

template as above. Note that you always add the accumulated Power of all Weapon Cards activated in all justice scenes to your die roll.

This continues, until you either win the die roll or accept that the Vigilante is defeated. In either case, go to Phase 7.

Phase 7: Aftermath

In this Phase, you determine what happens to the Vigilante. Will he or she be condemned by public opinion, maybe sentenced to a long term in prison, or is the Vigilante morally superior in the quest for righteous revenge?

Player 4 rolls 1D10. If the die roll is equal to or less than the current Outrage score (or a natural 1), the Vigilante claims moral victory and will get a short prison sentence at the most. If the die roll is higher than the current Outrage score (or a natural 10), the Violators claim moral victory and are perceived as victims. The Vigilante will receive a harsh judgment in public opinion and possibly a long prison sentence for his or her vigilantism.

You should interpret this die roll freely, taking the story's previous events into account when creating a somewhat happy or more cruel ending for the Vigilante.

Player 4 sets a scene that reflects the outcome of the die roll. It could be a court session or a scene at the police station where the police let the Vigilante go. You will play the Vigilante while Player 4 assigns roles to the others. The scene ends when Player 4 cuts it.

The game ends with an epilogue in storytelling style. You tell the story of what later happens to the Vigilante while the other players may pitch in with questions or suggestions. Does the Vigilante return to a normal life, wither away in prison, or does he or she come out from a short prison term, go to the nearest pawn shop and get a gun, ready to find some more scum to punish?

"You go near my family and I will cut out your goddamn guts like I did your fucking friend. Do you hear me?"

- Kevin Bacon in "Death Sentence"

PLAYER 1

THE VIGILANTE

Vigilante: Justified Revenge?

This is a game about abuse and revenge. The aim of the game is to let you, the players, create a vigilante story like the ones you may know from movies like *Death Wish*, *Ms. 45* or *I Spit on Your Grave*, where ordinary, innocent people are attacked and provoked to deal out their own brand of justice. We are in exploitation territory here, so the storytelling style should be no punches pulled, graphic and cruel violence, depicted in a level of detail that would make most people flinch.

But do not forget that this kind of story always asks some key questions of morality: How would you react if your loved ones were assaulted, abused, tortured, even killed? If the law cannot protect you, is it right to take matters into your own hands? Is the avenger morally superior to the assailant? Why do we instinctively cheer for the vigilante when he or she punishes the bad guys? Moral ambiguity is the heart and soul of the vigilante genre, and the story you create should reflect this.

Style of roleplaying: Collaborative storytelling

This is a collaborative storytelling game designed for four players. The game itself offers a framework for creating a vigilante story but you players must fill in all the details during play. Which Setting are we in, who is the Vigilante, what Relations does he or she have, who are the Violators, what motivates them, and how does the Vigilante hit back at them – these kind of details are left to you to add to provide body, flavor and emotions to the game.

Each player has a set of instructions like the one you are reading. They detail who has which responsibilities during each game phase, notably who is responsible for defining which details of the story and for setting scenes, i.e. choosing the roles, location and conflict around which a scene revolves.

In addition to that, each of you has some responsibilities related to the Position you are playing:

- As Player 1, you are primarily responsible for the **Vigilante**. It is your obligation to make the Vigilante's story come alive from assault to revenge, and to try to "win" the story by coming out as the moral victor in public opinion.
- In this respect, your opponent is Player 3 who controls the **Violators** who attack the Vigilante and his Relations.
- Player 2 holds the Position of the **Authorities** and controls the Righteousness chart described later.
- Player 4 holds the Position of the **Public** and controls the Outrage chart described later.

If you draw a Weapon Card that you really can't fit into the setting and story, you may discard it and replace it with another from the same pile.

After drawing the Weapon Cards, you have the option of setting a scene which details how the Vigilante got hold of the weapons. The average John or Jane Doe does not come by heavy firearms or explosives easily, so getting the weapons may constitute a loss of morality in itself, for example by buying or stealing them from criminals. You play the Vigilante and assign roles to the others. The scene ends when you cut it.

Now, you set the scene of the Vigilante's quest for justice. You will play the Vigilante and describe his or her plan, activating one or more Weapon Cards. Player 3 will play one or more Violators, and Player 3 also assigns roles to the other players. Remember that all players are free to add details or roles, and that this scene should contain graphic violence.

Is justice served?

After you have described the Vigilante's intentions, you and Player 3 roll competing dice rolls. You roll 1D6 and add the combined Power of the Weapon Cards you have activated. Player 3 rolls 1D6 and adds the Violators' Power score.

a. Vigilante wins

If your result is higher than or equal to that of the Violators, the Vigilante wins the fight. Play out the scene in graphic detail, with emphasis on what the Vigilante chooses to do to the Violators, and how he or she feels about it. Remember to add complications, like innocents getting in the way, or the Vigilante being injured before struggling on to win the fight. The scene ends when you cut it.

After the scene, Player 4 adjusts the Outrage chart, depending on the Outrage score of the Weapon Cards you activated. Then go to Phase 7.

b. Violators win

If the Violators' result is higher than yours, they overpower the Vigilante and probably add more abuse. Player 3 is now responsible for setting the scene and making sure it is played out in brutal detail. The scene ends when Player 3 cuts it.

After the scene, Players 2 and 4 may adjust the Righteousness and Outrage charts if appropriate. You may now draw additional Weapon Cards, using any remaining Righteousness points. You then set a new scene of the Vigilante seeking justice, using the same

should trigger the Vigilante's need for justice. The scene ends when Player 3 cuts it.

After the scene, Players 2 and 4 adjust the Righteousness and Outrage charts, respectively, depending on what happened in the scene.

Now, any player but Player 3 may choose to set another violation scene, following the guidelines above, including Righteousness and Outrage adjustments by Players 2 and 4.

This continues until nobody wants to set more violation scenes, with the exception that no player may set back-to-back violation scenes.

Phase 5: Betrayal

In this Phase, you play out the scene where the Vigilante discovers that the authorities cannot or will not bring the Violators to justice. For example, it could be a scene where a senior policeman explains how they cannot make the evidence stick, or maybe the Vigilante discovers that the mayor's son was one of the Violators, and strings are pulled to make the charges go away.

Player 2 sets the scene. You will play the Vigilante while Player 2 assigns roles to the others. Remember that you are free to add details and roles to the scene, and that it should illustrate the deep sense of betrayal the Vigilante feels, fueling his or her righteous quest for justice. The scene ends when Player 2 cuts it.

After the scene, Players 2 and 4 may adjust the Righteousness and Outrage charts, depending on what happened.

Phase 6: Justice?

In this Phase, you play out one or more scenes which depict how the Vigilante takes his or her righteous revenge. It is most likely scenes where the Vigilante seeks out the Violators with the aim of bringing them to justice or dealing out punishment herself.

First, you choose how many Weapon Cards you will draw, and from which pile. A card from pile 1 costs you 1 Righteousness point, a card from pile 2 costs 2, and a card from pile 3 costs 3. The threshold signs on the Righteousness chart mark which piles you may draw from. Player 2 adjusts the Righteousness chart by subtracting the number of points you have spent on cards.

However, as stated above, the style here is collaborative, meaning that any one of you is free to pitch in with ideas and additions to a scene. Feel free to introduce new details or roles to a scene as you see fit. The guideline here is simple: You are playing this to create a great story in collaboration with the others. Do what serves the story best.

The Phases of the Game

Vigilante: Justified Revenge? is divided into seven Phases:

- In **Phase 1: Set Up**, you set up the gameboard and define the basic story components.
- In **Phase 2: Happiness**, you play a scene which illustrates the happy life the Vigilante and Relations are living before they are attacked.
- In **Phase 3: Provocation**, you play the scene where the Vigilante and Relations catch the attention of the Violators.
- In **Phase 4: Violation**, you play out the Violators' assault.
- In **Phase 5: Betrayal**, you play the scene where the Vigilante realizes that the authorities cannot or will not bring the Violators to justice.
- In **Phase 6: Justice?**, you play out the Vigilante's quest for justice.
- In **Phase 7: Aftermath**, you determine who is the moral victor of the story, and finish with the Vigilante's epilogue.

The formal rules: Righteousness, Outrage and Power

In addition to the seven Phases, the story development is assisted by different types of cards, all of which have one or more of three values:

☀ **Righteousness** is the fuel of the Vigilante. When his or her Relations are assaulted, the Vigilante gains Righteousness points which may later be exchanged for the weapons the Vigilante needs to punish the Violators. Player 2 is always the judge of how many Righteousness points the Vigilante gets, based on the Righteousness potential of the roles involved and the actions of the Violators.

🔪 **Outrage** is the value used for tracking the Public's reaction, which in the end determines who has the moral edge. Player 4 controls the Outrage chart and is the sole judge of how that score changes. Generally speaking, the assaults and abuses committed by the Violators will add to the score, in favor of the Vigilante, while the righteous punishment dealt out by the Vigilante will subtract from the score, in favor of the Violators.

👊 **Power** is, well, power. This value is used to determine the outcome of the fight between Vigilante and Violators.

The following pages detail each of the game's seven Phases. You may wish to read all of them before commencing play, but they are written in a way which hopefully makes it possible for you to turn the pages and read along as the game progresses.

Phase 1: Set Up

Before you begin playing, you must set up the gameboard and the basic story components.

Step 1: First, take the time to discuss the level of intensity of your game. It will likely contain scenes of brutal violence, possibly of a sexual nature, so please let each other know what your personal limits are when playing such scenes. You should also discuss how you are going to act out the scenes - will you remain seated and only describe what happens, or do you get up and play the scenes in semi-live fashion? And if so, is physical contact OK?

Step 2: Place the gameboard on a table, and take your seats according to the positions marked on the board. Players 2 and 4 place their markers on the 0 value on the Righteousness and Outrage charts, respectively. Player 2 also shuffles the Weapon Cards and places them face down in the three piles, sorted by the value printed on the cards.

Step 3: Player 4 chooses and describes the Setting of the story from the cards supplied. The game was written with a genre-typical American setting in mind, but could take place anywhere.

Step 4: You choose the Vigilante from the cards supplied and place the chosen card on the gameboard. Basically, your choice is whether the Vigilante is male or female, but add a short description that begins building the role: Where does the Vigilante come from, physically and mentally, how old is he or she, what does he or she do at work and in the spare time, and why are we here in this Setting?

Step 5: You choose the first Relation from the cards supplied, place the chosen card on the gameboard, and give a short description detailing that Relation. Remember that your Relations have names and feelings! At least most of them ...

When you are done, pass the Relation cards to Player 2 who chooses the next Relation. After that, Players 3 and 4 add a Relation each. And finally, you have the option to either remove one of the Relations or exchange it with yet another one. Set the remaining Relation cards aside, as they will not be used in this game.

In this step, remember that your descriptions of Relations will set much of the tone for the story. The archetypical vigilante story features an average WASP couple with a couple of average kids - but if you for example describe a couple of mixed skin colour, racism could easily be a factor in the story. If you add homosexual roles, a different kind of hate crime could be on the agenda.

Step 6: Player 3 chooses and describes the group of Violators from the cards supplied.

You have now set up the basic components of the story.

Phase 2: Happiness

In this Phase, you play out a scene which illustrates the happy, unconcerned life the Vigilante and Relations are living before they are hit by the harsh realities of a dog-eat-dog world.

Player 4 sets the scene. You play the Vigilante while Player 4 assigns roles to the other players. Remember that all of you are free to add details and roles to the scene as you see fit, even switching roles if you want. The scene ends when Player 4 cuts it.

Phase 3: Provocation

In this Phase, you play out the scene where the Vigilante and/or Relations catch the Violators' attention. It could, for example, be a scene where the Vigilante tells off the Violators in a seemingly insignificant conflict which the Vigilante forgets right away, but the Violators remember. Or it could be a scene where the Violators get a glimpse of the teenage daughter and decide that she would be fun to play with.

Player 2 sets the scene including the type of provocation. Player 3 plays one or more of the Violators while Player 2 assigns roles to the rest of you. Remember that you are free to add details and roles to the scene. The scene ends when Player 2 cuts it.

Phase 4: Violation

In this Phase, you play out one or more scenes which in brutal detail depict how the Violators assault and violate the Vigilante and/or Relations.

Player 3 sets the first scene and chooses the type of assault. You will either play the Vigilante or a Relation while Player 3 assigns roles to the other players. Remember that you are free to add details and roles, and that this is the scene which

This continues, until Player 1 either wins the die roll or accepts that the Vigilante is defeated. In either case, go to Phase 7.

Phase 7: Aftermath

In this Phase, you determine what happens to the Vigilante. Will he or she be condemned by public opinion, maybe sentenced to a long term in prison, or is the Vigilante morally superior in the quest for righteous revenge?

Player 4 rolls 1D10. If the die roll is equal to or less than the current Outrage score (or a natural 1), the Vigilante claims moral victory and will get a short prison sentence at the most. If the die roll is higher than the current Outrage score (or a natural 10), the Violators claim moral victory and are perceived as victims. The Vigilante will receive a harsh judgment in public opinion and possibly a long prison sentence for his or her vigilantism.

You should interpret this die roll freely, taking the story's previous events into account when creating a somewhat happy or more cruel ending for the Vigilante.

Player 4 sets a scene that reflects the outcome of the die roll. It could be a court session or a scene at the police station where the police let the Vigilante go. Player 1 plays the Vigilante while Player 4 assigns roles to the rest of you. The scene ends when Player 4 cuts it.

The game ends with an epilogue in storytelling style. Player 1 tells the story of what later happens to the Vigilante while the rest of you pitch in with questions or suggestions. Does the Vigilante return to a normal life, wither away in prison, or does he or she come out from a short prison term, go to the nearest pawn shop and get a gun, ready to find some new scum to punish?

"Every day you let madmen and murderers back on the street. You're too busy treating the law like it's a fucking assembly line! Whatever happened to right and wrong? Whatever happened to the people? Whatever happened to justice?"
- Gerard Butler in "Law Abiding Citizen"

PLAYER 2

THE AUTHORITIES

Vigilante: Justified Revenge?

This is a game about abuse and revenge. The aim of the game is to let you, the players, create a vigilante story like the ones you may know from movies like *Death Wish*, *Ms. 45* or *I Spit on Your Grave* where ordinary, innocent people are attacked and provoked to deal out their own brand of justice. We are in exploitation territory here, so the storytelling style should be no punches pulled, extreme and cruel violence, depicted in a level of detail that would make most people flinch.

But do not forget that this kind of story always asks some interesting questions of morality: How would you yourself react if your loved ones were assaulted, abused, tortured, even killed? If the law cannot protect you, is it right to take matters into your own hands? Is the avenger morally superior to the assailant? Why do we instinctively cheer for the avenger when he or she punishes the bad guys? Moral ambiguity is the heart and soul of the vigilante genre, and the story you create should reflect this.

Style of roleplaying: Collaborative storytelling

This is a collaborative storytelling game designed for four players, with no gamemaster in the traditional sense. Instead, each player has a set of instructions like the one you are reading. They detail who has which responsibilities during each game phase, notably who is responsible for setting scenes, i.e. choosing the roles, location and conflict around which the scene revolves.

In addition to that, each of you has some responsibilities related to the Position you are playing:

- As Player 2, you hold the Position of the **Authorities**. This means that you will play authority figures and represent the rule of law which doesn't support vigilantism. You will also control the Righteousness chart as described later.
- Player 1 controls the **Vigilante** whose journey from assault to revenge is the cornerstone of the story.
- Player 3 controls the **Violators** who attack the Vigilante and his Relations.
- Player 4 holds the Position of the **Public** and controls the Outrage chart described later.

However, as stated above, the style here is collaborative, meaning that any one of you is free to pitch in with ideas and additions to a scene. Feel free to introduce new details or roles to a scene as you see fit, even adding them in the middle of a scene if you want to. The guideline here is simple: You are

First, Player 1 chooses how many Weapon Cards he or she will draw, and from which pile. A card from pile 1 costs 1 Righteousness point, a card from pile 2 costs 2, and a card from pile 3 costs 3. The threshold signs on the Righteousness chart mark which piles the Vigilante may draw from. Note that Player 1 must choose the exact distribution of cards before any of them are drawn. You adjust the Righteousness chart by subtracting the number of points Player 1 used on cards. If Player 1 draws a Weapon Card that can't be fitted into the setting and story, he or she may discard it and replace it with another from the same pile.

After drawing the Weapon Cards, Player 1 has the option of setting up a scene which details how the Vigilante got hold of the weapons. Player 1 plays the Vigilante and assigns roles to the rest of you. The scene ends when Player 1 cuts it.

Now, Player 1 sets the scene of the Vigilante's quest for justice. Player 1 plays the Vigilante and describes his or her plan, activating one or more Weapon Cards. Player 3 will play one or more Violators, and Player 3 also assigns roles to you and Player 4. Remember that you are free to add details or roles, and that this scene should contain graphic violence.

Is justice served?

Players 1 and 3 roll competing dice rolls. Player 1 rolls 1D6 and add the combined Power of the Weapon Cards the Vigilante has activated. Player 3 rolls 1D6 and adds the Violators' Power score.

a. Vigilante wins

If the Vigilante's result is higher than or equal to that of the Violators, the Vigilante wins the fight. Play out the scene in every gory detail. The scene ends when Player 1 cuts it. After the scene, Player 4 adjusts the Outrage chart, depending on the Outrage score of the Weapon Cards activated. Then go to Phase 7.

b. Violators win

If the Violators' result is higher than the Vigilante's, they overpower the Vigilante and probably add more abuse. Play out the scene in brutal detail. The scene ends when Player 3 cuts it. After the scene, you and Player 4 may adjust the Righteousness and Outrage charts if appropriate.

Player 1 may now draw additional Weapon Cards, using any remaining Righteousness points. Player 1 then sets a new scene of the Vigilante seeking justice, using the same template as above.

Phase 4: Violation

In this Phase, you play out one or more scenes which depict the assaults and violations in brutal detail. Player 3 sets the first and chooses the type of assault. Player 1 plays either the Vigilante or a Relation while Player 3 assigns roles to the rest of you. Remember that you are free to add details and roles, and that this is the scene which should trigger the Vigilante's righteous quest for justice. The scene ends when Player 3 cuts it.

After the scene, you must adjust the Righteousness chart by adding Righteousness points, depending on what happened in the scene. Player 4 adjusts the Outrage chart in the same way.

Now, any player but Player 3 may choose to set another violation scene, following the guidelines above, including additional Righteousness and Outrage adjustments by you and Player 4.

This continues until no players want to set more violation scenes, with the exception that no player may set back-to-back violation scenes.

Phase 5: Betrayal

In this Phase, you play out the scene where the Vigilante discovers that the authorities cannot or will not bring the Violators to justice. For example, it could be a scene where a senior policeman explain how they cannot make the evidence stick, or maybe the Vigilante discovers that the mayor's son was one of Violators, and strings are getting pulled to make the charges go away.

You set the scene and will typically play a representative of the authorities yourself. Player 1 must play the Vigilante while you assign roles to Players 3 and 4. Remember that all players are free to add details and roles to the scene, and that is should illustrate the deep sense of betrayal the Vigilante feels, fueling his or her righteous quest for justice. The scene ends when you cut it.

After the scene, you may choose to add more points on the Righteousness chart, depending on what happened. Player 4 may adjust the Outrage chart in a similar manner.

Phase 6: Justice?

In this Phase, you play out one or more scenes which depict how the Vigilante exerts his or her righteous revenge. It is most likely scenes where the Vigilante seeks out the Violators with the aim of dealing out punishment.

playing this to create a great story in collaboration with the others. Do what serves the story best.

The Phases of the Game

Vigilante: Justified Revenge? is divided into seven Phases:

- In **Phase 1: Set Up**, you set up the gameboard and define the basic story components.
- In **Phase 2: Happiness**, you play a scene which illustrates the happy life the Vigilante and Relations are living before they are attacked.
- In **Phase 3: Provocation**, you play the scene where the Vigilante and Relations catch the attention of the Violators.
- In **Phase 4: Violation**, you play out the Violators' assault.
- In **Phase 5: Betrayal**, you play the scene where the Vigilante realizes that the authorities cannot or will not bring the Violators to justice.
- In **Phase 6: Justice?**, you play out the Vigilante's quest for justice.
- In **Phase 7: Aftermath**, you determine who is the moral victor of the story, and finish the game with the Vigilante's epilogue.

The formal rules: Righteousness, Outrage and Power

The game is divided into seven Phases which are later described in detail. In addition to these Phases, the story development is assisted by different types of cards, all of which have one or more of three values:

☀ **Righteousness** is the fuel of the Vigilante. When his or her Relations are assaulted, the Vigilante gains Righteousness points which may later be exchanged for the weapons the Vigilante needs to punish the Violators. You are always the judge of how many Righteousness points the Vigilante gets, based on the Righteousness potential of the roles involved and the actions of the Violators.

🔪 **Outrage** is the value used for tracking the Public's reaction, which in the end determines who has the moral edge. Player 4 controls the Outrage chart and is the sole judge of how that score changes. Generally speaking, the assaults and abuses committed by the Violators will add to the score, in favor of the Vigilante, while the righteous punishment dealt out by the Vigilante will subtract from the score, in favor of the Violators.

👊 **Power** is, well, power. This value is used to determine the outcome of the fight between Vigilante and Violators.

Handing out Righteousness

Whenever the Violators assault and violate the Vigilante or Relations, you may give Righteousness points to the Vigilante. Use the Righteousness value listed on each role as a guideline – that number is the number of Righteousness points the Vigilante gets if the role is killed or maimed for life.

Use your discretion to hand out Righteousness following each violation scene – some assaults will be worth fewer Righteousness points, or you may hand out more Righteousness than listed if a Relation is hurt in a particularly revolting manner. Use the Righteousness chart on the gameboard to keep track of the Vigilante's Righteousness point total.

The following pages detail each of the game's seven Phases. You may wish to read all of them before commencing play, but they are written in a way which hopefully makes it possible for you to turn the pages and read along as the game progresses.

Phase 1: Set Up

Before you commence play, you must set up the gameboard and the basic story components.

Step 1: First, take the time to discuss the level of intensity of your game. It will likely contain scenes of brutal violence, possibly of a sexual nature, so please let each other know what your personal limits are when playing such scenes. You should also discuss how you are going to act out the scenes – will you remain seated and only describe what happens, or do you get up and play the scenes in semi-live fashion? And if so, is physical contact OK?

Step 2: Set up the physical parts of the game. Place the gameboard on a table, and take your seats according to the positions marked on the board. You and Player 4 place your markers on the 0 value on the Righteousness and Outrage charts, respectively. You will also shuffle the Weapon Cards and place them face down in the three piles, sorted by the value printed on the cards.

Step 3: Player 4 chooses and describes the Setting of the story from the cards supplied. The game was written with a genre-typical American setting in mind, but could take place anywhere.

Step 4: Player 1 chooses and describes the Vigilante from the cards supplied.

Step 5: Player 1 chooses and describes the first Relation from the cards supplied. The cards are then passed to you, and you choose the next Relation, as well as giving a short description of that Relation. Remember that the Relations have names and feelings! At least most of them ... When you are done, pass the Relation cards to Player 3 who chooses the next Relation. Player 4 adds a Relation. And finally, Player 1 has the option to either remove one of the Relations or exchange it with yet another one.

In this step, remember that your descriptions of Relations will set much of the tone for the story. The archetypical vigilante story features an average WASP couple with a couple of average kids – but if you for example describe a couple of mixed skin colour, racism could easily be a factor in the story. If you add homosexual roles, a different kind of hate crime could be on the agenda.

Step 6: Player 3 chooses and describes the group of Violators from the cards supplied.

You have now set up the basic components of the story.

Phase 2: Happiness

In this Phase, you play out a scene which illustrates the happy, unconcerned life the Vigilante and Relations are living before they are hit by the harsh realities of a dog-eat-dog world.

Player 4 sets the scene. Player 1 play the Vigilante while Player 4 assigns roles to the rest of you. Remember that all of you are free to add details and roles to the scene as you see fit, even switching roles if you want. In this scene, you must make sure that it includes something ominous – a sign that things are about to go wrong. The scene ends when Player 4 cuts it.

Phase 3: Provocation

In this Phase, you play out the scene where the Vigilante and/or Relations catch the Violators' attention. It could, for example, be a scene where the Vigilante tells off the Violators in an insignificant conflict which the Vigilante forgets right away, but the Violators remember. Or it could be a scene where the Violators get a glimpse of the teenage daughter and decide that she would be fun to play with.

You set the scene and choose the type of provocation. Player 3 must play one or more of the Violators while you assign roles to the rest of you. Remember that all players are free to add details and roles to the scene. The scene ends when you cut it.

natural 10), the Violators claim moral victory and are perceived as victims. The Vigilante will receive a harsh judgment in public opinion and possibly a long prison sentence for his or her vigilantism.

You should interpret this die roll freely, taking the story's previous events into account when creating a somewhat happy or more cruel ending for the Vigilante.

Player 4 sets a scene that reflects the outcome of the die roll. It could be a court session or a scene at the police station where the police let the Vigilante go. Player 1 will play the Vigilante while Player 4 assigns roles to the rest of you. The scene ends when Player 4 cuts it.

The game ends with an epilogue in storytelling style. Player 1 tells the story of what later happens to the Vigilante while the rest of you pitch in with questions or suggestions. Does the Vigilante return to a normal life, wither away in prison, or does he or she come out from a short prison term, go to the nearest pawn shop and get a gun, ready to find some new villains to punish?

PLAYER 3

THE VIOLATORS

"She was a lot tougher than you, doc. She took a while to kill. We had a hard time with her."

- David Hess in "The Last House on the Left"

Vigilante: Justified Revenge?

This is a game about abuse and revenge. The aim of the game is to let you, the players, create a vigilante story like the ones you may know from movies like *Death Wish*, *Ms. 45* or *I Spit on Your Grave* where ordinary, innocent people are attacked and provoked to deal out their own brand of justice. We are in exploitation territory here, so the storytelling style should be no punches pulled, extreme and cruel violence, depicted in a level of detail that would make most people flinch.

But do not forget that this kind of story always asks some interesting questions of morality: How would you yourself react if your loved ones were assaulted, abused, tortured, even killed? If the law cannot protect you, is it right to take matters into your own hands? Is the avenger morally superior to the assailant? Why do we instinctively cheer for the avenger when he or she punishes the bad guys? Moral ambiguity is the heart and soul of the vigilante genre, and the story you create should reflect this.

Style of roleplaying: Collaborative storytelling

This is a collaborative storytelling game designed for four players, with no gamemaster in the traditional sense. Instead, each player has a set of instructions like the one you are reading. They detail who has which responsibilities during each game phase, notably who is responsible for setting scenes, i.e. choosing the roles, location and conflict around which the scene revolves.

In addition to that, each of you has some responsibilities related to the Position you are playing:

- As Player 3, you are primarily responsible for the **Violators** who attack the Vigilante and his or her Relations. It is your obligation to depict how the Violators enjoy having power and abusing the helpless, fueling the Vigilante's thirst for revenge. You must try to "win" the story by coming out as moral victors in public opinion - if the Vigilante gets too brutal, the Violators will be perceived as victims.
- In this respect, your opponent is Player 1 who plays the **Vigilante**.
- Player 2 holds the Position of the **Authorities** and controls the Righteousness chart described later.
- Player 4 holds the Position of the **Public** and controls the Outrage chart described later.

However, as stated above, the style here is collaborative, meaning that any one of you is free to pitch in with ideas and

Violators, and you will also assign roles to Players 2 and 4. Remember that all players are free to add details or roles, and that this scene should contain graphic violence.

Does the Vigilante succeed?

After Player 1 has described the Vigilante's intentions, you and Player 1 roll competing dice rolls. Player 1 rolls 1D6 and adds the combined Power of the Weapon Cards activated. You roll 1D6 and add the Violators' Power score.

a. Vigilante wins

If the Vigilante's result is higher than or equal to yours, the Vigilante wins the fight. Play out the scene in every gory detail. The scene ends when Player 1 cuts it.

After the scene, Player 4 adjusts the Outrage chart, depending on the Outrage score of the Weapon Cards the Vigilante activated. Then go to Phase 7.

b. Violators win

If your result is higher than the Vigilante's, the Violators overpower the Vigilante and probably add more abuse. Play out the scene in brutal detail. The scene ends when you cut it.

After the scene, Players 2 and 4 may adjust the Righteousness and Outrage charts if appropriate.

Player 1 may now draw additional Weapon Cards, using any remaining Righteousness points. Player 1 then sets a new scene of the Vigilante seeking justice, using the same template as above. Note that Player 1 always add the accumulated Power of all Weapon Cards activated in all justice scenes to his or her die roll.

This continues, until Player 1 either wins the die roll or accepts that the Vigilante is defeated. In either case, go to Phase 7.

Phase 7: Aftermath

In this Phase, you determine what happens to the Vigilante. Will he or she be condemned by public opinion, maybe sentenced to a long term in prison, or is the Vigilante morally superior in the quest for revenge?

Player 4 rolls 1D10. If the die roll is equal to or less than the current Outrage score (or a natural 1), the Vigilante claims moral victory and will get a short prison sentence at the most. If the die roll is higher than the current Outrage score (or a

After the scene, Players 2 and 4 adjust the Righteousness and Outrage charts, respectively, depending on what happened in the scene.

Now, any player but you may choose to set another violation scene, following the guidelines above, including Righteousness and Outrage adjustments by Players 2 and 4.

This continues until no players (including you) want to set more violation scenes, with the exception that no player may set back-to-back violation scenes.

Phase 5: Betrayal

In this Phase, you play out the scene where the Vigilante discovers that the authorities cannot or will not bring the Violators to justice. For example, it could be a scene where a senior policeman explains how they cannot make the evidence stick, or maybe the Vigilante discovers that the mayor's son was one of Violators, and strings are getting pulled to make the charges go away.

Player 2 sets the scene. Player 1 plays the Vigilante while Player 2 assigns roles to the rest of you. Remember that you are free to add details and roles to the scene, and that is should illustrate that the Vigilante feels betrayed, fueling his or her hunger for vengeance. The scene ends when Player 2 cuts it.

After the scene, Players 2 and 4 may adjust the Righteousness and Outrage charts, depending on what happened.

Phase 6: Justice?

In this Phase, you play out one or more scenes which depict how the Vigilante exerts his or her revenge. It is most likely scenes where the Vigilante seeks out the Violators with the aim of dealing out punishment.

First, Player 1 chooses how many Weapon Cards he or she will draw, and from which pile. Player 2 adjusts the Righteousness charts by subtracting the number of points used on cards.

After drawing the Weapon Cards, Player 1 has the option of setting up a scene which details how the Vigilante got hold of the weapons. Player 1 plays the Vigilante and assigns roles to the rest of you. The scene ends when Player 1 cuts it.

Now, Player 1 sets the scene of the Vigilante's quest for revenge. Player 1 plays the Vigilante and describes his or her plan, activating one or more Weapon Cards. You play one or more

additions to a scene. Feel free to introduce new details or roles to a scene as you see fit, even adding them in the middle of a scene if you want to. The guideline here is simple: You are playing this to create a great story in collaboration with the others. Do what serves the story best.

The Phases of the Game

Vigilante: Justified Revenge? is divided into seven Phases:

- In **Phase 1: Set Up**, you set up the gameboard and define the basic story components.
- In **Phase 2: Happiness**, you play a scene which illustrates the happy life the Vigilante and Relations are living before they are attacked.
- In **Phase 3: Provocation**, you play the scene where the Vigilante and Relations catch the attention of the Violators.
- In **Phase 4: Violation**, you play out the Violators' assault.
- In **Phase 5: Betrayal**, you play the scene where the Vigilante realizes that the authorities cannot or will not bring the Violators to justice.
- In **Phase 6: Justice?**, you play out the Vigilante's quest for justice.
- In **Phase 7: Aftermath**, you determine who is the moral victor of the story, and finish the game with the Vigilante's epilogue.

The formal rules: Righteousness, Outrage and Power

The game is divided into seven Phases which are later described in detail. In addition to these Phases, the story development is assisted by different types of cards, all of which have one or more of three values:

☀ **Righteousness** is the fuel of the Vigilante. When his or her Relations are assaulted, the Vigilante gains Righteousness points which may later be exchanged for the weapons the Vigilante needs to attack the Violators. Player 2 is always the judge of how many Righteousness points the Vigilante gets, based on the Righteousness potential of the roles involved and the actions of the Violators.

🔪 **Outrage** is the value used for tracking the Public's reaction, which in the end determines who has the moral edge. Player 4 controls the Outrage chart and is the sole judge of how that score changes. Generally speaking, the assaults and abuses committed by the Violators will add to the score, in favor of the Vigilante, while the brutal vengeance dealt out by the Vigilante will subtract from the score, in favor of the Violators.

👊 **Power** is, well, power. This value is used to determine the outcome of the fight between Vigilante and Violators.

How these three sets of values are used during the game is described in detail later.

The following pages detail each of the game's seven Phases. You may wish to read all of them before commencing play, but they are written in a way which hopefully makes it possible for you to turn the pages and read along as the game progresses.

Phase 1: Set Up

Before you commence play, you must set up the gameboard and the basic story components.

Step 1: First, take the time to discuss the level of intensity of your game. It will likely contain scenes of brutal violence, possibly of a sexual nature, so please let each other know what your personal limits are when playing such scenes. You should also discuss how you are going to act out the scenes – will you remain seated and only describe what happens, or do you get up and play the scenes in semi-live fashion? And if so, is physical contact OK?

Step 2: Set up the physical parts of the game. Place the gameboard on a table, and take your seats according to the positions marked on the board. Player 2 and Player 4 place their markers on the 0 value on the Righteousness and Outrage charts, respectively. Player 2 also shuffles the Weapon Cards and places them face down in the three piles, sorted by the value printed on the cards.

Step 3: Player 4 chooses and describes the Setting of the story from the cards supplied. The game was written with a genre-typical American setting in mind, but the story can take place anywhere.

Step 4: Player 1 chooses and describes the Vigilante from the cards supplied.

Step 5: Player 1 chooses and describes the first Relation from the cards supplied, and Player 2 chooses the second Relation. The Relation cards are then handed to you so that you can choose and describe the Vigilante's third Relation. After that, give the cards to Player 4 who will chooses yet another Relation. Finally, Player 1 has the option to either remove one of the Relations or exchange it with yet another one.

In this step, remember that your descriptions of Relations will set much of the tone for the story. The archetypical vigilante story features an average WASP couple with a couple of average

kids – but if you for example describe a couple of mixed skin colour, racism could easily be a factor. If you add homosexual roles, a different kind of hate crime could be on the agenda.

Step 6: You choose the group of Violators from the cards supplied. Describe who they are, what they do, and what makes them tick, and name the principal members of the group. Remember that such a group of predators always has a ringleader. Describe that person in even more detail.

You have now set up the basic components of the story.

Phase 2: Happiness

In this Phase, you play out a scene which illustrates the happy, unconcerned life the Vigilante and Relations are living before they are hit by the harsh realities of a dog-eat-dog world.

Player 4 sets the scene. Player 1 plays the Vigilante while Player 4 assigns roles to the rest of you. Remember that all of you are free to add details and roles to the scene as you see fit, even switching roles if you want. The scene ends when Player 4 cuts it.

Phase 3: Provocation

In this Phase, you play out the scene where the Vigilante and/or Relations catch the Violators' attention. It could, for example, be a scene where the Vigilante tells off the Violators in a minor conflict which the Vigilante forgets right away, but the Violators remember. Or it could be a scene where the Violators get a glimpse of the teenage daughter and decide that she would be fun to play with.

Player 2 sets the scene including the type of provocation. You play one or more of the Violators while Player 2 assigns roles to the rest of you. Remember that you are free to add details and roles to the scene. The scene ends when Player 2 cuts it.

Phase 4: Violation

In this Phase, you play out one or more scenes which depict the assaults and violations.

You set the first scene and choose the type of assault. You will play one or more of the Violators. Player 1 plays either the Vigilante or a Relation while you assign roles to Players 2 and 4. Remember that all of you are free to add details and roles, and that this is the scene which should trigger the Vigilante's thirst for revenge. Be brutal and abusive in explicit, repulsive detail. The scene ends when you cut it.

Player 1 may now draw additional Weapon Cards, using any remaining Righteousness points. Player 1 then sets a new scene of the Vigilante seeking justice, using the same template as above.

This continues, until Player 1 either wins the die roll or accepts that the Vigilante is defeated. In either case, go to Phase 7.

Phase 7: Aftermath

In this Phase, you determine what happens to the Vigilante. Will he or she be condemned by public opinion, maybe sentenced to a long term in prison, or is the Vigilante morally superior in the quest for righteous revenge?

You roll 1D10. If the die roll is equal to or less than the current Outrage score (or a natural 1), the Vigilante claims moral victory and will get a short prison sentence at the most. If the die roll is higher than the current Outrage score (or a natural 10), the Violators claim moral victory and are perceived as victims. The Vigilante will receive a harsh judgment in public opinion and possibly a long prison sentence for his or her vigilantism.

You should interpret this die roll freely, taking the story's previous events into account when creating a somewhat happy or more cruel ending for the Vigilante.

You set a scene that reflects the outcome of the die roll. It could be a court session or a scene at the police station where the police let the Vigilante go. Player 1 plays the Vigilante while you assign roles to the rest of you. The scene ends when you cut it.

The game ends with an epilogue in storytelling style. Player 1 tells the story of what later happens to the Vigilante while the rest of you pitch in with questions or suggestions. Does the Vigilante return to a normal life, wither away in prison, or does he or she come out from a short prison term, go to the nearest pawn shop and get a gun, ready to find some new scum to punish?

PLAYER 4

THE PUBLIC

"How many wrongs to make it right?"

- tagline for "The Brave One"

Vigilante: Justified Revenge?

This is a game about abuse and revenge. The aim of the game is to let you, the players, create a vigilante story like the ones you may know from movies like *Death Wish*, *Ms. 45* or *I Spit on Your Grave* where ordinary, innocent people are attacked and provoked to deal out their own brand of justice. We are in exploitation territory here, so the storytelling style should be no punches pulled, extreme and cruel violence, depicted in a level of detail that would make most people flinch.

But do not forget that this kind of story always asks some interesting questions of morality: How would you yourself react if your loved ones were assaulted, abused, tortured, even killed? If the law cannot protect you, is it right to take matters into your own hands? Is the avenger morally superior to the assailant? Why do we instinctively cheer for the avenger when he or she punishes the bad guys? Moral ambiguity is the heart and soul of the vigilante genre, and the story you create should reflect this.

Style of roleplaying: Collaborative storytelling

This is a collaborative storytelling game designed for four players, with no gamemaster in the traditional sense. Instead, each player has a set of instructions like the one you are reading. They detail who has which responsibilities during each game phase, notably who is responsible for setting scenes, i.e. choosing the roles, location and conflict around which the scene revolves.

In addition to that, each of you has some responsibilities related to the Position you are playing:

- As Player 4, you hold the Position of the **Public**. This means that you represent the public opinion and its moral judgment of right and wrong. This is expressed through your control of the Outrage chart which is described later.
- Player 1 controls the **Vigilante** whose journey from assault to revenge is the cornerstone of the story.
- Player 2 holds the Position of **Authorities** and controls the Righteousness chart described later.
- Player 3 controls the **Violators** who attack the Vigilante and his or her Relations.

However, as stated above, the style here is collaborative, meaning that any one of you is free to pitch in with ideas and additions to a scene. Feel free to introduce new details or roles to a scene as you see fit, even adding them in the middle of a scene if you want to. The guideline here is simple: You are

After the scene, you may choose to add more points on the Outrage chart, depending on what happened. Player 2 may adjust the Righteousness chart in a similar manner.

Phase 6: Justice?

In this Phase, you play out one or more scenes which depict how the Vigilante exerts his or her righteous revenge. It is most likely scenes where the Vigilante seeks out the Violators with the aim of dealing out punishment.

First, Player 1 chooses how many Weapon Cards he or she will draw, and from which pile. Player 2 adjusts the Righteousness chart by subtracting the number of points Player 1 used on cards.

After drawing the Weapon Cards, Player 1 has the option of setting up a scene which details how the Vigilante got hold of the weapons. Player 1 plays the Vigilante and assigns roles to the rest of you. The scene ends when Player 1 cuts it.

Now, Player 1 sets the scene of the Vigilante's quest for justice. Player 1 plays the Vigilante and describes his or her plan, activating one or more Weapon Cards. Player 3 will play one or more Violators, and Player 3 also assigns roles to you and Player 2. Remember that you are free to add details or roles, and that this scene should contain graphic violence.

Is justice served?

Players 1 and 3 roll competing dice rolls. Player 1 rolls 1D6 and adds the combined Power of the Weapon Cards activated. Player 3 rolls 1D6 and adds the Violators' Power score.

a. Vigilante wins

If the Vigilante's result is higher than or equal to that of the Violators, the Vigilante wins the fight. Play out the scene in every gory detail. The scene ends when Player 1 cuts it. After the scene, you subtract points on the Outrage chart, depending on the Outrage score of the Weapon Cards activated by Player 1, and how brutally the weapons were used by the Vigilante. Then go to Phase 7.

b. Violators win

If the Violators' result is higher than the Vigilante's, they overpower the Vigilante and probably add more abuse. Play out the scene in brutal detail. The scene ends when Player 3 cuts it. After the scene, you and Player 2 may adjust the Outrage and Righteousness charts if appropriate.

Player 2 sets the scene and choose the type of provocation. Player 3 must play one or more of the Violators while Player 2 assigns roles to the rest of you. Remember that you are free to add details and roles to the scene. In this scene, you have a special responsibility for stopping any conflict before it escalates, for example by throwing in a mediating role. The scene ends when Player 2 cuts it.

Phase 4: Violation

In this Phase, you play out one or more scenes which depict the assaults and violations in brutal detail.

Player 3 sets the first and chooses the type of assault. Player 1 plays either the Vigilante or a Relation while Player 3 assigns roles to the rest of you. Remember that you are free to add details and roles, and that this is the scene which should trigger the Vigilante's righteous quest for justice. The scene ends when Player 3 cuts it.

After the scene, you must adjust the Outrage chart by adding Outrage points, depending on what happened in the scene. Player 2 adjusts the Righteousness chart in the same way.

Now, any player but Player 3 may choose to set another violation scene, following the guidelines above, including additional Outrage and Righteousness adjustments by you and Player 2.

This continues until no players want to set more violation scenes, with the exception that no player may set back-to-back violation scenes.

Phase 5: Betrayal

In this Phase, you play out the scene where the Vigilante discovers that the authorities cannot or will not bring the Violators to justice.

For example, it could be a scene where a senior policeman explain how they cannot make the evidence stick, or maybe the Vigilante discovers that the mayor's son was one of Violators, and strings are getting pulled to make the charges go away.

Player 2 sets the scene. Player 1 must play the Vigilante while Player 2 assigns roles to the rest of you. Remember that you are free to add details and roles to the scene, and that it should illustrate the deep sense of betrayal the Vigilante feels, fueling his or her righteous quest for justice. The scene ends when Player 2 cuts it.

playing this to create a great story in collaboration with the others. Do what serves the story best.

The Phases of the Game

Vigilante: Justified Revenge? is divided into seven Phases:

- In **Phase 1: Set Up**, you set up the gameboard and define the basic story components.
- In **Phase 2: Happiness**, you play a scene which illustrates the happy life the Vigilante and Relations are living before they are attacked.
- In **Phase 3: Provocation**, you play the scene where the Vigilante and Relations catch the attention of the Violators.
- In **Phase 4: Violation**, you play out the Violators' assault.
- In **Phase 5: Betrayal**, you play the scene where the Vigilante realizes that the authorities cannot or will not bring the Violators to justice.
- In **Phase 6: Justice?**, you play out the Vigilante's quest for justice.
- In **Phase 7: Aftermath**, you determine who is the moral victor of the story, and finish the game with the Vigilante's epilogue.

The formal rules: Righteousness, Outrage and Power

The game is divided into seven Phases which are later described in detail. In addition to these Phases, the story development is assisted by different types of cards, all of which have one or more of three values:

- ☀ **Righteousness** is the fuel of the Vigilante. When his or her Relations are assaulted, the Vigilante gains Righteousness points which may later be exchanged for the weapons the Vigilante needs to punish the Violators. Player 3 is always the judge of how many Righteousness points the Vigilante gets, based on the Righteousness potential of the roles involved and the actions of the Violators.
- 🔪 **Outrage** is the value used for tracking the Public's reaction, which in the end determines who has the moral edge. You control the Outrage chart and is the sole judge of how that score changes. Generally speaking, the assaults and abuses committed by the Violators will add to the score, in favor of the Vigilante, while the righteous punishment dealt out by the Vigilante will subtract from the score, in favor of the Violators.
- 👊 **Power** is, well, power. This value is used to determine the outcome of the fight between Vigilante and Violators.

Tracking public Outrage

Whenever the Violators assault and violate the Vigilante or Relations, it creates public Outrage as scored by you. Use the Outrage chart on the gameboard to keep track of public Outrage. The Outrage value listed on each role is your guideline when scoring Outrage - that number should be added to the Outrage score if the role is killed or maimed for life.

Use your discretion to score the Outrage following each violation scene - some assaults will be worth fewer Outrage points, or you may score the Outrage higher than listed on a Relation if that Relation is abused or hurt in a particularly revolting manner.

When the Vigilante starts handing out righteous punishment to the Violators, the Public will begin to turn against the Vigilante, especially if his or her actions are brutal or even sadistic. To reflect this, you subtract Outrage points from the total score, depending on the actions of the Vigilante. Here, your scoring guideline is the Outrage value listed on the Weapon Cards the Vigilante player activates.

The following pages detail each of the game's seven Phases. You may wish to read all of them before commencing play, but they are written in a way which hopefully makes it possible for you to turn the pages and read along as the game progresses.

Phase 1: Set Up

Before you commence play, you must set up the gameboard and the basic story components.

Step 1: First, take the time to discuss the level of intensity of your game. It will likely contain scenes of brutal violence, possibly of a sexual nature, so please let each other know what your personal limits are when playing such scenes. You should also discuss how you are going to act out the scenes - will you remain seated and only describe what happens, or do you get up and play the scenes in semi-live fashion? And if so, is physical contact OK?

Step 2: Set up the physical parts of the game. Place the gameboard on a table, and take your seats according to the positions marked on the board. You and Player 2 place your markers on the 0 value on the Outrage and Righteousness charts, respectively. Player 2 also shuffles the Weapon Cards and places them face down in the three piles, sorted by the value printed on the cards.

Step 3: You choose the Setting of the story from the cards supplied. Give a short description of the Setting so that everyone knows in which kind of place the story takes place - remember to either name somewhere familiar or give the place a name. Note that the game was written with a genre-typical American setting in mind, but the story can take place anywhere.

Step 4: Player 1 chooses and describes the Vigilante from the cards supplied.

Step 5: Player 1 chooses and describes the Vigilante's first Relation from the cards supplied. The cards are then passed to Players 2 and 3 who each choose a Relation, after which you get the cards and choose and describe the fourth Relation. Finally, Player 1 has the option to either remove one of the Relations or exchange it with yet another one.

In this step, remember that your descriptions of Relations will set much of the tone for the story. The archetypical vigilante story features an average WASP couple with a couple of average kids - but if you for example describe a couple of mixed skin colour, racism could easily be a factor. If you add homosexual roles, a different kind of hate crime could be on the agenda.

Step 6: Player 3 chooses and describes the group of Violators from the cards supplied.

You have now set up the basic components of the story.

Phase 2: Happiness

In this Phase, you play out a scene which illustrates the happy, unconcerned life the Vigilante and Relations are living before they are hit by the harsh realities of a dog-eat-dog world.

You set the scene. Player 1 play the Vigilante while you assign roles to the rest of you. Remember that all of you are free to add details and roles to the scene as you see fit, even switching roles if you want. The scene ends when you cut it.

Phase 3: Provocation

In this Phase, you play out the scene where the Vigilante and/or Relations catch the Violators' attention.

It could, for example, be a scene where the Vigilante tells off the Violators in an insignificant conflict which the Vigilante forgets right away, but the Violators remember. Or it could be a scene where the Violators get a glimpse of the teenage daughter and decide that she would be fun to play with.