

## THE TOWER

**1) Lobby:** Spacious entrance hall. Large statue (Greco-Roman god made of blank polygons). Tiled floor (black and white ads that scroll by underfoot). No music plays inside the tower.

**2) Achievement Hall:** Thousands of shining gold medals cover the walls under a banner that says "99% Complete!" The missing one is labelled "Make a Friend" (see **Friends List(5)**). If all achievements are completed, a golden crown appears which can be worn or stored in the Avatar menu (see **Shop**). **Mr Goodnight™** will be highly covetous of this crown if he learns of its existence. **Glitch Sea** drips from the **Glitched Room (3)** above in a jerky, looped motion.

**3) Glitched Room:** Pink pixels and half-rendered polygons jut from the walls like shards of glass - the walls are all solid Glitch Sea. A **bug** is clipped halfway into the floor. If it is removed from the floor, a hole is revealed leading to the **Secret Path (6)**.

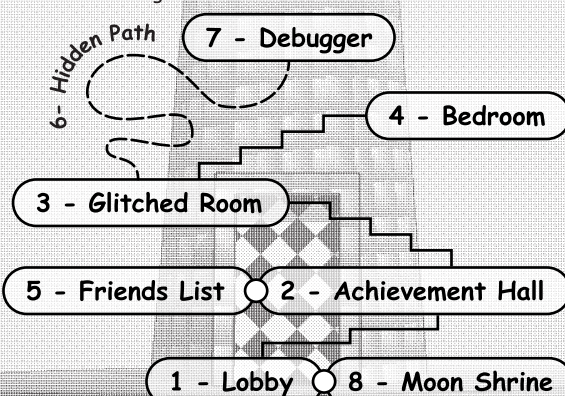
**4) Bedroom:** Cozy attic nook. Large circular window. A few virtual keepsakes. **Hideo** is here, asleep. **Mr Goodnight™** sits by his bed and watches him, only leaving to investigate interesting events outside in the **Plaza**.

**5) Friends List:** Echoey room. Empty blue walls. **Floating panel options:** Add or Block new entries. Add allows players to send a friend request to any other active player. If accepted, the "Make a Friend" achievement is unlocked (see **Achievement Hall (2)**).

**6) Secret Path:** Blank, grey, featureless tunnel. When you enter you see a door 100' away, but as you move towards it the door stays 100' away. Only by walking backwards can you reach the exit.

**7) Debugger:** Large grey room. Lit sourcelessly. A stack of blank polygons sits in one corner. This is the one place within the slickworld Mr Goodnight™ does not know about.

**8) Moon Shrine:** A statue to Mr Goodnight™ stands in the center, ads for Goodnight soda scroll across the walls and floors. A panel reads: "Use the code **GOODNIGHT1** for your free Mr Goodnight™ player skin! A Sounder Sleep with Mr Goodnight™!"



## GLITCHES

Whenever an object or character comes into contact with the **Glitch Sea** or a **Bug** roll for a random **Glitch** below. PCs may use the **Hacking** skill to initiate their choice of any one of these glitches in an object or character they are touching. A failed roll causes a random glitch instead.

- 1: **Erased.** Object/part of object is permanently deleted.
- 2: **Texture swapped.** Roll for new **texture**.
- 3: **Spawned.** Generates duplicate of object.
- 4: **Lagged.** Object's reactions delayed by 1 minute.
- 5: **Gif'd.** Object repeats its last/next motion indefinitely.
- 6: **Clipped.** Object can pass through other solid objects.
- 7-10: **Bugged.** Object turns into a **Bug**.

## TEXTURES

Objects with a **Texture** act as they would if they were made of that thing. The **Paint** tool can give textures to blank polygons.

- 1: **None.** Blank grey-white polygons that do not interact with their environment.
- 2: **Wall.** Solid, invincible, heavy.
- 3: **Wood.** Flammable, floats, sturdy.
- 4: **Balloon.** Floats in air, carries small loads, poppable.
- 5: **Invisible.** Still exists, can't be seen - otherwise, as Wall.
- 6: **Sticky.** Clings to surfaces, can be stuck in place and takes effort to remove.
- 7: **Bouncy.** Other objects are repelled upon contact, the lighter of the two is sent flying.
- 8: **Fire.** Permanently aflame, hot, heats adjacent objects and sets other flammable things alight.
- 9: **Metal.** Heavy, conducts heat and electricity.
- 10: **???** Becomes part of the **Glitch Sea**.

## ADS

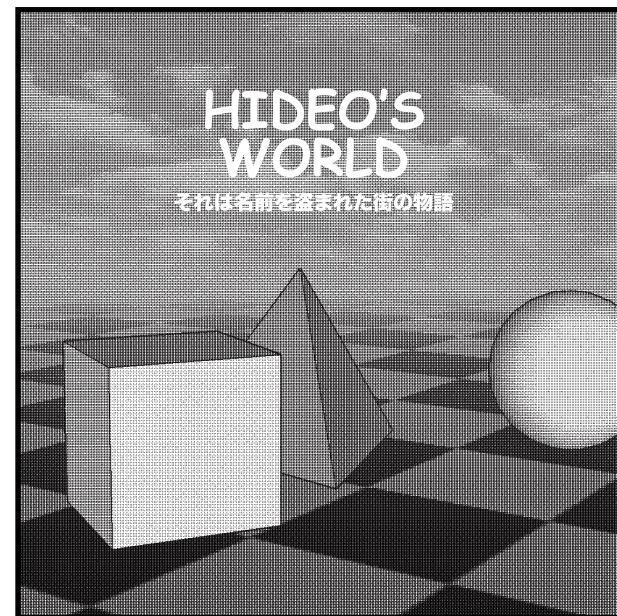
Logos/slogans for the various sponsors of the game, littered throughout the plaza.

1. **Panadyne Systems.** "Think. Create. Innovate."
2. **Jensen-Hung.** "Working Together for a New Tomorrow."
3. **Godmode Arcade.** "Get Rekt!"
4. **Handy Mandy's Custom Repairs.** "If You Can Break It, We Can Fix It!"
5. **Deep Blue Bathhouse.** "An Oasis for Body and Spirit."
6. **Tamaribuchi Heavy Manufacturing Concern.** "Exceed the Sky of Time."
7. **PROJECT Dolphin.** "Every Star Within Your Reach."
- 8-10. **Goodnight soda.** "A Sounder Sleep with Mr Goodnight!" The moon-headed mascot winks and holds out a can with his face on.

A ONE SHOT FOR THE

# MOTHERSHIP™

SCI-FI HORROR RPG



Maverick inventor **Hideo K** designed the **HypnoDD**, a prototype games console that could be played while sleeping, running slickware in place of the user's dreams. With the tech too expensive to mass-manufacture, Hideo attempted to turn a profit on the project by selling ad space within a specially made slickworld, and broadcasting his own dreams via satellite as entertainment.

When this failed to make an impact and the satellite broadcasting system was shut down, Hideo resigned to a life of drug-induced coma, living in the game world he had created, alone.

This couldn't last. As time passed, the imperfect neural link gradually deteriorated the slickware like a cassette played too many times. Hideo's reality is beginning to fall apart.

To reach Hideo, you must enter the HypnoDD's slickworld via a direct wired interface, and find him before the system data - and his mind - fades into static.



## THE PLAZA

The menu screen of the HypnoDD, represented as a physical space. The **Communications Tower** is in the center, with four **doors** at the opposite end and one behind the players as they enter (the exit). **Bland muzak** plays sourcelessly, occasionally skipping. A looped 2D image of a soft pink pixelated sky floats above. Blimps and planes, also 2D sprites fly through, displaying ads. More logos and slogans scroll across the black and white tiles on the floor. A weird pink, jerky, pixelated **Glitch Sea** surrounds the Plaza. In the distance, a flying island holds up **The Tower**.

There are a few blank 3' polygons (see **Textures**) laying around: a sphere, a cube and a pyramid.

1. **SETTINGS:** Empty room with a menu panel listing the hardware settings that affect the tslickworld.

- **Brightness:** Adjusts the light level. Anyone, excluding **bugs**, not wearing sunglasses is blinded at 100% brightness. **Mr Goodnight™**'s moon head glows brighter as the slickworld gets darker.

- **Time/Date:** Broken, but if the date is set to Hideo's birthday (see **Message Board**), 1d10\*10 large balloons appear (see **Textures**).

- **Connection Test:** "Test Failed: No Signal". This panel **glitches** after use (see **Glitches**).

- **Restore Data:** Causes all polygons affected by the **Paint** tool to become blank (see **Textures**). This panel **glitches** after use.

2. **GAME:** Upon entering, a panel reads: "Game data corrupted. Save file may be lost or slickware may become unplayable. Play anyway?" If "yes":

- The slickware **glitches** and bits of the game spill out into the plaza, smashing through the sky and changing the plaza irreversibly.

- Rollercoaster tracks grow from the sky and ground like weeds forming a bridge to **The Tower**.

- 1d10 blank polygons appear, floating above the ground.

- 1d10 **bugs** appear.

- 10 metal coins are scattered around **The Plaza**.

The **Coin Glitch:** If the game explodes, part of the plaza floor rips open to reveal **raw code** (numbers and letters floating in space). One phrase can be reached easily: "coin = coin". If either "coin" is removed, all the coins from the game disappear. If any object is put in its place, the coins will reappear as appropriately-sized versions of that object.

3. **SHOP:** 1d10+2 **Clan Raiders** in Hideo Masks hanging out by the Shop Menu. It's options:

- **Buy Games:** "Coaster Hero," a rollercoaster tycoon/JRPG hybrid. Supposedly playable through the **Game** menu. \*Already Purchased\*

- **Change Avatar:** Customizable outfits. T-shirts with ads, cartoon masks of Hideo's face, sunglasses, wacky wigs and cat ears. 5 coins each.

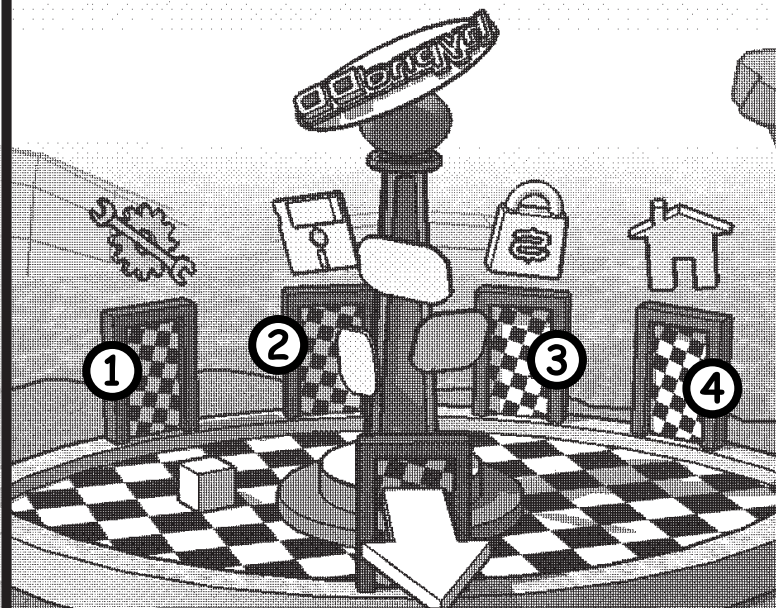
- **Buy Furniture:** Displays all the furniture that Hideo currently has in his **Home** area - mostly branded with Goodnight™ soda logos. A message tells players to go to the **Bedroom** to change furniture.

- **Cool Tools:** the **Paint** tool is a large paintbrush that lets players permanently transfer their choice of texture to blank polygons. 7 coins.

- **Redeem Code:** Entering the code GOODNIGHT1 into this panel unlocks a new mask which changes the wearer's head into a large 3D moon.

## HIDEO STARTS WITH 1 STRESS.

Whenever something **glitches**, Hideo makes a **Panic Check**. Whenever he **Panics**, a random location collapses in on itself as the slickworld loses stability. The last thing to go will be the exit.



## THE COMMUNICATIONS TOWER

At it's base float four touchscreen info panels:

**Clock (frozen):** Temperature/weather icons (broken)

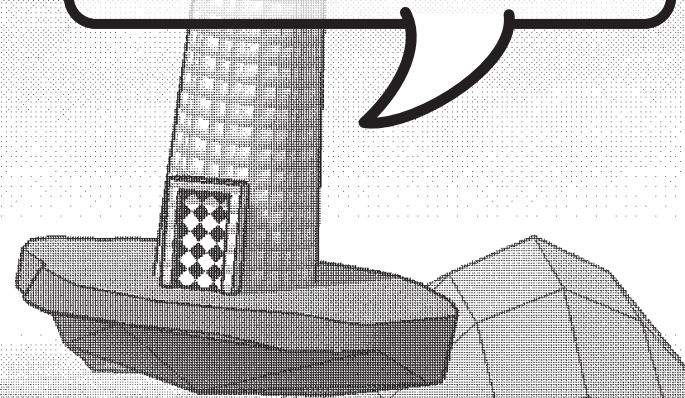
**Interface to connect to satellite:** "No Signal."

**Player info:** shows Hideo with a "sleep" icon, along with his current location: **Home**. The panel also reveals the locations of the PCs and the **Raiders**.

**Message board:** Chronological list of system notifications, sorted by date. The last update was a while ago: An automated message from the system reading "Happy Birthday!" Before then, receipts for Goodnight™ soda and a note apparently written and left by Hideo: "Remove Paint tool in 1.0 patch."

**Food stand:** Glitched out in pink, spiky polygons. The only working button orders cans of Goodnight™ soda to the PC's IRL location via drone. Drinking Goodnight™ soda causes drowsiness (Body Save to resist).

4. **HOME:** In the distance, a short tower can be seen on a floating island. The way to the island is blocked by a canyon of **Glitch Sea**. If the **Coaster Hero** game is activated, a rollercoaster bridge will cross the rift - otherwise, players must find their own way across.



## DENIZENS

**BUGS:** Made of the same weird broken code as the **Glitch Sea**; fucked up uncanny valley "human." Causes a glitch in any object/being they touch (Sanity save to resist). Won't attack the players unless commanded to by Mr. Goodnight™ or the players try to destroy or vandalize the slickworld.

**RAIDERS:** Human players, breaking into the slickworld to explore the dying creation of a man they idolise. Some of them are hackers and like to cause **glitches** - they will be disposed to befriend any fellow hackers. A gang of them wear Hideo masks in tribute to their idol. Each carries 1-2 Coins.

**MR GOODNIGHT™:** An NPC from the HypnoDD's software. Mr Goodnight™ is a moon-headed mascot, and a registered trademark of the **PacyGen Pharmaceuticals & Soft Drinks Company**, created to promote their soda. Over time, his emergent AI was corrupted through exposure to the **Glitch Sea**. Mr Goodnight™ is now despotic, paranoid and exceedingly vain. He wants **Hideo** to stay in his coma, because as an NPC, Mr Goodnight™ will only exist while at least one person is logged in to the HypnoDD. He lives in **The Tower**, holding **Hideo** prisoner, only leaving to investigate strange occurrences in **The Plaza**. Although he has no particular strengths, his mellifluous voice can command the **bugs** to do his bidding.

**HIDEO:** Creator of the HypnoDD. His real body is in a coma, but his virtual self is asleep, at the top of **The Tower**. If woken, he could be persuaded to leave if there was an interesting problem for him to solve. Hideo's mind will slowly deteriorate as the slickworld collapses around him.