

Scapegoat: A shared storytelling game for 3-8 players by John du Bois

You and your colleagues have killed a rival mob boss, and the boss's cronies and the police are laying on the heat. The only way you can escape judgment is to assign the blame one of your fellow assassins... but who?

Components

1 deck of Storyteller Cards

8 "Assassin/Alibi" boards

1 "Victim" board

Story: All players take the role of characters who took part in the assassination of a rival mob boss. Both the police and the dead mob boss's friends are trying to find the assassins, and they are closing in. The only way for most of the players to get away with murder is to give up (at least) one of their fellow assassins. Throughout the game, the players build their cases to either deflect attention away from them or direct it to another player's character. At the end of the game, the players vote on who to give up, and the player(s) with the most votes lose, with everyone else winning.

Setup: Shuffle all Storyteller Cards together and put them face-down in a pile to form a deck. Give each player an "Assassin/Alibi" board and place the "Victim" board in the middle of the table.

Place the top card of the deck on the "Victim" board. This character is the mob boss the player characters assassinated.

Each player draws two cards from the deck and places one card on the "Assassin" side of the "Assassin/Alibi" board and the other on the "Alibi" side (player's choice).

Choose a player to go first.

Play:

Starting with the first player and going clockwise, each player introduces his or her character, role in the assassination, and alibi, using the details on the cards to guide their story.

After all characters have been introduced, the starting player turns over the top card of the deck. This character is a Witness to the role the player had in the crime. Using the details on the Witness's card, the player explains what the Witness reports to the police or mob and how their character responds to it.

At the end of each player's turn, that player flips over the top card of the deck and chooses a player who does not already have two Witnesses to deal with the new Witness.

Game End:

When each player has two Witnesses, the game ends.

Count to three, and on three, each player points to another player they want to blame for the mob boss's assassination.

The player with the greatest number of votes is given up to the authorities and loses; all other players win. If there is a tie, all tied players lose.