

To Whom It May Concern,

Dear Mx.

Rpg :The Secretary Is Missing, by Dina Ramse.

Thank you for accepting my invitation to play the newly published game, "The Secretary Is Missing ". Feel free to forward this invitation to a group of your friends and colleagues.

"The Secretary Is Missing " is a short role-playing game designed for 4 people, and though I can't promise it will be fun, it will definitely be interesting.

It can be played anywhere, but I would suggest finding a place with comfortable chairs and a small table; preferably somewhere you can talk freely. I find that this game tends to invoke urges to shout.

The meeting should take about an hour, but it would be beneficial to clear an additional 30 minutes in your schedule in case of any delays or other business needing to be addressed.

I'm looking forward to hearing back from you.

Have a good day!

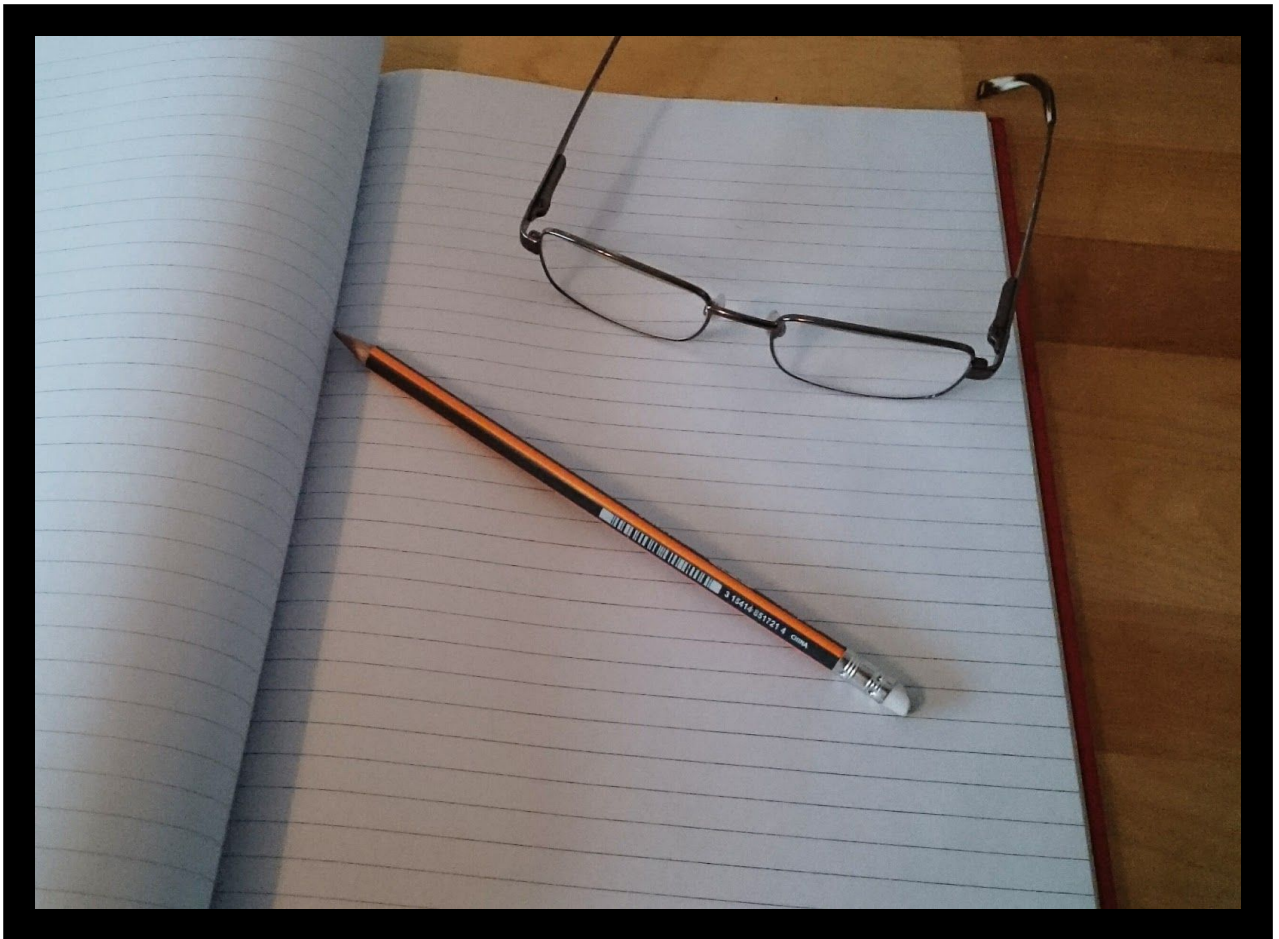
Kind Regards

Dina Ramse

-The Secretary

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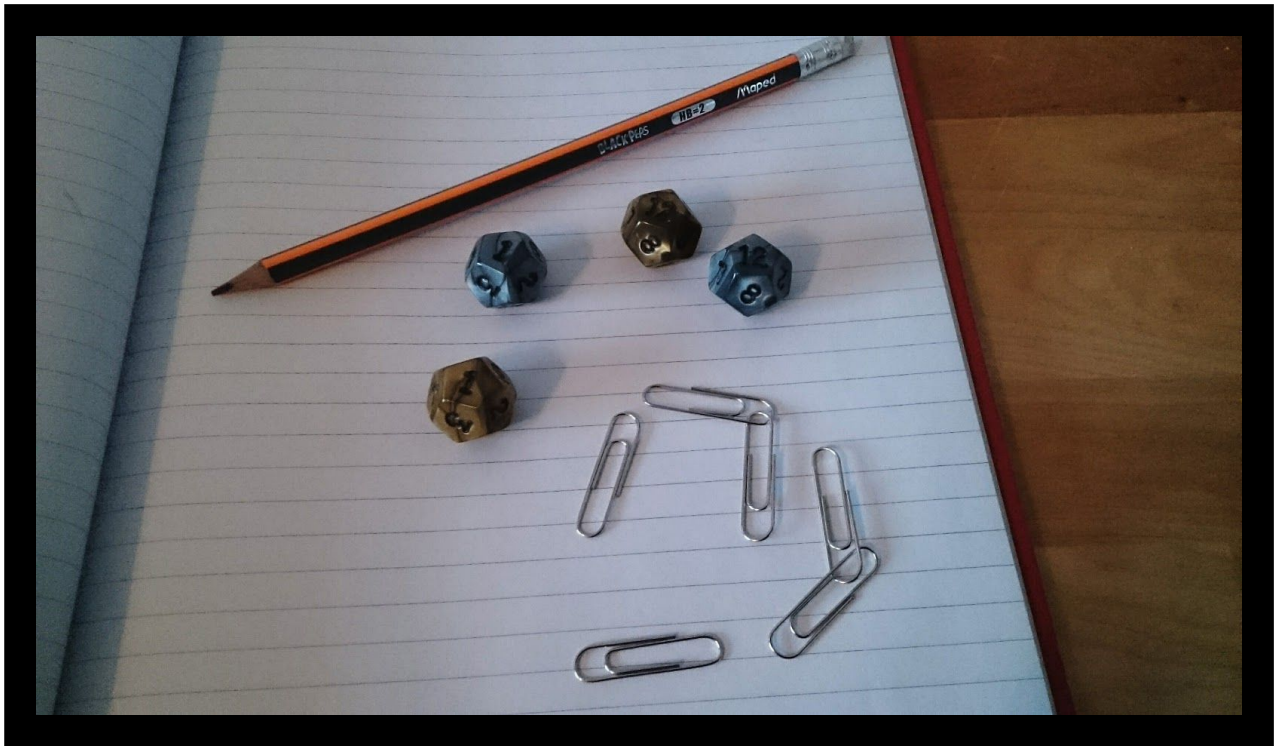


Introduction

Read this at the beginning of the game session.

“Work. Every morning when you get to work; the door is open, welcoming you in, the smell of freshly brewed coffee fills your nose as you enter, the meeting room has a breakfast spread with warm bread straight from the oven. Your files neatly organised, even if you left in a hurry, the day before. The true work of an excelling Secretary. Whenever you need something the Secretary is there. Be it mending your pants that you accidentally ripped while picking up a file, or sorting out a printer jam, again...

But today, everything is different. The door is locked, lights still out. Today, an otherwise normal workday, Thursday the 25th of April, is not a normal day.”



How To Play

You need:

- People to play with
- Pencil / Pen
- Paper clips (or something to act as counters and a D12)
- Character Sheets
- Discovery Cards, printed out or copied down on paper

Grab a tray of paper clips (from an actual Secretary, I suspect you could sub in one from a librarian, but others simply won't do), these will be your counters and tell you when stuff happens.

Each scene pull out one paper clip, place it in front of you. If you pull a connecting paper clip, you... Take one Discovery Card. You can find the Discovery Cards at the end of this document.

If you don't have a tray of paper clips from a Secretary, feel free to sub in a D12, where 10+ rewards a Discovery Card, during trials we discovered that the probability was about the same. You'll still need something to act as your counters.

If a player at any point gets 5 counters in front of them (meaning they have set 5 scenes in the office)
- The player can trade it in for one Discovery Card.

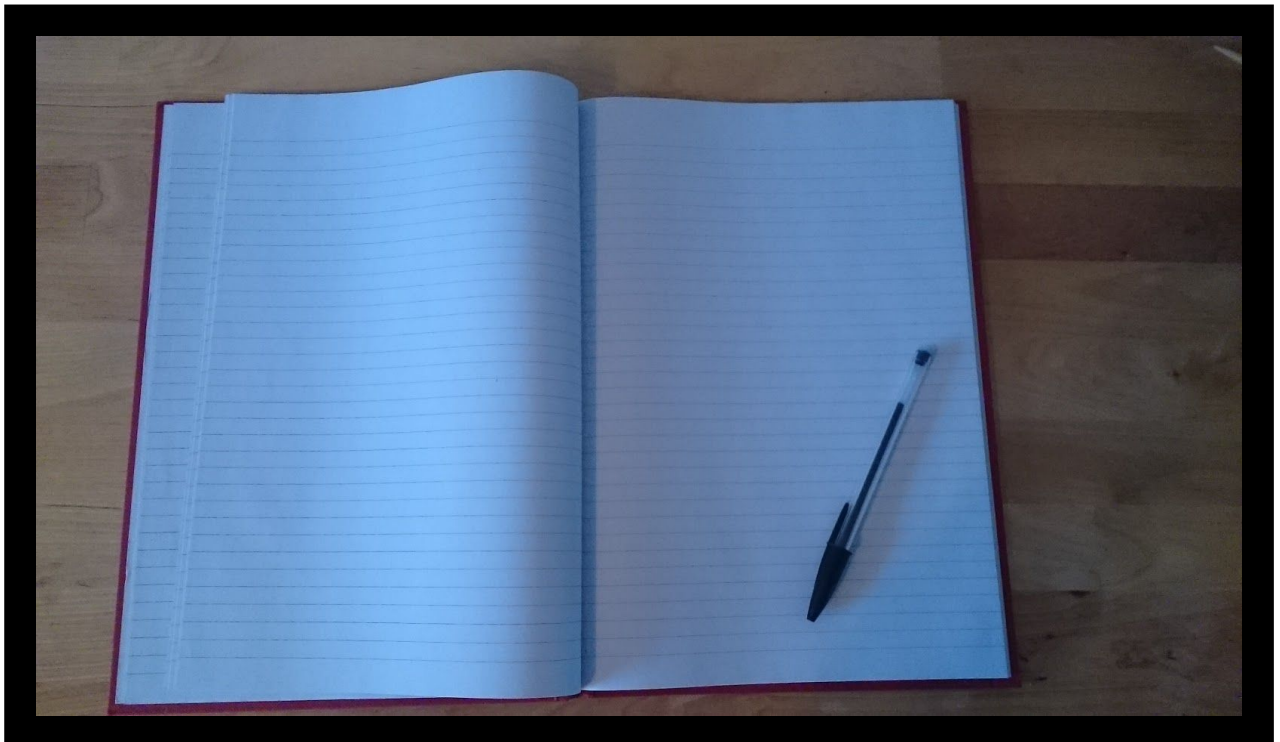
Once all the Discovery Cards has been revealed the game is over and the Secretary is found / returns to work / we know why she isn't in the office.

Setting a Scene

In order to set a scene do the follow :

- Choose a location in the office
- Determine which other characters are there with you
- Take a counter / paper clip

Take turns setting a Scene. What is said during play isn't necessarily true, but perhaps the character(s) believe them to be.



Making a Character

To make a character, first you must select a Character Type , then you select 2 Character Traits . Then you choose a name for your Character. Write this down on your Character Sheet.

A Character Sheet is a piece of paper or a handy Post-It note that you have available.

Character Type

- The Boss
- The Senior
- The Junior
- The Rookie

Traits

The Bootlicker - Always sucking up to the boss, always

The Business Jargon Snob – says more business jargon than normal words. “Make sure you touch base with the team and do a deep dive and circle back to me by the close of play today.”

The Chatterbox – constant talk and digressions

The Creeper – always looking, always listening, always right around the corner

The Gym Junkie - Hits the gym in the morning, perhaps after work too. Talks about ‘gains ‘ and their protein intake

The Health Freak - It's all about Kale Smoothies and Chia Pudding nowadays, right?

The Ideas Thief - Takes your ideas, changes the wording and presents it as their own

The Meeting Enthusiast - when you get invited to a pre-meeting to discuss the meeting

The Micro Manager –... maybe you should... constantly looking over your shoulder commenting your work

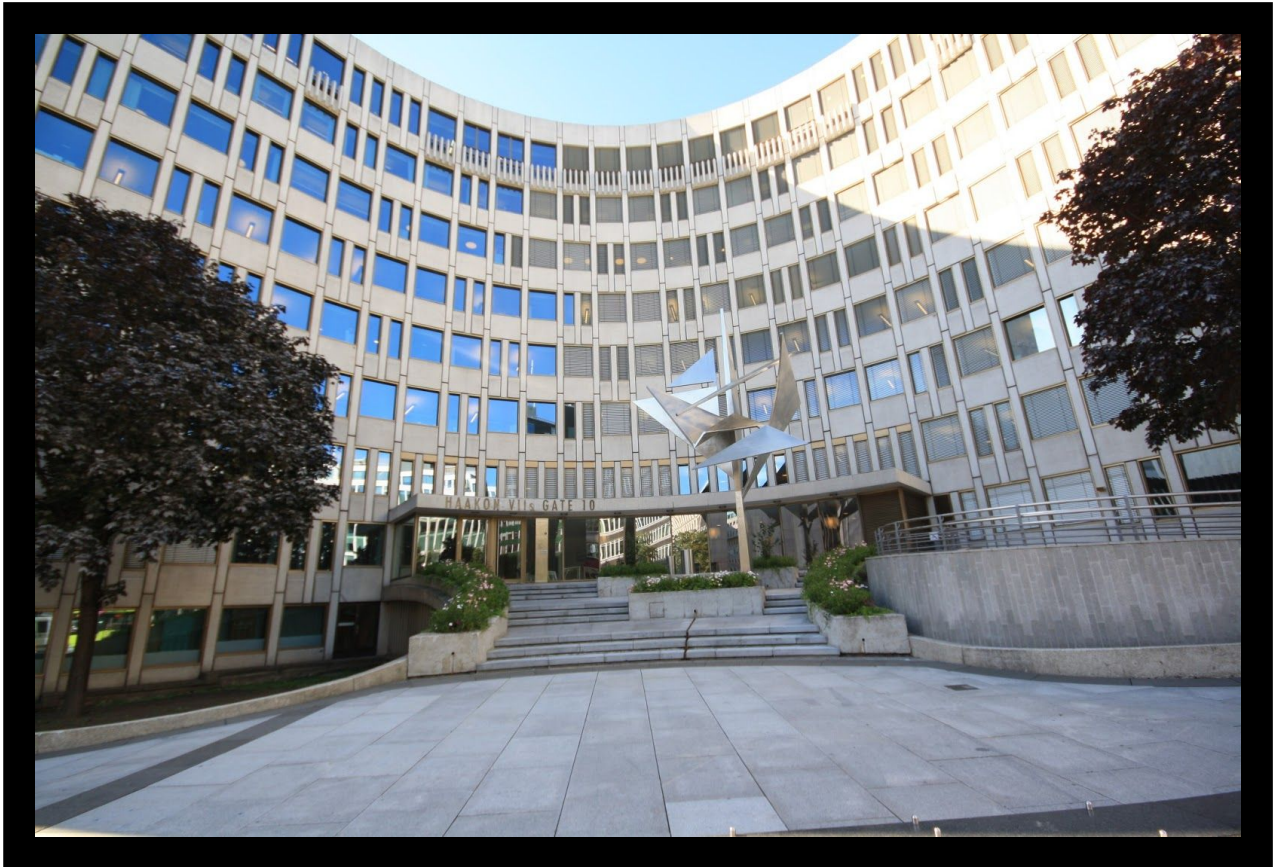
The Office Grump - If looks could kill, do not approach before x amount of coffee

The Office Slob - You can smell them before you see them

The Prankster - Always ready with a prank or two

The Snacker - Quick at pulling out snacks whenever needed. Always eating something

The Stress Head - so much stuff going on, all the time



Perhaps in a place like this?

At the start of the game

- Give The Secretary a name.
- Decide if it's The Rookie or The Boss that is first to arrive at the office.
- Agree what sort of office you work at.

At the end of the game

- Tell me if you had fun
- Tidy up after yourself, The Secretary isn't here.

Having problems getting started?

Try these ideas:

Where is my project folder?	How does the coffee maker work?	When does the mail arrive?
Where is the coffee?	How does the printer work?	When is the meeting with the client booked for?
Where is the breakfast?	How do you connect to the projector?	When...

Discovery Cards



The game ends when all the Discovery Cards has been revealed. Remember your favorite assistant this 24th of April, or you might regret it the following morning.

