

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 characters as they enter (the exit). **Bland muzak** plays sourcelessly, occasionally skipping. A looped 2D image of a soft pink pixelated sky floats above. Blimps, planes, and 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 slickworld.

- **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**), 1d10x10 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**.

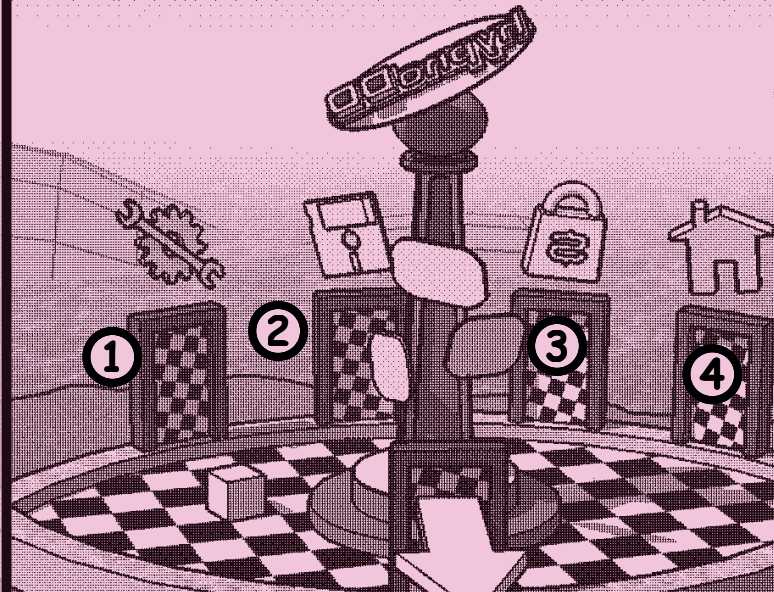
The Coin Glitch: If the game explodes, part of the plaza floor rips open to reveal **raw code** (numbers and letters floating in space). One phrase can be reached easily: "coin = coin". If either "coin" is removed, all the coins from the game disappear. If any object is put in its place, the coins will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

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

He gains 1 Stress whenever something **glitches**. He makes a **Panic** check whenever violence breaks out and when his **Bedroom** is entered. Whenever Hideo **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 its base float four touchscreen info panels:

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

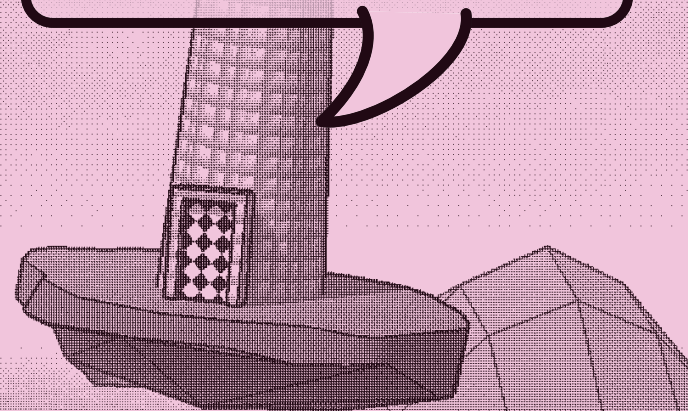
Interface to connect to satellite: "No Signal."

Player info: Shows Hideo with a "sleep" icon, along with his current location: **Home**. The panel also reveals the locations of the **Players** 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 characters' meatspace location via drone. Drinking the 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. C:30 I:30 W:2(10)

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** - disposed to befriend fellow hackers. A gang of them wear Hideo masks in tribute to their idol. Each carries 1-2 Coins. C:25 Unarmed I:25 W:1

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. C:25 Unarmed I:65 W:2

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.

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)**.

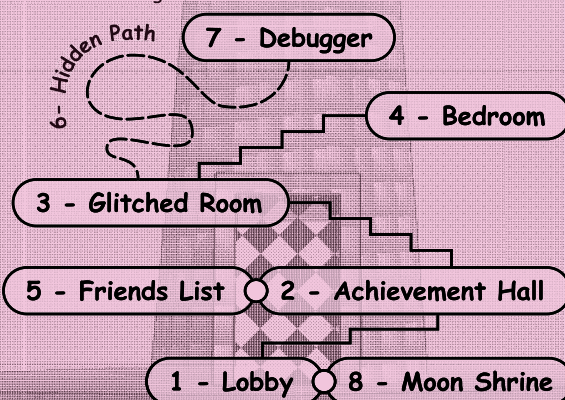
4) Bedroom: Cosy attic nook. Large circular window. A few virtual keepsakes. **Hideo** is here, asleep. **Mr Goodnight™** sits by his bed and watches him, only leaving to investigate interesting events outside in the **Plaza**.

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 30m away, but as you move towards it the door stays 30m 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. Players 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.

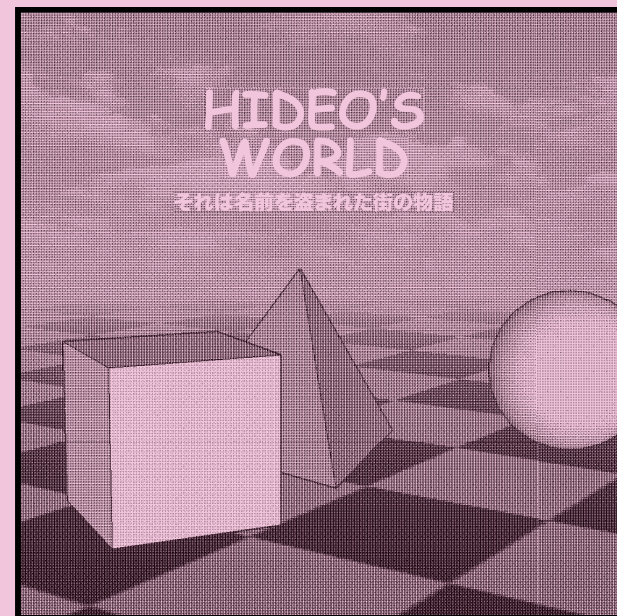


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A ONE SHOT FOR THE

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 slickworld via a direct wired interface, and find him before the system data - and his mind - fades into static.

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