

Game Premise: RAGER is a comedy/horror game about a group of college friends who go to an estranged friend's Halloween party at his parents lavish, Gatsby-esque mansion with a blood-spattered past. Just when the partygoers realize the rumors about the mansion being haunted are true, they become locked in the house and must try to escape as they are picked off one by one. Think the mechanics and character dynamics of *Until Dawn* or *The Quarry*.

Scenario: It's early in the night. The player/character is walking around the party checking out the scene, figuring out their next move.

NPC Character	Action	Who NPC is addressing	Expression	Dialogue
Toga Bro	At beer pong table, wasted, doing his best to impress the ladies. Everytime he scores or misses, he provides some color commentary.	Anyone who will pay attention to him	Happy post score	<i>Boom!</i>
			Happy post score	<i>I'm fucking invincible!!</i>
			Happy post making a comeback	<i>This is my Shawshank Redemption!</i>
			Victorious	<i>Which one of you mortals is next!?</i>
			Defensive post miss	<i>Nah bro who hit the table??</i>
			Mad post other team score	<i>You're too sober!</i>
			Mad post other team score	<i>Your elbow crossed the line! Doesn't count!</i>
Cowgirl	After player character accidentally bumps into her on way to kitchen	Player Character (PC)	Playful upon PC apology	<i>Slow down there, rojo!</i>
			Angry upon no apology	<i>Eat a cow turd!</i>
Pumpkin	Watching social media videos covering the mansion's bloody history, murders by an old doctor in the early 1900s	PC and other NPC looking over her shoulder as she watches videos	Skeptic	<i>Oof, thank god for modern medicine.</i>
			Joking	<i>The doctor is kinda hot though.</i>
			Joking	<i>Hope they got a good discount on this place.</i>
			Anxious Joking	<i>Wait, that girl kinda looks like me!</i>
Scenario: It's later in the night. The player/character and a handful of party guests are in the living room, pondering some friends disappearances from the party.				
Wizard	His girlfriend (dressed as a witch) isn't texting back and he hasn't seen her in an hour.	PC	Nervous	<i>Has anyone seen Marley? Dressed like a witch, acts like a bitch? Don't tell her I said that...</i>
			Joking	<i>Probs took too many candy corn shots...</i>
			Nervous	<i>Guess I'll go look in all... 60 bathrooms.</i>
			Nervous	<i>Lemme know if you see her.</i>

Devil	Looking around the party for his twin brother in upstairs hallway.	PC	Joking	<i>If you see me but in an angel costume, will you send him my way?</i>
		PC	Agitated	<i>Where is he?</i>
		Himself, PC overhears	Contemplating next move	<i>This place is too big. (whispers) That's what she said. Nice.</i>
Scenario: It's even later in the night. The houses old mysteries and it's demons have begun to unveil themselves. The party goers have just found Marley's mutilated body in the home theater. People are panicking but no one can get out of the house. They are trapped.				
Pumpkin	Checking her phone for service, attempting to text and call out	Herself, PC overhears	Panicked	<i>No service, I had full bars a second ago??</i>
		PC	Panicked	<i>Anyone have any bars???</i>
			Panicked	<i>If I die and my parents find out I was on molly, I'm so fucked.</i>
Wizard	Refusing to let go of Marley's body, crying	Himself, PC overhears	Anguished	<i>Marley... (sobs)</i>
		PC	Anguished	<i>Who did this to her??!</i>
		PC / other NPCs	Furious	<i>I'll ruin whoever did this!! My dad is the DA.</i>
		PC	Defensive, after group hears something from shadows and urges him to run	<i>You can leave! I'm not going anywhere without her.</i>
Devil	Attempting to throw a chair into a window that won't budge.	Window	Scared	<i>Arrrgh!</i>
		Window	Scared, beating the window with chair	<i>Get (hit) me (hit) out (hit) of here (hit)!</i>
		PC	Angry after the chair ricochets back into his nose and he realizes PC is watching him	<i>I don't see you doing anything to help?!</i>
			Defeated	<i>I think he's gone, man... (breaks down crying)</i>
Scenario: It's 1am. The party has descended into madness, pointing of fingers and a higher body count. The PC finds themselves hiding in the mansion's bowling alley with a couple NPCs. An unhuman shadow creeps closer to them...				
Toga Bro	He's under a table, trying to hold his breath as the large shadow stalks by. The shadow notices and drags him out.	To the monster	Scared	<i>What the hell are you supposed to be bro!</i>
		To anyone who will listen	Scared/in pain	<i>Someone fucking help!!</i>
			Scared/in pain	<i>Mommy!</i>

Cowgirl	She and the PC are hiding in the narrow space behind the bowling pit. She backs into to a bowling pin. It hits the floor with a deafening echo, and the shadow descends. The PC can choose to save her or leave her.	PC	Scared as creature backs her into corner	<i>A little help here! Throw a pin at it!!</i>
			In shock after PC chooses to run	<i>Ok bye coward!!!</i>
			In pain after shadow descends	<i>Arghhhaam (gargling)</i>
			Thankful after PC chooses to save her	<i>Good arm. You should join our softball league.</i>
			Thankful after PC chooses to save her	<i>Let's move, that thing will be back.</i>