Twenty-Twenty Won

A roleplaying game by Grant Howitt, 2020 Adapted by the Talking Sons Crew 2020

YOU ARE A TIME GREMLIN: a mischievous servant of the Zeitgeist of the Year 2020. You and your fellow minions are sworn to be perfectly loyal to the Zeitgeist that created you and to one another. The Years of Prosperity have been vanquished. The 2020 Zeitgeist has thoroughly won and the entire world has surrendered.

However: The next year's time gremlins have not been created yet, leaving you in charge of a diplomatic envoy dedicated to rebuilding after the sheer destruction you have caused. You have no idea how to do this.

However: You have one week before New Year's Day and if the new Zeitgeist is unhappy with your work, you will be unable to retire from this painful, unnatural hellscape that is the year Twenty Twenty.

APPROACHES AND CONFIDENCE

Assign 1 x D20, 1 x D12, 1 x D10, 2 x D8 and 2 x D6 to your approaches to determine how confident you are in your use of the approach.

Confidence level: D6: Cautious | D8: Practiced | D10: Very Keen | D12: Gung-Ho | D20: YOLO BABEEYY

Twitter Trend

WHAT DON'T YOU UNDERSTAND?

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You have spent the past year causing chaos and destruction, the ways of peace and normalcy are unknown to you. Choose one element from the list below; roll an additional D10 and pick the highest dice when you interact with it.

Animals | Cuisine | Love | Fashion | Food Humour | Lying | Art | Cars | Sadness

You automatically succeed at all sabotage actions. You have been the most successful crew of minions ever seen and are able to cause chaos in brand new and incredibly stupid ways.

Choose a piece of equipment that you bring everywhere:

Pet Anti-Vaxxer/Anti-Masker Karen | Flame Thrower | Smart
Phone with Twitter installed | Sourdough Starter | Nintendo
Switch with Animal Crossing | Delivery Uniform/Truck

Non-sabotage actions are difficult and confusing. You have spent your entire existence lighting fires, sewing discord, spreading plague, breeding murder hornets, and generally doing everything you can to destroy your nemesis: The Years of Prosperity

When you attempt to resolve a situation without resorting to sabotage, roll the dice associated with the relevant approach and consult the chart below:

1: Terrible failure

2-4: Mostly failure, some success

5-6: Success

7-10: Success with minor collateral

11-19: Success with dire collateral

20: Success with catastrophic collateral

MINOR COLLATERAL: People upset/injured, items damaged DIRE COLLATERAL: People die, priceless items destroyed CATASTROPHIC COLLATERAL: Buildings destroyed, Dozens dead, 2020 Part 2 declaration in the works (If the tone isn't working for you, lower the maximum lethality of all collateral to injury and upset.)

POST-YEAR POWER BLOCS

GM, there are two factions vying for supremacy - roll on the following tables twice each, re-rolling duplicate results, to determine who they are.

- 1: An incredibly pious...
- 2: A devastatingly trendy...
- **3:** A fiercely opportunist...
- 4: An inept but powerful...
- 5: A well-intentioned but overwhelmed...
- 6: A belligerent and old-fashioned...

1: ... Local Government

2: ... Law Enforcement Union

3: ... Mega Church

4: ... Tiger Rescue Zookeepers

5: ... Group of Protesters

6: ... Sentient Coronavirus Hivemind

The conflict centres around (roll once, or twice and combine if you're feeling brave):

- 1: Control over the ultimate destiny of pornhub
- 2: Next year's avocado harvest
- 3: An exhibition of ancient, fragile relics
- 4: Who Prince Harry and Megan Markle decide go poly with
- 5: Laws governing meal delivery parking and pickups
- 6: A yet-to-be-designed statue of a local hero
- 7: A lack of funding for wildfire programs
- 8: Stewardship of the Ex-President's criminal empire
- 9: Ownership of an unfathomably rare liliger
- 10: Hosting location of the upcoming Firefest 2
- 11: A sex scandal involving members of both factions
- 12: Rights to film Kanye's 2024 campaign ad

Don't make the players roll for every little thing; each time they pick up the dice, it represents the culmination (or the catastrophe resulting from) a solid afternoon of work.