individual players have scenes, during which they enjoy wide creative latitude. There is no GM.

PREPARING FOR THE WORST

You can prepare to play *Danger Mountain!* in about five minutes.

- Organize your supplies
- Choose a Villain
- Choose Disasters
- Choose an initial Local

In More Detail

Organize your supplies

Cut out the twelve character cards and have them handy, along with the Villain card. Grab a dozen dice and put them aside for now. The number of faces doesn't matter - you can even use coins if you want. All you care about are odd and even results, with even always being success and odd always being failure.

Make a spot for the disaster pool, perhaps a bowl, which starts out empty and gradually fills with dice until the disaster arrives. Then it starts over...

Lay out the character cards, which include everybody except the Villain. Before the disaster strikes, you'll look through these and choose one to play when it is your scene. Eventually most of them will get used, but probably not all.

Put the Villain card in the middle of the table. He's the bottom of a soon-to-be-growing Rescue stack. It will fill up with Locals you

meet before the disaster, who all - along with the Villain- become victims once the disaster strikes.

Choose a Villain

Do this as a group - choose one that you will all love to hate, or make up your own. The villain leads an enterprise that somehow threatens the mountain and its people. Environmental destruction and the end of a way of life should be pitted against economic, social and political imperatives. The best villains want to do good but are blinded by ambition, greed, or a sense of duty. It can also be fun just to make them mustache-twirlingly evil, but that's almost too easy. Either way, their *actions* should be evil. Some examples:

- The Timber Ridge Lodge and Resort architect, Stacy Gambrell
- Mason Krantz, surveyor for Starfield Acres retirement community
- Bargain Hills Shopping Complex magnate Takayuki Kimura
- Greenbriar Forestry's head logger, Big Dave Weems
- The Rocky Canyon dam chief engineer Pat Granicus
- Eidelweiss GmbH chief prospector Roland Berger
- Horton Ven Der Meer, the proposed municipal wastewater plant and landfill's chief engineer.
- Major Alice Crowley, the public affairs officer in charge of pushing the Red Dunes Weapons Test Range project through.
- General Clifton Braddock, commander of the top secret facility intending to set up in the desert.
- Glenn, the leader of the endtimes cult moving into the desert wilderness.
- Keene, the bruiser from the Satan's Slaves motorcycle gang that haunts the logging roads.
- Don «Fifth Horseman» Ohmeyer, the unhinged survivalist up in the abandoned fire tower.

Make the Villain personal to the various Locals.

Choose Disasters

Each player should choose a disaster secretly and foreshadow it ominously in play. At the appropriate time, one of the chosen disasters will occur, and everyone is in its path of destruction! Duplication is totally cool and somewhat unavoidable (everybody loves a volcanic eruption), but there are a dozen possible disasters.

- The Spill
- The Quake
- The Inferno
- The Madness
- The Rupture
- The Swarm
- The Eruption
- The Slide
- The Cloud
- The Firestorm
- The Whirlwind
- The Blizzard

Your disaster may be the Big One - but it may be a red herring. Either way, keep it mysteriously and ominously on the edge of everyone's consciousness.

Choose an Initial Local

There are a dozen possible characters and each has a card. These are known as Locals - each is an inhabitant of the town, at least on the day of the disaster. Locals consist of a type and a pair of questions. You will play a couple before one emerges as a Hero, who you will stick with through thick and thin.

- The Teen
- The Prodigal
- The Earth Child
- The Pensioner
- The Reporter
- The Bureaucrat
- The Scientist
- The Paramedic
- The Chopper Pilot
- The Cop
- The Driver
- The Plutocrat

There's also a card for the Villain, who cannot be played as a Local or Hero, obviously, but can still cause trouble and appear in your scenes. The Villain's a bastard that way.

WARNING SIGNS

Before disaster comes calling, you have an opportunity to see your small California mountain town, its inhabitants, and their troubles up close and personal.

- Start with the player who has survived the biggest natural or man-made disaster then just rotate around clockwise.
- Choose a character to portray and put the Local you played in your previous scene in the Rescue stack

- Choose what your scene is about
- Roll the dice in the disaster pool
- Play out your scene
- End your scene and add one die to the disaster pool

In More Detail

Start with the player who has survived the biggest natural or man-made disaster then just rotate around clockwise.

Once you've established a steady rotation, just stick to it.

Choose a character to portray and put the Local you played in your previous scene in the Rescue stack

At the start of your scene, choose a Local card. This will be your character for the scene. Put the card of the Local you played in your previous scene on top of the Villain in the rescue stack - they are now sure to be a victim of the disaster! Do this at the beginning of your scene so you've always got a Local in front of you to become a Hero when disaster hits.

Choose what your scene is about

Pre-disaster scenes can be about the following things:

- Addressing your Local's questions.
- Establishing a relationship with other Locals.
- Showing the Villain in action and confronting the Villain.
- Exploring the beauty of the natural world.

The choice is up to you, and a scene can and should include more than one of these things. The Local you are playing has a pair of questions, and before the disaster you have a good opportunity to illustrate these to your friends at the table. You may even answer some.

Roll the dice in the disaster pool

When it is your turn for a scene, first roll all the dice in the disaster pool. For the very first scene in the game it will be empty.

If you roll fewer than four even results on the disaster pool dice, briefly foreshadow the disaster you've chosen either immediately - perhaps as a smash cut to some part of the mountain - or during your scene somehow. For the first four scenes of the game it is impossible to trigger the disaster. After that, all bets are off.

If you roll four or more evens, your disaster occurs! Whatever scene you had planned is cut short by the sudden calamity. The player triggering the disaster immediately describes its origin and initial effects, and the game moves into the disaster portion of play.

Play out your scene

When it is your scene, act as director. Define the location, assign other players to particular roles, and edit judiciously. It's good form to ask others to play Locals, either folks we've already seen or folks we haven't seen yet. The Villain can also make an appearance, either as the focal point or just as a walk-on - it's a small town, everybody stops into the diner for a bagel. The point of pre-disaster scenes is to establish relationships and a sense of the threatened natural world. Direct conflicts aren't necessary. If one occurs, it's your scene - you decide how it turns out. If you have critically important relationships with another Local (if the Chopper Pilot is also your wife, for example), introduce them as soon as you can. In any case, establish deep, solid connections with the Locals and the Villain.

End your scene and add one die to the disaster pool

Stop your scene when you've accomplished some of the four things listed above. Pre-disaster scenes should be brief. It is perfectly fine if they are only a minute - just a description of a view, or a short conversation, or a detached observation of someone's daily life that sheds light on a relationship. Don't make a big drawn-out deal of them unless the story demands it or everybody is engaged and having a great time.

At the end of your scene, add one die to the disaster pool, then hand off the reins to the player to your left.

GETTING YOUR AFFAIRS IN ORDER

Once somebody has turned up four evens and the disaster has begun, the game changes a little. The player who initiated the disaster should describe it, and from that moment until the game ends, survival, rescue and escape become the focus of play. The Local you last played before the disaster struck is now a Hero, and your primary character for the rest of the game.

When you trigger the disaster:

- Pick another disaster
- Give away dice in the disaster pool and reset it
- Shuffle the Rescue stack and put it face down
- Ask another player to announce the race against time

In More Detail

Pick another disaster

You may trigger another one in the future! Secretly choose something related to your first.

Give away dice in the disaster pool and reset it

The dice in the disaster pool are assigned to the players as decided by the player triggering the disaster. These represent grit, tenacity, and the quiet courage of the life-saver. Everyone must get at least one, and if there are more players than dice, just give everybody one. Place any dice you receive on your Hero's card. The empty disaster pool will fill up again as Heroes defy the mountain during the disaster, but the dice giveaway only happens once.

Shuffle the Rescue stack and put it face down

There will be one Local for every scene played in the pre-disaster phase, plus the Villain. It's possible you may have characters who never made it into the game before the disaster - put these aside for possible use later.

Ask another player to announce the race against time

Each disaster has a race against time component - this is the reason the Locals are rushing to the base of Danger Mountain instead of hiding in a safe place. Someone *other* than the disaster's originator should announce what the race against time is all about.

The race against time should be personal and dire, and its nature will depend on the sort of disaster you've been struck with. If you've already established that you have a daughter, definitely put her in the path of the disaster. The race against time has no mechanical weight but injects a sense of purpose and urgency that can be fun to mess with. Some suggestions:

- Medical necessity. A pregnant woman (preferably a named Local) needs a doctor, fast! The first person rescued is badly hurt and needs urgent medical help!
- A threat to unsuspecting innocents. A Boy Scout canoe jamboree is down river in the spill's path! The swarm is making a bee-line for the set of a film shooting at the base of the mountain!
- A threat to life and property: Avalanches are poised to decimate a posh resort! The liquefied natural gas pipeline needs to be sealed or the whole city will explode!
- Self preservation: Get to deep shelter at the base of the mountain before the radioactive rain starts! All the explosives are set to detonate at midnight!

Once these three steps are completed, the full force of the disaster can descend like a vision of unfettered hell!

THE BIG ONE

- Choose what your scene is about
- Play out your scene
- If the Rescue stack is empty or every Hero is dead, end the disaster and the game

In More Detail

Choose what your scene is about

Disaster scenes can be about the following things:

- Addressing your Hero's questions.
- Demonstrating the power of the disaster.
- Attempting to rescue a victim.

As before, you have free reign, and a scene can include any or all of these.

Play out your scene

Once the disaster hits, the pressure is on to answer your Hero's questions. Let everyone at the table know where your guy is coming from! Relationships established in the early game may prompt some tough choices in the late game. The game can't end until the questions have been answered, and following those answers to their logical conclusions during the disaster is a big part of the fun. Make sure you describe the terrible damage the disaster is causing, and linger on its awesome power. The very best way to foreground this is to appoint another player to be the disaster during your scene, just as you would any other character. Then watch them (literally) chew the scenery! Of course, rescuing others is the centerpiece of the game's second half. You can learn how to do that in the following section, «We Can't Just Let Him Die!»

If the Rescue stack is empty or every Hero is dead, end the disaster and the game

When every Hero is dead or every Local in the game and the Villain have either been rescued or lost to the disaster, the game ends. If there are survivors, the race against time has been won! If there are questions unanswered, now is the time to answer them! Go around once and have everyone describe a fitting denouement for their character as the rescue crews and Red Cross ambulances swarm, the music swells, and the camera backs away to frame Disaster Mountain one last time.

«WE CAN'T JUST LET HIM DIE!»

Victims can be Locals, the Villain, or Heroes who have tried and failed in their own rescue attempts. During your scene, you can set up the plight of a victim and, perhaps, save their life.

- Have another player set up the disaster and turn over a card in the Rescue stack
- In order, choose to either roll a die or pass.
- Keep successful dice, discard failures.
- First rescue requires three successes. Second rescue requires two successes. All the rest require one.
- If everyone passes, the victim is lost.
- Extraordinary Courage
- Roll two dice at once. If both are successes, add a new free die to another Hero's card.
- Defying the Mountain
- Roll the dice accumulated in the disaster pool
- Take a free die and roll it, arriving at a normal success or failure. Regardless of the outcome, however, add the die to the disaster pool.
- Death of a Hero

In More Detail

Setting It Up

When you want to initiate a rescue, your friends will set it up and participate. Appoint another player to reveal the victim by turning over the top-most card on the rescue stack and create the circumstances of their urgent peril.

If you are tapped to create a rescue situation, you have complete creative freedom. Make it dramatic and dangerous, for the victim *and* the rescuer. Disasters can hurt someone, propel them against their will, trap them, confuse them, or some combination of these. Here are some suggestions.

Hurt: If someone is hurt, cook up a suitably melodramatic and terrible injury. Give them a concussion and a bloody scalp laceration. Blunt force injuries are always good. A broken back! Temporary blindness! Obstruct an airway and save their life with a ballpoint pen tracheotomy! Inflict a sucking chest wound or flail chest on your poor Locals. Give 'em a disgusting gut wound. Impalement is likely! What about a broken arm? What about a *traumatically amputated* arm? Don't neglect heat, electrical and chemical burns, frostbite and cold injuries, and shock! Everybody should be in shock all the time. Make it lurid and complicating.

People can also start out frail - sickly, elderly, paralyzed, pregnant, or otherwise on the edge of danger to begin with, so remember that any Local you introduce into the game will eventually need rescuing. By making them already weakened in some way you are giving your friends a gift later on.

Propel: If someone has been propelled by the disaster, they are carried along by the disaster's force or compelled to flee ahead of it. The mechanism for this is very disaster specific, but someone in motion is very likely to also be hurt, confused, or even trapped. Make the situation dynamic and ever-changing!

Trap: A trapped victim is incapable of escape on their own - possibly because they are also hurt or confused. A victim might be pinned by falling trees or rubble, or trapped inside a crushed vehicle. The

trap may be encroaching hazards, like fires or insects. They may be in a «safe» place that is no longer safe, like the top of a tree above a raging flood. The rescue of a trapped victim should either be dangerous for the rescuers, or be under time pressure due to rising water, racing fire, and so forth.

Confuse: If someone is confused by the disaster, it could have many causes. Choking smoke, disorienting drugs, hypovolemic shock, or a drastic change in the landscape caused by a disturbance are all likely candidates. Rescue of a confused victim probably involves first finding some sign of them, and then beginning a complex and hazardous search over difficult terrain. They may be in denial, they may be hiding, they may be on drugs.

Attempting a Rescue

To rescue a victim, the players need to collectively roll one or more even numbers, which count as successes, on the dice they have available. Dice are normally rolled one at a time. Anyone may contribute a die to a rescue attempt. Starting with the player whose scene it is, go around the table either rolling a die or passing. You can collectively choose to abandon a victim at any time by simply passing all the way around the table. That victim is then dead, swept away, burned up, lost forever.

The first two Locals are hard to rescue and may well be lost - this reflects the terrible effects of the disaster when it strikes, of course.

- The first rescue requires three successes.
- The second rescue requires two successes.
- All subsequent rescues require a single success.

Remember to describe the circumstances and consequences of both success and failure!

On any failed roll (odd), immediately discard the used die. On a successful roll (even), return it to your Hero's card.

Extraordinary Courage

You may elect to roll two dice at one time if you have two available. If both turn up even, describe the incredible act of selfless bravery

that saved the day, and give a new, free die to any other player, whose Hero was clearly inspired by your brave deed. Failures count normally, so if you only have two dice and roll failures with both, the person you are rescuing dies and your Hero is now in deep trouble.

Defying the Mountain

At any time you can choose to defy the mountain. What this means is an open question - it'll depend a lot on the tone of your game and the nature of the Hero you are playing, but it should be something bombastic and desperate. It may call for a small speech. It's a good time to answer a question. The game is engineered around the scarcity of dice, so you'll want to take advantage of your Hero's ability to defy the mountain. When you defy the mountain:

Roll the dice accumulated in the disaster pool

Take a free die and roll it, arriving at a normal success or failure. Regardless of the outcome, however, add the die to the disaster pool.

Roll the dice accumulated in the disaster pool

The disaster pool is emptied when the disaster strikes, and you refill it gradually by defying the mountain, seeking new dice to roll to rescue Locals. Every time you choose to defy the mountain (and get that sweet free die), first roll the dice in the disaster pool, just as you did before the disaster. When you roll:

If you roll less than four evens, continue to ominously foreshadow and enjoy your free die. If you rescue a Hero with a free die, the normal rules are in effect - the die used to defy the mountain goes away and the rescued Hero must get a die from another player.

If you roll four or more evens, the *real* disaster strikes! Describe the new mega-disaster, of which the initial disaster was merely a harbinger. Each player keeps their own dice. Gather all the Heroes and Locals they have rescued. Shuffle these and draw one for each player. Now you have new Heroes. If your new Hero used to belong to somebody else, that is fantastic! They've undergone a drastic

personality change after a traumatic experience, right?

Mix the cards that weren't drawn (riff-raff consisting of former Heroes and once-rescued Locals) with any Locals not introduced into your game. Shuffle this pile, choose two face down, and add them to the bottom of the Rescue stack. Good luck!

Take a free die and roll it, arriving at a normal success or failure. Regardless of the outcome, however, add the die to the disaster pool.

The die you roll goes in the disaster pool, increasing the threat.

Death of a Hero

When a Hero loses their last die, they become a victim and need to be rescued. The current Local being rescued is immediately lost and the Hero takes their place. It's then up to the other Heroes to rescue the new Hero/victim - or not. Upon the successful rescue of a Hero, the rescued character takes the successful die from the rescuer. If it was the rescuer's last die, they are immediately lost - sacrificing their own life for another. Rescued characters don't «belong» to their rescuers (although it's fun to keep score) - if the Cop rescues the Reporter and later dies, the Cop does not take the Reporter with him.

OPTIONAL STUFF

Weird Disasters

Here's a list of fantasy and science-fiction themed disasters. Unless you are playing in complete gonzo mode, these don't mix well with one another in «second disaster countdown» mode. But they mix very well with disasters from the regular list, especially as second mega-disasters. A nuclear blast awakens a dinosaur? The Wendigo calls down a terrible blizzard? Pure gold. These will take the game in a very different direction, so use with caution - they are probably better for a second session. You can probably think up your own dangerous events, and the race against time may just be a race for civilization itself.

- **The Infected** : A military experiment goes awry and flesh-hungry soldiers stalk the mountain.
- **The Parallel** : The mountain becomes unmoored from our reality and becomes a gateway to a fantastic land of knights and dragons.
- **The Devils**: Satanists rise up to perform a black ritual to summon the El Diablo himself.
- **The Warriors** : A band of Native Americans and a troop of cavalry are displaced in time
- **The Beast** : An unkillable cave bear goes berserk
- **The Forest Children**: A tribe of Bigfoot lash out as their home is threatened
- **The Monster**: A long-dormant dinosaur is re-awakened by careless drilling
- **The Green Hell**: All plant life turns against its human persecutors once and for all
- **The Crash**: A government satellite has been lost, and murderous agents from various powers comb the mountain for it
- **The Intruders**: Extraterrestrials harvest test subjects for horrific experiments
- **The Wendigo**: The offended spirit of the mountain is bent on revenge
- **The Usurpers**: Scientific research goes awry and causes all animals to get really big and attack humans

DISASTERS!

The Spill

An accident dumps something deadly into the river.

Hurt: Soaked in deadly chemicals. Deadly waste in a drinking well.

Propelled: Racing ahead of flesh-dissolving chemicals in the water. Boats overturning. Hydraulics.

Trapped: Acidic industrial sludge riverbank mud hems someone in. trapped and pinned by sweepers.

Confused: Aerosoled toxic chemicals cause a panic.

Race against time: A Boy Scout canoe jamboree is down river in the spill's path!

The Quake

The ground shakes violently and terror follows.

Hurt: Broken gas lines lead to fires and explosions. Downed power lines. Cuts and crushing injuries.

Propelled: Rockslides, fires.

Trapped: Under toppled structures.

Confused: Aftershocks cause panic.

Race against time: A pregnant woman (preferably a named Local) needs a doctor, fast!

The Inferno

An out of control forest fire.

Hurt: Burns, flaming debris, attacked by crazed wild animals. A raging tornado of fire and smoke

Propelled: A fall into a concealed mine shaft. A racing wall of flame

Trapped: Pinned by a fallen tree. Ringed in by flames. Trapped in a spot that was safe five minutes ago

Confused: Lost in the wilderness. Choking, disorienting smoke

Race against time: An exhibit of priceless Impressionist paintings at a gallery in the path of the fire!

The Madness

A rabies outbreak - crazed people and animals run riot.

Hurt: Vicious bats! Menacing squirrels, raccoons, dogs, and people!

Propelled: A forest alive with diseased madness, animals in pursuit.

Trapped: Savaged by a rabid bear and trapped!

Confused: A hydrophobic person (preferably a Local) gone homicidal

Race against time: The first person rescued needs treatment or they will die!

The Rupture

A burst dam and a wall of water heading for the city.

Hurt: Crushing tree roots. Drowning. Electrical lines down in the water. A raging wall of water crushing everything in its path.

Propelled: Flipped canoes. Mudslides. Oil storage tanks burst and flame-slicks follow!

Trapped: Stuck in a log jam. Caught in whirlpool. Pinned by concrete as the water slowly rise!

Confused: People downstream in denial. Panic.

Race against time: Riverside elementary school needs to be evacuated!

The Swarm

Insects, arachnids, amphibians or rodents, pressured by civilization, breed out of control

Hurt: Hundreds of bites and stings. Anaphylactic shock.

Propelled: Chased by the swarm!

Trapped: Sealed inside an unstable structure. Hiding in a ditch.

Confused: Someone scoffs at the swarm's danger.

Race against time: The swarm is heading for the set of a film shooting at the base of the mountain!

The Eruption

The long-dormant volcano blows its top.

Hurt: Attacked by fleeing animals, burned, scorched by lava, struck by debris.

Propelled: Falling down a cliff. Lava-induced wildfires! A river of molten lava!

Trapped: Caught in a rusty bear trap. Trapped amid the pyroclastic flow!

Confused: Deadly gas clouds!

A race against time: The charity clinic and homeless shelter are in the path of the eruption!

The Slide

A racing mountain of deadly mud or snow.

Hurt: Smashed limbs. Broken back. Cuts and scrapes.

Propelled: Thrown down the mountain side.

Trapped: Smashed utilities, live electrical current surrounds someone. Trapped in a pocket of mud or snow. Buried alive.

Confused: Impassable roads and choked, flooding rivers, changed topography. Lost.

A race against time: The first person rescued is badly hurt and needs urgent medical help.

The Cloud

Choking toxic dust or volcanic ash covers everything.

Hurt: Poisonous snakes. Heat stroke. Lung damage.

Propelled: Racing to outrun the cloud.

Trapped: Respiratory distress, burning suffocation. Fine grit causes vehicle engines to seize up in motion

Confused: Dehydration and hallucinations. Visual disorientation leads to trouble.

Race against time: A senior citizen's home in the path of the cloud!

The Firestorm

A deadly mistake, a nuclear detonation and a radioactive mushroom cloud.

Hurt: Terrible burns and tissue damage. Blindness. Secondary fires and explosions.

Propelled: Running away from sinister radiation. Wildfires.

Trapped: Trapped in collapsed buildings and overturned vehicles.

Confused: Apocalyptic ennui. Confusion and shock.

Race against time: Must get to deep shelter at the base of the mountain before the radioactive rain starts!

The Whirlwind

A tornado of destruction rages.

Hurt: Fires, explosions, gas leaks. Flying debris. Animal bites.

Propelled: Vehicles tossed around like toys,

Trapped: Pinned in rubble.

Confused: Shock. Panic.

Race against time: The liquefied natural gas pipeline needs to be sealed or the whole city will explode!

The Blizzard

Deep snow blankets the region.

Hurt: Hypothermia and frostbite. Heat exhaustion. Broken bones.

Propelled: Triggering avalanches. Hidden, fragile ice over a raging stream.

Trapped: Impassable roads and collapsed bridges.

Confused: Getting lost.

Race against time: Avalanches poised to decimate a posh resort!

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THE VILLAIN

You can't play the Villain.

But once the disaster strikes...

...the Villain will need you.

Will you help or walk away?



LIST OF VILLAINS

The Timber Ridge Lodge and Resort architect, Stacy Gambrell
Mason Krantz, surveyor for Starfield Acres retirement community

Bargain Hills Shopping Complex magnate Takayuki Kimura

Greenbriar Forestry's head logger, Big Dave Weems

The Rocky Canyon dam chief engineer Pat Granicus

Eidelweiss GmbH chief prospector Roland Berger

Horton Johnson, the municipal landfill's chief engineer

Major Alice Crowley, public affairs, Army Weapons Test Range

General Clifton Braddock, ABLE MOUNTAIN classified activity

Glenn, the leader of the end times cult moving into the desert

Keene, motorcycle gang lunatic that haunts the logging roads

Don "Fifth Horseman" Ohmeyer, unhinged survivalist



THE TEEN

You wish something cool would happen. You have a sweet minibike and some pot.

Which Local do you have a crush on?

How did the Villain hurt your family?

THE PARAMEDIC

You save lives when you can. You have a crash kit and high angle rescue gear.

Which player's character do you hate? Why?

Why do you want revenge on the villain so badly?

THE PILOT

You fly around the mountain. You have a Bell 47 Helicopter.

What past mistake torments you? How will you make it right?

What did you see at the villain's rough landing field?

THE COP

You serve and protect, mostly. You have a Jeep with a winch and a shotgun.

Which Local are you related to? What will you sacrifice for them?

Why does the villain get a free pass in your town?

THE PLUTOCRAT

You are a big wheel around here. You have some industrial logging tools and a thick wad of cash.

What promise did you make, and to which Local?

Why will you break it?

THE DRIVER

You are just passing through. You have a A white 560 horsepower Corvette L88 and a trunk full of trouble.

Who keeps you here when you should be on the road?
How will you tell them how you feel?

What did you bring the villain, and why



THE PRODIGAL

You thought you got away, but here you are. You have a duffel bag containing everything you own.



Why did you come back, and who do did you never say goodbye to?

What will you say about the Villain's job offer?



THE EARTH CHILD

You are a counter-culture drop-out. You commune with Manitou, the spirit of the mountain.



What sacred duty must you fulfill, no matter what?

How will the villain's plan destroy something holy?



THE PENSIONER

You have lived around here forever and seen it all. You have a well-stocked cabin on the mountain.



Which foolish Local do you refuse to listen to?

What did the Villain give you, and what did you give the Villain in return?



THE REPORTER

You are on the trail of a big story. You have a backpack and an aluminum canoe.



Which Local haunts your dreams, and why?

What did you do for the villain to get your information?



THE BUREAUCRAT

You care about your little town. You have a hardhat and some Civil Defense equipment.



Which player's character can't you look in the eye? Why?

How is the villain going to revitalize your town's economy?



THE SCIENTIST

You care about doing the right thing with your ominous and/or incriminating data. You have a strange map.



Which Local do you love? How much, exactly?

When did you finally stop working for the villain?