



Defend your most cherished beliefs

against your worst enemy.

Yourself.

A game for 3 or more players

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The Enemy Within

The Enemy Within is a roleplaying game for 3 or more people in which one character struggles to stay true to their beliefs in the face of opposition from an internal adversary, a literal voice in their head urging them to break faith.

It is assumed that the reader is familiar with roleplaying, although as this is an unusual kind of roleplaying game, we'll try to explain how it works as we go.

What is the game about?

The game could be about:

- * A good person with dark desires
- * An ordinary person possessed by demons
- * A person torn between two ideologies or ways of life
- * A person with two or more aspects to their personality

The players decide what kind of character the game will focus on, and what kind of inner conflict. Whatever you choose, the game is designed to test the boundaries between the beliefs and goals of two or more characters, and asks the question – how far will you compromise?

How does the game work?

One player controls the dominant personality, or *Primary*, during play. At least one player must play another personality, an *Insurgent* – though there could be more than one. A final player is the *Provocateur*, whose role is to create tense scenes, situations that the Insurgent can exploit to push his agenda – and to probe just where the line between refusal and compromise lies.

The Primary controls the body that she shares with the Insurgent. But every scene, an Insurgent can make an *Offer* to the Primary: do what I want, and I will leave you alone. If the Primary accepts that Offer, she moves closer to *Integration* - the state where the Insurgent and Primary merge. If she resists the Offer, she moves closer to *Defiance*, where the Insurgent takes over their shared body and runs amok.

The Insurgent only has temporary power through Defiance unless he can make an offer the Primary will accept. The Primary must live with the consequences of Defiance if she refuses to compromise. The game is about finding out how far the Insurgent can push the Primary - where does she draw the line?

Optional alternative: faction wars

An alternative way to play the game is for the Primary to be a group rather than a person, and the Insurgent to be a faction within that group.

In that case, the game could be about:

- * A nation riven by sectarian struggle
- * A political party with an extremist wing
- * A religion undergoing a doctrinal dispute
- * A culture entering liberal democracy but struggling to retain old traditions

Although that might seem like a radically different approach, the game is run in an identical way. The Primary is assumed to represent a faction that controls all the resources of the group, and has sufficient influence and power to make all of the important decisions. The Insurgent, just as described above, has no power at all except by either making an Offer and having it accepted by the Primary, or by entering Defiance. With a group scenario, Defiance is a commandeering of resources and/or a temporary increase in influence over the group that allows the Insurgent to get his own way.

In the group scenario, the Primary and the Insurgent may find themselves playing multiple characters. To keep things from getting confusing you may find it helps to create one single character (or perhaps a small group) that represents your faction's views and who you can play in scenes. The remainder of the group would then not be owned by any one player, but potentially be swayed by either side depending on the scene.

A note on gender

I have used "she" whenever talking about the Primary, and "he" whenever talking about the Insurgent. This is for ease of writing, and does not imply anything about who should play what role.

I have not stuck to any particular gender convention with the Provocateur, as far as I know.

Creating the Primary and Insurgent

The group creates the Primary and Insurgent together. This is because everyone should be happy with the type of conflicts the game will explore - everyone should find the proposed conflict interesting and engaging, and want to see who will win the struggle for the Primary's soul!

First decide what the game should broadly be about. Is the Primary a person or a group? What kind of conflict is tearing the Primary apart? What is the setting for the conflict? [I will add a set of tables to generate random setups at a later date.]

Once you have established the basics, you can flesh out the details of what the Primary and Insurgent want. These are created in the form of Drives. A Drive is a statement that the player should use to guide their character's actions. E.g.:

- * It is always wrong to hurt another person
- * Only the priesthood have knowledge of God
- * Our primary concern is to stay in power

Generally, you want the Insurgent's drives to be strongly in conflict with the Primary's drives, or else the game may not turn out to be all that interesting! So, if the Primary has the drive "only the priesthood have knowledge of God", the Insurgent might have "anyone can know God, through introspection" as a drive.

It is best to keep things simple, so between 1 and 3 Drives is about right. If you have too many Drives, you will find it hard to really draw a firm line between Integration and Defiance during play.

Important: The game will not work if the Primary and Insurgent are implacably at odds with one another at all times. If they are, the Primary will always ignore the Insurgent until Defiance kicks in. There should be some overlap in views and some scope for compromise. For example, an extremist wing of a political party will probably share core beliefs with the main party, but perhaps take those beliefs further. Alternatively, if the Insurgent and Primary have nothing in common – say the Primary is possessed by a demon – the Insurgent may need to act more friendly than they really are to win the Primary over.

As well as developing the characters' drives, you should develop the setting. Focus on the details that will matter in play: where is the story set? if there is a church, what is it like, and who are the worshippers? if it's a political party, what Government are they competing to control? For individuals, who are your

closest family and friends? Where do you live? and so on. Try to avoid getting mired in minutiae - you can develop things more in play if you need to.

Development In Play

Once you begin the first scene in the game, set up is over.

Drives are absolutely unmodifiable in play, except in two circumstances:

1. Where the Insurgent has made an Offer to the Primary
2. Where the Provocateur decides that a drive has been mis-written so that it has a massive loophole in it, or isn't generating the expected conflict

The second circumstance should be rare. To prevent the players from trying to wriggle out of their Drives, the Provocateur can edit Drives to eliminate loopholes and preserve the integrity of the Drive. Provocateur: your role here is to make sure that the Drives really constrain each character. This is a tricky role! Situations will often arise where a player is required to interpret their Drives and make judgements on how to apply them. You should get in the way of this. In other words, only edit a Drive when it's clear something is badly broken.

The setting, on the other hand, is malleable and can be developed in play. Generally any player is free to improvise colourful details of the setting, while the Provocateur is solely responsible for creating the challenging situations within the setting. Sometimes the line between these two can be blurry. If anyone thinks someone has created something that is inappropriate, or that a Primary or Insurgent is improvising a "colourful detail" that materially impacts on the challenging situation at hand, call a Time Out and try to agree a resolution as a group. If you can't agree a resolution, the Provocateur decides - this rule ensures the Provocateur is able to create difficult situations without the Primary or Insurgent getting in the way. Provocateur: do not abuse this power; the details of the setting should be collectively owned, and your right to decide is there only to ensure the game remains challenging.

Setting scenes: the Provocateur

The Provocateur's role is to identify opportunities to create tension between the Primary and the Insurgent within the setting you have collectively defined. The Provocateur establishes scenes that will achieve this. But as noted above, the Provocateur doesn't have sole authorship of the setting, so he may need to seek help from the Primary and Insurgent to flesh out the details of each scene.

In faction play, scenes should be constructed so as to allow the Insurgent(s) to take part. The Insurgent is allowed to insert themselves into any scene they might reasonably turn up in (or reasonably phone the Primary, or email them, or whatever). However the Provocateur is encouraged to consider when setting scenes whether and how an Insurgent might be able to get involved, if they aren't in the scene at the start. Avoid setting scenes anywhere that the Insurgent might have difficulty being.

It is important that the Insurgent has sufficient opportunity to persuade the Primary to accept an Offer. Once the Provocateur has established the basic details of a scene, the Insurgent may suggest one or more minor changes to the detail of the scene to facilitate this. The Provocateur is encouraged to accept these suggestions, but ultimately has discretion to refuse if they would fundamentally change the nature of the challenge in the scene.

Primary and Insurgent: a constant dialogue

During scenes, the Primary controls the body they share with the Insurgent, while the Insurgent is relegated to a voice in the Primary's head (or in the case of a factions scenario, an impotent and sidelined sub-group). To help reinforce this difference, we recommend that the Insurgent should be seated behind the Primary. This will mean that the Primary can hear the Insurgent but not see him, which is suitably claustrophobic, and enables the Insurgent to play such tricks as whispering in the Primary's ear. Meanwhile, the Primary can signal that they are talking to the Insurgent by turning to speak over their shoulder, while when looking at the Provocateur they are assumed to be speaking out loud in character.

During Defiance, when the Insurgent takes control of the body, the Primary and Insurgent swap seats.

This arrangement is optional, but it helps reinforce the separate roles played by Primary and Insurgent.

The fact that the Insurgent can only speak, not act, most of the time may create the impression that the Insurgent plays a minor role. This is not the case. The insurgent has weapons at his disposal, explained below, which can force control over the Primary; but more than that, the Insurgent is encouraged to wheedle, persuade, cajole or browbeat the Primary as much as he likes (which is to say, almost constantly). Feel free to threaten to use the levers at your disposal to try and get your way. The game should focus on the dialogue between Primary and Insurgent, and that can only happen if you keep the conversation going.

Similarly, the Primary is discouraged from totally ignoring the Insurgent; the game will be very dull if you simply send him to Coventry. Instead, tell the Insurgent how wrong they are. Engage with them. Try to win the argument. Then do whatever you want even if you lost it.

Running scenes

As mentioned above, in scenes the Primary controls the character (or group) while the Insurgent takes a back seat (perhaps literally). Meanwhile, the Provocateur plays the various characters who act as foils for the Primary and Insurgent, as well as bit-part characters who provide colour.

Once the scene has begun, the Primary will typically narrate actions aimed at resolving the situation presented by the Provocateur, while the Insurgent heckles but may not act.

In faction play, the Insurgent should feel free to narrate actions aimed at solving the situation, but these are ultimately futile; the Provocateur should aim to enforce this by presenting situations that are beyond the Insurgent's power to resolve, and intervene if the Insurgent starts narrating anything which would imply that he can resolve the situation unaided.

A scene ends when the response to the situation has been made clear. Either the Primary has taken action aimed at dealing with the situation as fully as possible within the confines of the scene, or refused to deal with it and allowed the consequences of that failure to occur, or perhaps the Insurgent has staged Defiance and dealt with instead. It is up to the Provocateur to say when this condition has been met and end the scene.

Both Primary and Insurgent are assumed to be successful in whatever action they take, provided it is plausible that they should be so. The Provocateur is the

judge of whether an action is plausible (and so succeeds) or implausible (and therefore does not). The Enemy Within is not about whether the characters can overcome challenges – it is about how they overcome them.

~~Join me, and together we can rule~~

[I will add optional rules to allow the Insurgent to provide the Primary with powers, spells or similar as part of his arsenal of ways to influence the Primary; among these will be a straightforward “roll 2d6 to see if you succeed” conflict resolution mechanic, to which the Insurgent can provide a large bonus. These will make the game a bit more about overcoming challenges and a bit less about the relationship between Primary and Insurgent: but it will provide a supernatural element to Jekyll and Hyde style games.]

Making an Offer

Interesting as the situations presented by the Provocateur will doubtless be, the crux of any scene will be the Offer. At any point in a scene, the Insurgent may suggest a course of action to the Primary. When he does this, he should clearly state that he is making an Offer. The course of action can be as discrete or open-ended as you like, though of course the more open-ended it is, the less likely it is the Primary will accept it.

The Primary must decide whether to accept the Offer, and if she does, she must follow the action described. She cannot negotiate at all; every offer is a take it or leave it offer. Of course, prior to formally making the Offer the Insurgent can say anything they like in character, so this rule is merely a formality: but once the Offer is formally made, it cannot be rescinded or amended. Having said that, the Provocateur has the role of listening carefully to Offers to ensure they are clear and have no loopholes or ambiguities. The game is not about one party cunningly outwitting the other, but about informed choices. If the Provocateur thinks an offer is unclear, she has the right to request that it be reworded, and if she thinks it may have been worded wrongly (i.e. that the intent is different from the letter of the Offer) she may suggest a change to the wording to rectify it. This should only be used to refine an Offer, not to prompt a change to a completely different one.

It is entirely up to the Insurgent whether they make an Offer that is reasonable or unreasonable. It is quite legitimate to make a demand that the Primary will certainly refuse, pushing you closer to Defiance; equally, he could try to make relatively minor demands so that the Primary will willingly accept them. Your mission should be to get as much of what you want as you can, making any Offer that will help you achieve that.

The Primary does not have to decide immediately whether to take the Offer, but must decide by the end of the scene. If at the end of the scene no decision has been taken, it is up to the Provocateur to decide whether the Primary has carried out the required action; if not, she is assumed to have refused the offer. During the remainder of the scene the Insurgent can continue to cajole and persuade the Primary into accepting the Offer, or taking any other action, just as in any other part of the scene.

Tension and Defiance

If at the end of a scene the Offer has been refused, or if no Offer was made, the

Insurgent increases his Tension score with the Primary by 1 point. Tension starts at zero, and as it increases it moves the Insurgent closer to being able to stage Defiance: taking over the Primary's body and imposing his own agenda for a time. But once Defiance is over, Tension resets to zero, so that the Insurgent's control is always temporary.

At any time during a scene, the Insurgent declare he is attempting to initiate Defiance. If so, he rolls 2d6 and adds his current Tension. If the roll beats the target number (see below), the Insurgent immediately takes control of the body, supplanting the Primary (or commandeers the resources of the group, in faction play). For the duration of the scene, the Insurgent becomes the only character that can tackle the situation presented by the Provocateur, and the Primary becomes powerless to stop him.

The Insurgent is encouraged to be uncompromising during Defiance; there is literally no incentive for him to hold back. The more powerfully he goes against the Primary in a Defiance scene, the more incentive there is for the Primary to compromise in future scenes. When the scene ends, the Insurgent's Tension score resets to zero.

The target number for a Defiance roll depends on the planned length of the current session; we recommend a target number of 9 for a 4-hour session. Increase this number by 1 for each additional hour desired, or reduce by 1 per hour if the session is shorter. This should enable the Insurgent to stage a small number of Defiance scenes, probably between 1 and 4 each session, so that Defiance is a constant threat but there are lengthy periods in which the Primary remains in control. Of course, Defiance could in theory happen in every scene or never - that is the price we pay to create a tension between the desire to club the Primary with the stick of Defiance or hold back and take revenge later on.

If a Tension roll fails, the Tension score is immediately reset to zero and no further Tension rolls may be made by that Insurgent this scene. This could represent the Primary successfully resisting the Insurgent's uprising, or physically overcoming their attempted coup.

In addition, if the Tension roll succeeds, the Insurgent may make a fresh Offer to the Primary, but with a difference: the Insurgent may request that the Primary change his or her Drives. As usual, the Offer cannot be negotiated or rescinded except where the Provocateur suggests it, to avoid loopholes and the like. In this case, if the Primary accepts, her Drives are changed to whatever the Insurgent specified in the offer. This could mean deleting some Drives, adding

new Drives or changing the wording of existing Drives. If the Offer is refused then Defiance happens as described above. This is perhaps the most powerful tool in the Insurgent's arsenal, the ability to hold hostage the certainty of Defiance and all that entails against the Primary's very beliefs.

If a Defiance Offer is taken, Reconciliation increases by 1 just as if a regular Offer had been accepted, but if it is refused, Tension does not increase - indeed, it will reset to zero after Defiance has been carried out.

Reconciliation and Integration

At the end of the scene, if the Offer has been accepted, the Primary increases her Reconciliation score with the Insurgent by 1 point. Reconciliation starts at zero, and as it increases it moves the Primary closer to integrating the Insurgent into her personality (or absorbing the Insurgent faction into the main group).

The Primary may at the end of any scene declare she is attempting to Integrate an Insurgent. When the Primary does this, she rolls 2d6 and adds her Reconciliation score with that Insurgent. If the roll equals or beats the target number (see below), the Insurgent is integrated; the game is over for that Insurgent. If all Insurgents have been integrated, the game is over for everyone.

The target number for the roll depends on the length of game desired; we recommend a target of 9 for a one-session game, adding 2 to this for each additional session desired. Of course, the game could end prematurely at any time - that is a sacrifice we make to ensure that there is tension between attempting reconciliation early and risking failure, or holding out at the cost of further compromises.

What does Integration mean? In essence, it means that the tension between that Insurgent and the Primary has subsided. In the case of an Insurgent who is an aspect of the Primary's personality, it might mean that the Insurgent persona has merged with the main personality. In the case of a group, the Insurgent is no longer a force to be reckoned with, having disintegrated or become indistinguishable from the main group.

If a Reconciliation roll fails, the Reconciliation score is reset to zero. This represents a rejection of the Primary's overtures, and a resurgence of the Insurgent.

Ending the game

You should decide in advance how many sessions you plan to play through. This then sets the bounds of the contest of wills that is The Enemy Within. The game ends automatically if all Insurgents have been Integrated, but otherwise will end when this pre-defined limit has been reached.

Who won?

Make sure you allow time at the end of the game to discuss the vital question of who won. In the end, this is an entirely subjective question. The Primary took the actions she took, and made the compromises she made; the Insurgent wheedled or Defied the Primary; and we can only judge those actions when they have been taken. But it's fun to have this discussion - why did the Primary decide to compromise (or not)? Was the Insurgent surprised at how easily he got his way, or shocked at the Primary's intransigence? There is no right answer, but it's enjoyable to share your thoughts at the end of the game.