



JUGGERNAUT

SECRET
COVER SHEET

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COVER SHEET

SECRET

JUGGERNAUT v1.0
A live-action game about free will.
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BACKGROUND

READ THIS OUT LOUD

It is July third, 1950. The Korean War is eight days old. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. "Cinderella" is a box office sensation. And you have invented a computer that can see the future.

Employing cutting-edge Ward-Takahashi identity derivations outside their quantum-theoretical framework, JUGGERNAUT processes enormous data sets, ostensibly in the service of code-breaking once the technology is proven and refined. The unstable geniuses behind the math have reached some curious conclusions that only experimental evidence can confirm. By the numbers, JUGGERNAUT - given enough resources - should be able to crack ciphers before they are even invented.

Each JUGGERNAUT tabulating bank is three meters long, two tall and one wide. It looks for all the world like a two-and-a-half ton bookcase. The high security tabulating room is a vast hall full of clacking machines, smelling of grease, cut paper and electricity.

JUGGERNAUT is designed to seek patterns in data encoded on Hollerith punchcards. In its current experimental configuration, JUGGERNAUT consists of 256 tabulating banks that can process one million punchcards a day. The sorting drum within each bank rotates at 1800 revolutions per minute, using thermionic valves to detect and tabulate data stops. New cards are generated and their data is ported to summary machines, creating a cascade of further refined information. The output of a run is a single human-readable Hollerith card.

On that card is a simple statement about events that will happen in the future.

And JUGGERNAUT is never wrong.

Invite three, four or (ideally) five friends. As facilitator, you play as well. You need about two hours. Any private space will work.

Download the audio track and have it ready to play on a portable device, ideally connected to speakers. The track is ever-so-slightly too long, which is intentional.

Sort the summary output cards in sequence, by number. Put card 01 on top, descending all the way to card 21. If you want to, substitute alternate cards of the same number in sequence. The blue, yellow and green cardbacks all offer different output, so use them as replacements for replayability. Place the summary output cards and audio player in a prominent location.

Read the background information aloud.

Display the character sheets and ask each player to choose one. If playing with six, take whichever character that is left.

To download the audio file and other supporting documents, go to:

bullypulpitgames.com/games/juggernaut

PREP

Let everybody know:

The game will occur in a reasonably safe space. Read the safety sheet aloud and discuss it.

The game will last as long as it takes to reach the final summary output card. The pace of card reveals is in the player's control.

JUGGERNAUT's summary output jobs are stacked in a sequence that is slowly revealed in play. The next job can be run at any time.

JUGGERNAUT is never wrong. Everything it says will happen must happen. It is up to you to make JUGGERNAUT's outputs become reality, no matter how difficult or far-fetched. Events in the distant future are merely harbingers; events taking place on 3 July 1950 must happen during play.

Anyone can run a summary output job by pressing play on the audio device. When the track ends, anyone may pick up, read and interpret the top card. If the card says "you", it refers specifically to the person drawing the card. Share its content if you wish.

The game ends when the last card in the stack has been revealed.

Give everyone a name tag. When you are all ready, begin.



PLAY

Ask everyone to introduce themselves to the group in character. Free play begins immediately. Anyone can run a summary output job at any time.

Make sure everyone is crystal clear about the game's hard parameters: Anyone can run a job, the cards are never wrong, it is up to you as players to make them true.

It is important to note that there is no fixed outcome, and other than the hard and fast rules set down, anything can happen. Sometimes characters get stabbed.

Players usually try to puzzle out the hidden meanings in the cards and their sequence.

There is none.

Play safer.

There is no way to completely prepare for how the material in the game might affect the players, including yourself. There's no way to be completely safe. With this in mind, a few simple rules and techniques can help everyone have a positive experience.

For facilitators:

Express your expectation of love and trust. Make it clear that responsibility for safer play falls to everyone.

Be clear about the game's parameters, including play time (about two hours), general tone (serious) and any expectations the game makes of players (racism and xenophobia may be part of play).

Be transparent about the game's content, both real and fictional. For JUGGERNAUT this means mentioning the endemic sexism and racism of the time. Decide as a group to either embrace or elide this. Either option is fine.

Discuss and demonstrate "The door is always open", "cut", and "brake", as well as how to act out on-screen violence.

SAFETY

For everyone:

Approach play with the expectation of love and trust. Take care of and watch out for one another. Make it your mission to help others have fun, confident that they are doing the same thing for you. Care more about the real people you are playing with than the game.

The door is always open. You are free to leave the play area at any time, for any reason. Fictional constraints (this game's locked room, for example) are irrelevant. If you need to go to the bathroom, go ahead. If you need a quiet moment alone, that's fine. If you aren't enjoying the game, go find something more fun to do. There will be no judgement, and leaving the game won't impact anyone else's fun. Although it isn't required, discretely telling a facilitator will keep people from worrying about you.

Real danger stops the game. If you experience what you believe to be a threatening situation - physical or emotional, toward yourself or another - loudly say "cut". The word "cut" stops play immediately. When you hear "cut", regardless of the circumstances, stop what you are doing. The game will resume when the danger is obviated, mitigated or resolved. There will be no judgement, and calling "cut" is always the right choice.

You control the intensity of play. If you participate in a scene and prefer that it not escalate in intensity - physical or emotional - say "brake" to the people in the scene with you. "Brake" is an explicit signal not to increase the scene's intensity any further. As with "cut", there will be no judgement, and calling "brake" is always the right choice.

Speak up if you want or need something.