

Howdy Folks!

I've spent the last couple of days noodling over a few suggestions for games that might be fun to play, the results of which are below. These are just a starting point to get the discussion up and running, naturally I'd love to hear what you think... things to change, brand-new ideas not mentioned, whatever. Any of these strike a chord?

"The Zone"

Time/Setting: *Two settings...*

- 1) The *real world*, 2050, Los Angeles. The corporate "haves" live in luxurious and well-guarded self-contained arcologies, while the "have nots" fend for themselves in over-populated and dangerous districts.
- 2) The *cyber world*, the "Zone," which anyone can zone into with a basic account (more creds mean more upgrades). Every citizen maintains **one** online avatar their entire life, issued at birth. Only the databases of the ultra-powerful Phoenix Tech corporation can match an avatar to a real world identity.

Characters: In the real world, the usual "PC types"... hitters, hackers, gun-bunnies, sleuths, faces, etc. In the Zone, the sky is the limit (within the GURPS character points allotted).

Points: 150, -20 max. disadvantages (real world); 250, -25 max. disadvantages (the Zone).

Influences: *Blade Runner, Strange Days, The Matrix, Sprawl Trilogy, Ready Player One*

This is the longest of the three initial suggestions, based on a home campaign idea I've been brain birthing for a good long time. The details still bubbling around, but I'll do my best to get the gist across.

When the game begins, the PCs are their 'real world' characters, a small-time criminal crew existing on the fringes of the districts, doing dirty work for corporate suits and the like: street samurai, bodyguard, mechanic, thief, etc.

Things happen, plots unfold, yada yada yada.

The PCs end up, through whatever tangled events (but within the first game, I would think), being made 'an offer they can't refuse' to work for a mysterious (but clearly powerful and well-connected) organization that pays handsomely in exchange for completion of "missions" they need done, both in the real world and in the Zone. The one thing I ask of your characters is that they would have something in their background or circumstances that would make this an attractive offer.

To help them in their endeavors, they are given a number of "Zone Points" to upgrade their humble avatars. We could then take some OOC character time to create second PCs, the ones that will be used while in the Zone. That is, in the real world the character might be the sexy femme fatale or beefcake – but in the Zone, they are a 9-foot tall purple gorilla with four arms that enjoys nothing more than beating other avatars to pulp. The real world mechanic – gruff, bearded, middle-aged dude -- might, in the Zone, be a young anime magical girl. It's up to the player.

Of the initial suggestions, this is by far the most ambitious and challenging! It could turn into a spectacular train wreck, but who knows -- it could also be all kinds of gonzo, cyberpunk-y fun. So, I offer it up.

“Bunnies & Burrows”

Time/Setting: Current, unspecific English countryside (a la “Watership Down”).

Characters: Are either all rabbits of the same warren, or possibly different animal types that are all friends for some reason.

Points: 125, -20 max. disadvantages.

Influences: *Watership Down, Pugmire, Secret of N.I.M.H.*

In some ways, this game is on the total opposite end of the spectrum from the first. “The Zone” will require a wide breadth of rules to cover all of the tech, powers, cybernetics, etc. Bunnies & Burrows, on the other hand, is about as simple a GURPS game (rules-wise) I can run.

In a world where the animals around us have their own languages, thoughts, and societies, the PCs would ultimately rise above their humble lives of being “one of a thousand rabbits” to becoming living legends, the subjects of songs and poems for generations to come.

Some examples of past games include the below, though for an ongoing campaign we’d need a little more depth than these:

[The Bunnies’ Tale](#)

[Hare Today, Gone Tomorrow](#)

[Some Bunny Needs You](#)

“Near Future Military”

Time/Setting: Near future, set (mostly) off-world.

Characters: All soldiers of the same squad, striving together against whatever Enemy we feel like fighting! PCs could have different specialties (heavy weapons, explosives, sniper) to differentiate.

Points: 225, -25 max. disadvantages.

Influences: *Aliens, Starship Troopers, Edge of Tomorrow*

And then right in the middle, style-wise, is a good old-fashioned bug hunt. The PCs would be, basically, Colonial Marines a la “Aliens,” confronting nasty bugs on the front lines so the rest of humanity can sleep peacefully in their shiny future beds.