# The Rumors are False. Everything is Fine!

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**A role-playing game about avoiding responsibility and passing the blame.**

You are the officers, executives, or cabinet of a ship, corporation, presidency, or other fractious, failing, doomed institution. You know it's going to fail but the effort required to turn things around sounds like a pain. Also looking for a new job is a miserable prospect. So instead you'll try to keep your job as long as possible while passing the consequences of your failures onto others.

## You will need:

☐ 3 to 6 players
☐ 1 "Blame" coin
☐ 30-60 "Credibility" tokens
☐ A place for all players to sit in a circle

Start by describing your institution. What are the goals of your organization? How are you failing those goals? What recent change caused this decline?

Each player describes their "department" or role in the institution. They take a number of Credibility tokens equal to 15 minus the number of players. E.g. with 5 players, each player takes 10 tokens.

The player who last worked...

1. Picks up the Blame coin and describes a problem with the institution
2. And points an accusing finger at another player, describing why the fault lies with their department!

An accused player has two options:

A. **Pass the Blame**, describing why it's actually the responsibility of the department to their left. They lose one Credibility token. The newly accused player makes the same choice: Pass or Accept.

B. **Accept the Blame**, describe how they address it, then take and flip the Blame Coin.

   ▶ **Heads**: the problem is solved cleanly.

   ▶ **Tails**: the problem is solved, but the player loses two Credibility for being associated with it. If they fixed it, they caused it, right?

If a problem gets back to the player who first declared it, **they must Accept it**, flip the Blame coin and lose an additional point of Credibility for being unable to weasel out.

To continue, the player who was last accused presents a new problem, and so on.

The institution finally fails completely when any department runs out of Credibility. **Whichever department has the Blame coin when this happens** goes down on record as the cause of it all.

At this point every department (except the one with the Blame coin) gets to make one final statement, unburdened by facts, describing their own selfless efforts to turn things around and how the player with the Blame coin sabotaged them at every turn.