

Where My Clothes?

a Meta-Game about Robert Bohl,
... being distracted at Cons

This game was conceived of while a bunch of indie game designers sat around and made fun of Robert Bohl for losing (and then finding) two pieces of clothing in the space of approximately five minutes, *after* this Twitter update that he posted. We're glad he found his things again, but all the same, we're still going to give him shit about it.

This experience often leaves one — to put it lightly — flabbergasted. Keeping track of what's going on, what time it is...what *day* it is, and whether or not you've eaten becomes difficult; which makes it must easier to understand why it's hard to keep track of some of your more mundane stuff.



And so, we have this. A game about keeping your head in the face of utter, complete distraction. It's half role-playing game, half board game, and all manner of a meta joke.

The con experience for a lot of people frequently includes staying up late, playing some (hopefully) great games, going to diners at all hours, and seeing friends who you don't necessarily get to see very often.

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Design by:

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With additional input from:
Joshua A.C. Newman, Epidiah Ravachol, John Stavropoulos, James Mendez Hodes, and other fine folks.

This game is Free. Play it, share it, and tease Rob with it. Have fun!

-Tim Rodriguez
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This is called a *meta-game* for the simple fact that it really doesn't fit into any one basic category. It's part role-playing game and part board game. It's a game about concentration, keeping track of your stuff, and poking fun at Robert.

Pick one player to start. The player to their left will be their **Distractor** and the player to their right will be their **List Monitor** or "LiM." Any other players at the table are referred to as the **Peanut Gallery**.

The player's first job is to verbally list 3d4+6 items he or she is wearing and carrying. This number is your encumbrance limit. This list **MUST** include a Wallet, a Cellphone, and a Badge each of which must be specifically associated with an article of clothing, e.g. "My badge is attached to my Hoodie"; and will also include important articles of clothing that they are wearing, e.g. t-shirt, hoodie, vest, hat; important stuff they have with them, e.g. dice, pencils, pens, gaming books, MP3 players, or anything else that seems appropriate. List all items singly, and remember that this list includes your clothes.

The **LiM's** job here is to take this complete inventory and keep careful track of everything he/she puts down and picks up, up to their encumbrance limit, whenever it is that players' turn.

Go around the table until everyone has given their inventory to their designated LiM.

*Where Where Where are my where are
my panties?*

Oh my god where are my panties?

What? I don't..

He gon' think I'm a hoe

Fuck that I liked it

*I was drunk and it was my birthday
anyway*

-- Outkast

The **Distractor's** job each turn is to roleplay all manner of distractions while the active player and the Peanut Gallery (if any) tell gaming stories about their experience at the con.

Going around in turn, each player (in collaboration with the Peanut Gallery) will tell three gaming stories and one nightcap.

Meanwhile, the Distractor will vie for the Player's attention, and try to distract him from what really matters: remembering what they put down, so that they can remember to pick it back up.

The Game Turn

You're at a con. There are three gaming slots, which you will take turns telling stories about.

The LiM rolls 1d6 for the environment.

1. COLD AS F#\$K!! — player must borrow at least two pieces of clothing from the Distractor or Peanut Gallery.
2. Chilly — Player must borrow one piece of clothing to keep warm.
3. Warm — Player must take off 2 pieces of clothing to keep from sweating too much.
4. Uncomfortable — player must put down d4+1 clothing items to maintain reasonable body temperature.
5. Sweaty — Player must put down 2d4 items of any type.
6. HOT AS BALLS — Player must remove all clothing you can, while remaining legally decent...

The Distractor secretly rolls 1d6, they will take on this role during this game turn.

1. Your kid checks in with you.
2. A loved one calls...
3. A pedantic gamer offers opinions.
4. A civilian asks a question.
5. Your good friend shows up.
6. Pick one, and roll again for more laughs

The Player (and Peanut Gallery)

tell their gaming story. This story should last between three and five minutes of time, during which the distractor may join in at any time.

When the story is finished, the next player takes their turn telling their gaming story. Continue until each person has had a turn to be the active player, and each player then recovers (and/or gives back) all of the items they can recall.

Play through three gaming sessions (rounds).

Scoring

After the three gaming sessions, each player reports to their LiM what they are carrying – the LiM will record that player's accurate inventory and score it as follows:

Important Personal Objects (cellphones, wallet, badge, computer, MP3 player) are worth 10 pts each.

Clothing is worth 5 pts each.

Everything else is worth 1pt each.

The LiM then tells a story about each item that is lost. Funny stories earn 1-5 points each for the LiM, as judged by the Distractor.