

Collaborative Assassination

It's all about the execution

Ted Copeland
Instructor
Master Assassin

Case Study: Tony Needlemayer

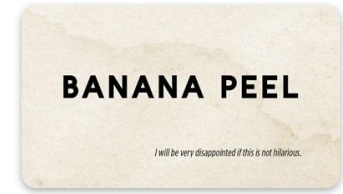
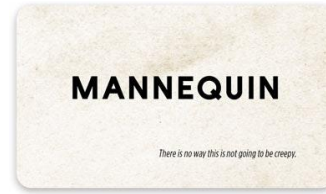
ALIAS Tony Needlemayer
INTEL #1 Loves touching masonry
INTEL #2 Afraid of toy snakes
COORDINATES Grocery store parking lot



1. Build a **BRICK WALL** around Tony to trap him
2. Fill the enclosure with **GASOLINE**
3. Ignite it with a **BOW AND FLAMING ARROW**

How to play

- Turn over the death card
 - Now you know how the target will die
 - The person who flips the card is the team's **Handler**
 - The Handler is accountable for fulfilling the death card's prediction
- Turn over the Intel card and review your Black Market Gift Cards
 - Get to know your target and the resources you have available
- Plan the attack (5 minutes)
 - Lay out 3 Black Market Gift Cards in order and agree on the plan
 - Your goals are:
 - To ensure the target meets their predicted fate
 - To tell a coherent and compelling story



"SHAKESPEARE" DUBOIS

Job:
Tesla coil tester

Excited by:
Wearing designer beanies

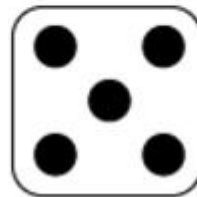
Hindered by:
Has narcolepsy

Location:
An abandoned cathedral



How to play

- Estimate the difficulty of each action (1 minute)
 - Everyone throws 2, 3, 4, or 5 fingers for each card. The highest estimate sticks.
 - This will be the **minimum** dice roll you need to complete that action.
- Start the timer. You have **90 seconds** to execute your plan.
 - Roll the die to attempt the first card
 - If the roll matches or beats the estimate, that card succeeds
 - If the roll is less than the estimate, the card fails and is discarded.
 - Draw a new card and rework the rest of your story so it makes sense.
 - If you roll a 1, flip the coin
 - Heads it succeeds, tails it fails
 - Repeat for each card until you succeed on all three or time runs out

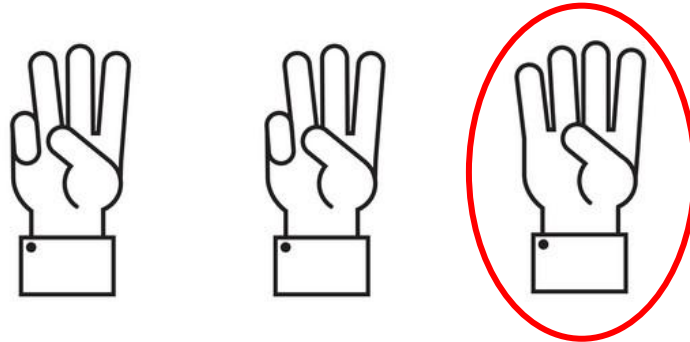


Case Study: Tony Needlemayer

We estimate the difficulty of each step on a scale of 2-5

Build a brick wall

We know Tony loves masonry, but building a wall is both obvious and time-consuming, so the team members estimated 3, 3, and 4.



The highest estimate always sticks, so this card is a 4.

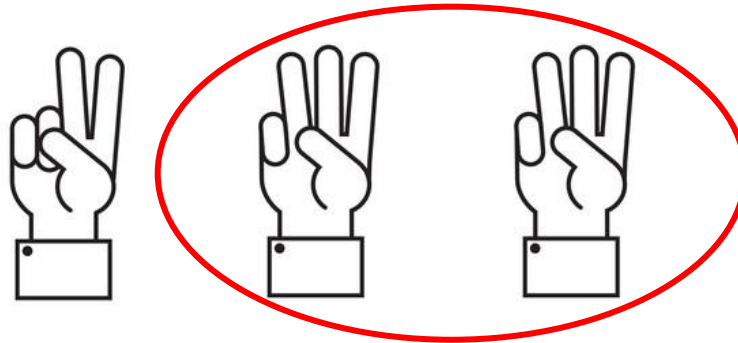


Case Study: Tony Needlemayer



Fill the enclosure with gasoline

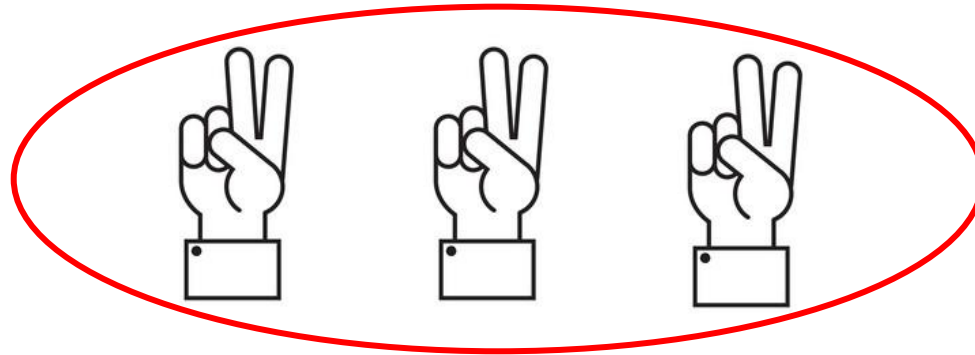
We have unlimited gasoline, and by now Tony should be trapped, so the team estimates 2, 3, and 3, meaning this card is a 3.



Case Study: Tony Needlemayer

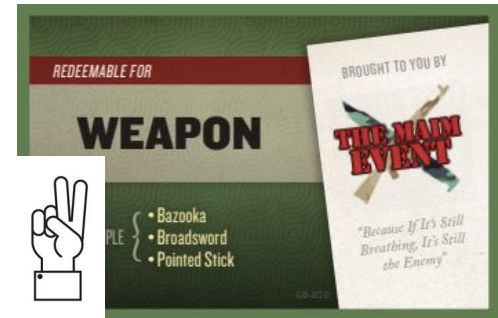
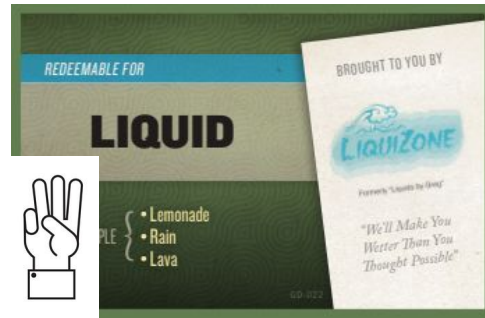
Light the gasoline on fire with a flaming arrow

It's gasoline and fire. What could go wrong? Everyone votes 2.



Case Study: Tony Needlemayer

The Plan:



1. Build a **BRICK WALL** around Tony to trap him
2. Fill the enclosure with **GASOLINE**
3. Ignite it with a **BOW AND FLAMING ARROW**

Case Study: Tony Needlemayer

The first roll is to build the **BRICK WALL**
(Difficulty: 4)



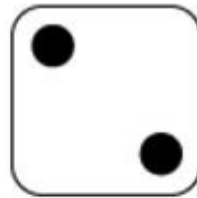
Success! The wall has been built.

ALIAS	<u>Tony Needlemayer</u>
INTEL #1	<u>Loves touching masonry</u>
INTEL #2	<u>Afraid of toy snakes</u>
COORDINATES	<u>Grocery store parking lot</u>



Case Study: Tony Needlemayer

The second roll is to fill the enclosure with **GASOLINE**
(Difficulty: 3)



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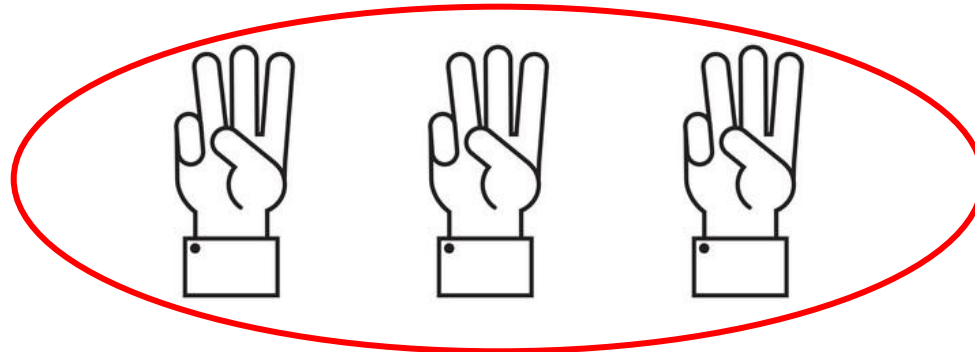
Failure, we need to toss this card and change our plan on the fly!

Case Study: Tony Needlemayer

The **LIQUID** card is discarded and a new card is pulled from the deck, **NATURE**



The team decides to fill the enclosure with a bunch of dry sticks and twigs that should catch fire easily. They agree this has a difficulty of 3.



Case Study: Tony Needlemayer

The third roll is to fill the enclosure with **DRY STICKS**



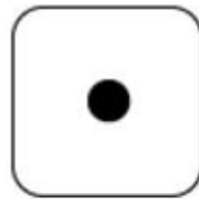
Success! The enclosure is full of firewood.

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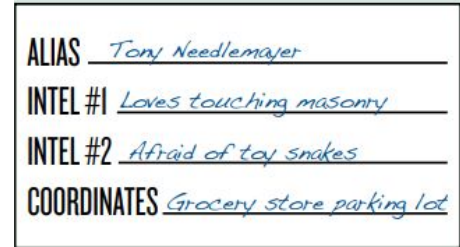


Case Study: Tony Needlemayer

The fourth roll is to fire the **FLAMING ARROW**
(Difficulty: 2)



We rolled a 1, so now we flip the Fate Coin,
heads to succeed, tails to fail



Case Study: Tony Needlemayer

They flip the Coin and it lands on Heads. The flaming arrows hit home!

Tony, trapped inside a **brick wall**, is neck-deep in **firewood** when **flaming arrows** start raining down. He goes out in a **BLAZE** and the mission is complete.



Now it's your turn

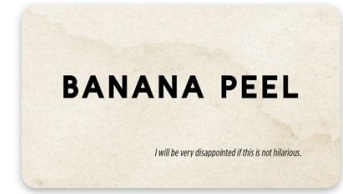
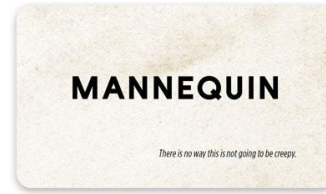
Run your first mission - 9.5 min

1. Gather intel & check your gear - 0.5 min
2. Agree on a plan of attack - 5 min
3. Estimate the scenario - 1 min
4. Attempt the kill - 1.5 min
5. Reflect on the game and strategize for the next run - 1.5 min

Second Mission: Repeat steps 1-4 - 8 min

Now it's your turn

- Turn over the death card
 - Now you know how the target will die
 - The person who flips the card is the team's **Handler**
 - The Handler is accountable for fulfilling the death card's prediction, and narrating their demise
- Turn over the Intel card and review your Black Market Gift Cards
 - Get to know your target and the resources you have available
- Plan your attack (5 minutes)
 - Lay out 3 Black Market Gift Cards in order and agree on the plan
 - Your goals are:
 - To ensure the target meets their predicted fate
 - To tell a coherent and compelling story
- Estimate the difficulty of each card (1 minute)
 - 2, 3, 4, or 5 fingers, rock-paper-scissors style



"SHAKESPEARE" DUBOIS

Job:
Tesla coil tester

Excited by:
Wearing designer beanies

Hindered by:
Has narcolepsy

Location:
An abandoned cathedral



Make Your Plan



Timebox: 5 minutes

Lay out your cards
to tell the story

Check Intel and Gear

Timebox: 30 seconds

A large digital timer with a light blue background and black borders, displaying the time 0:30 in a large, bold, black font.

0:30

Estimate Difficulty

0:54

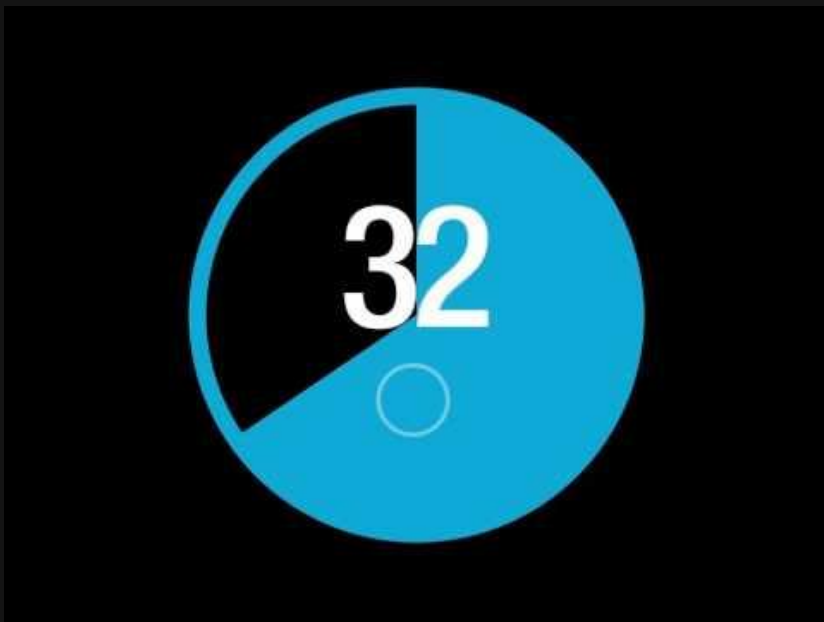
Timebox: 1 minute

All together, throw 2, 3, 4, or 5 fingers.

This is the minimum roll for success.

The highest estimate sticks.

Attempt the Kill



Timebox: 90 seconds

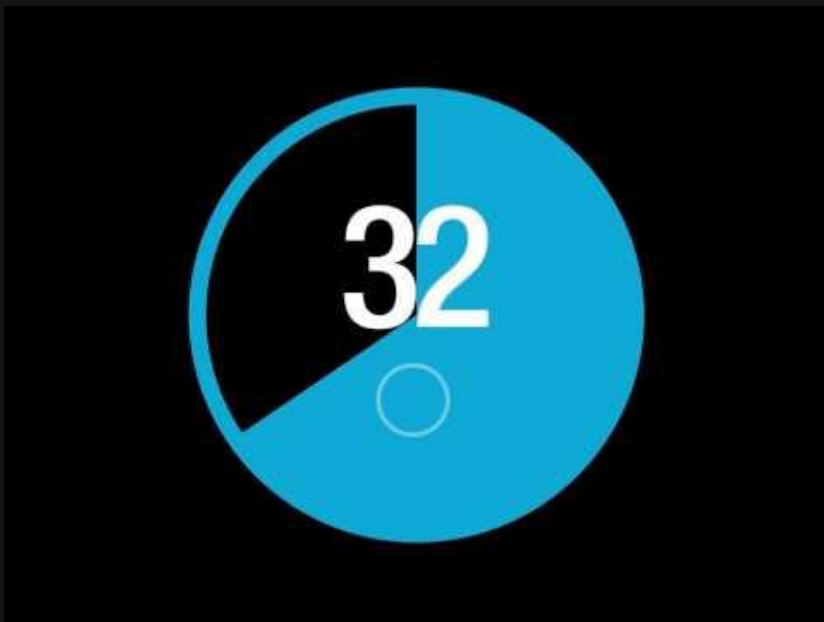
Tell us about your target.

Roll the die for each card, left to right.

If a card fails:
Discard and draw,
replan and continue.

If you roll a 1, flip
the coin. Heads it
succeeds, tails it fails.

Attempt the Kill



Timebox: 90 seconds

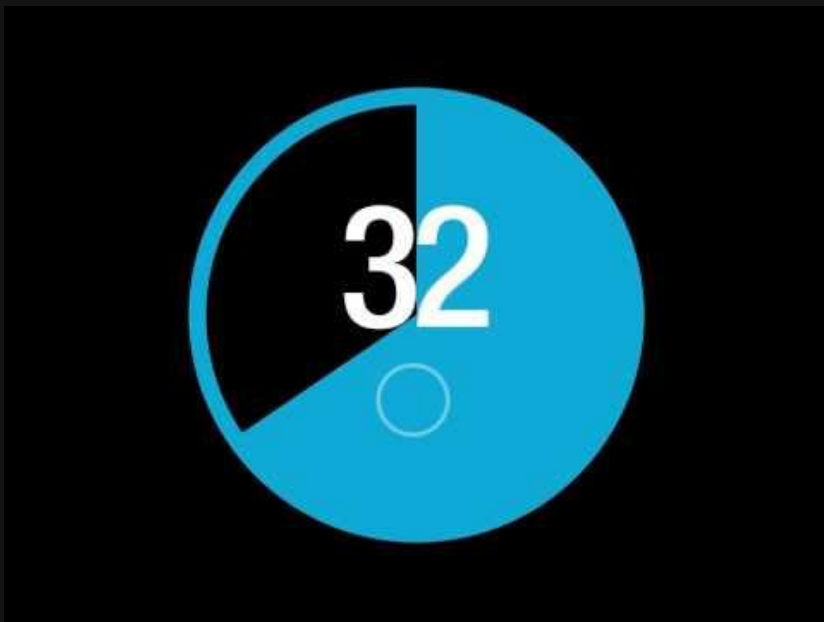
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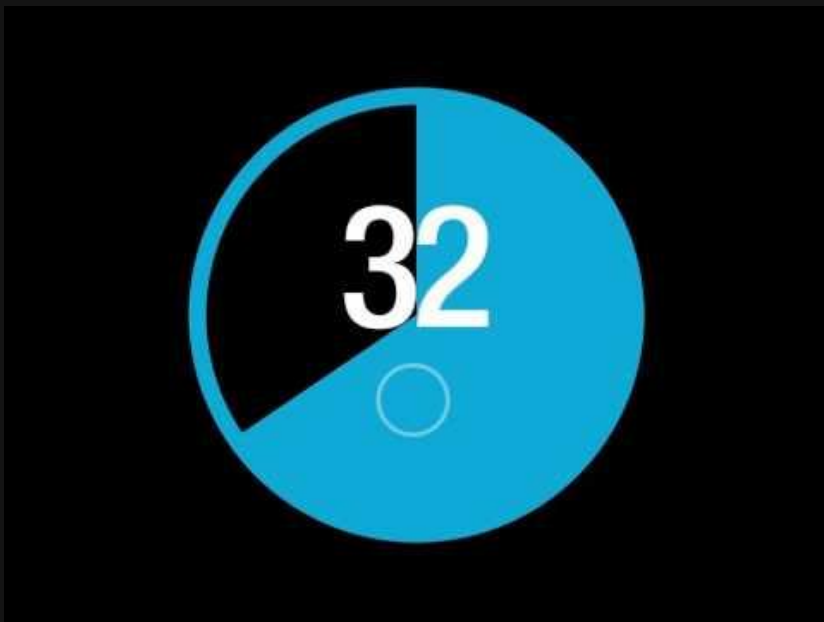
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Timebox: 90 seconds

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Roll the die for each card, left to right.

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Retrospective

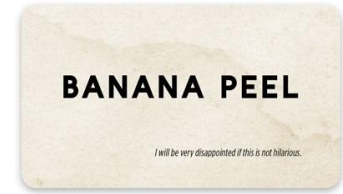
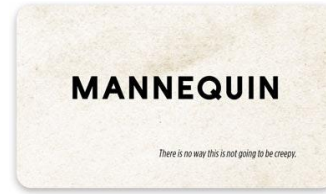
Discuss this round in your groups

- What went well that you'd like to carry forward?
- What slowed you down that you'd like to change?
- Was each person's voice heard?
- Are there any roles you would like to switch up?
- In the end, did you tell a good story?



Time for Round 2

- Turn over the death card
 - Now you know how the target will die
 - The person who flips the card is the team's **Handler**
 - The Handler is accountable for fulfilling the death card's prediction, and narrating their demise
- Turn over the Intel card and review your Black Market Gift Cards
 - Get to know your target and the resources you have available
- Plan your attack (5 minutes)
 - Lay out 3 Black Market Gift Cards in order and agree on the plan
 - Your goals are:
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Make Your Plan



Timebox: 5 minutes

Lay out your cards
to tell the story

Estimate Difficulty

0:54

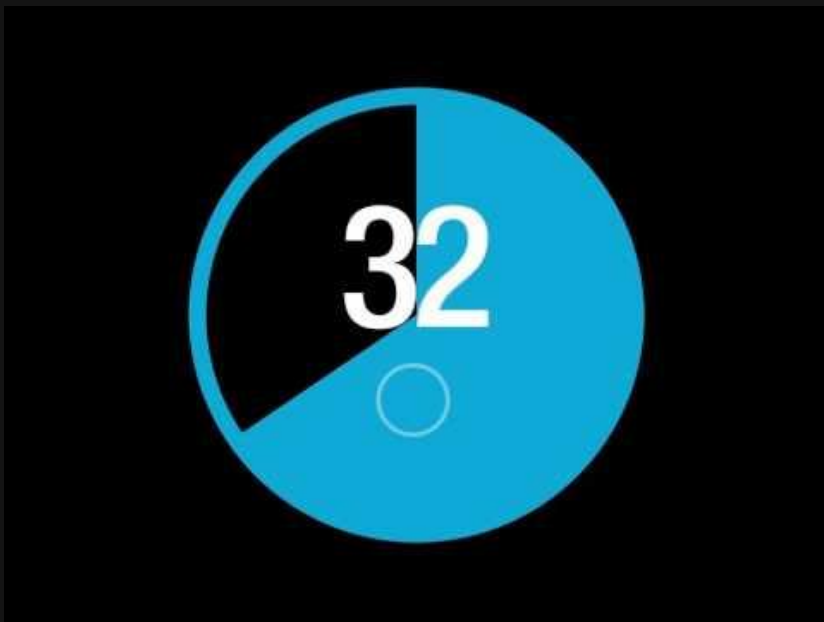
Timebox: 1 minute

All together, throw 2, 3, 4, or 5 fingers.

This is the minimum roll for success.

The highest estimate sticks.

Attempt the Kill



Timebox: 90 seconds

Tell us about your target.

Roll the die for each card, left to right.

If a card fails:
Discard and draw,
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If you roll a 1, flip
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Attempt the Kill



Timebox: 90 seconds

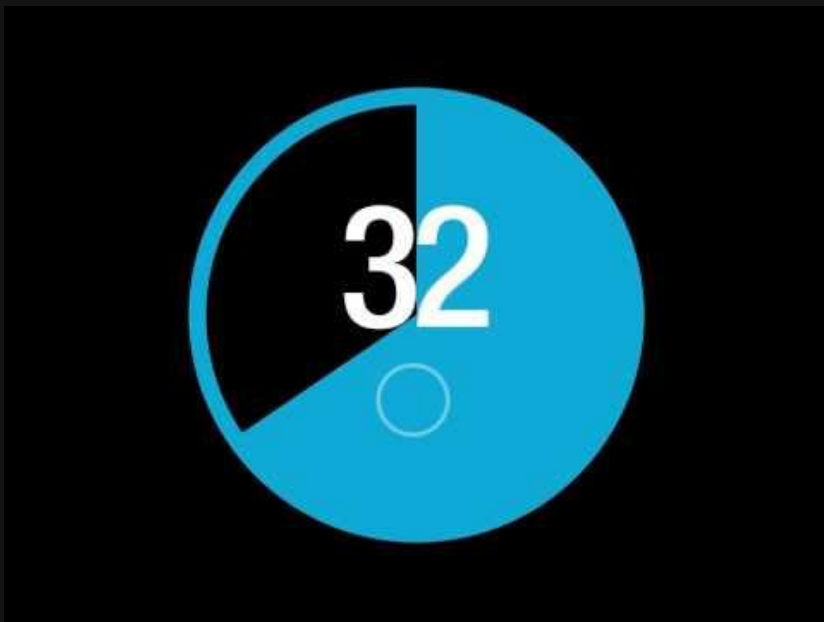
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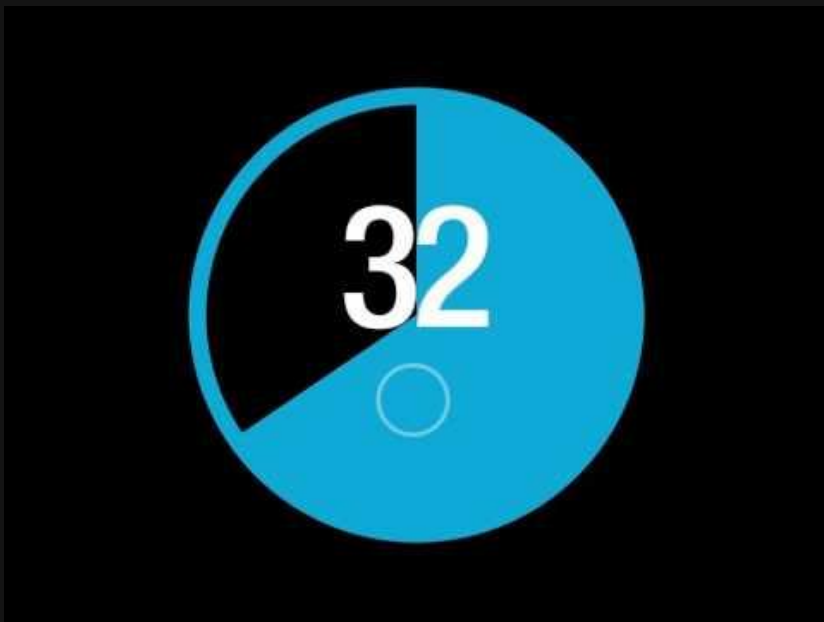
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Wrap-Up

- How did the game differ from the first to the second play?
- Were there any behaviors or strategies that were helpful?
- Were there any that were harmful?
- How might this apply to your own teams?

Any questions?

Thank You!

Visit **machineofdeath.net** to buy the game or download it for free!



[linkedin.com/in/tedcopeland](https://www.linkedin.com/in/tedcopeland)

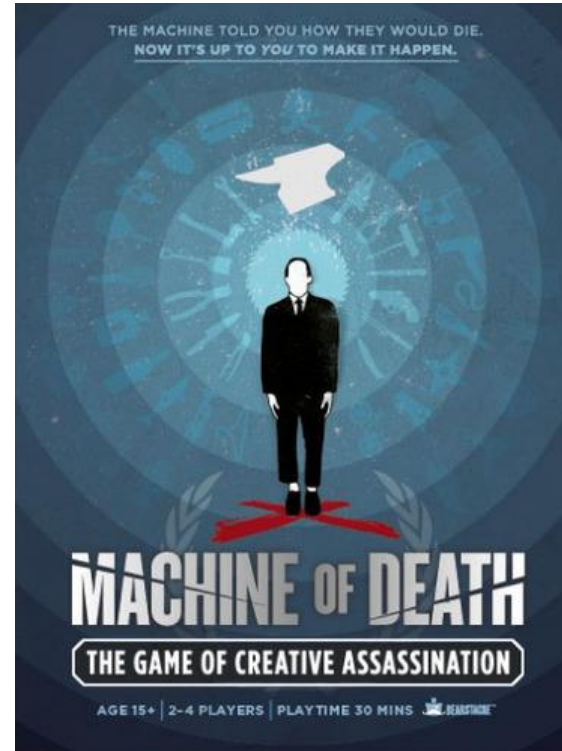


twitter.com/CopelandTed

Machine of Death?

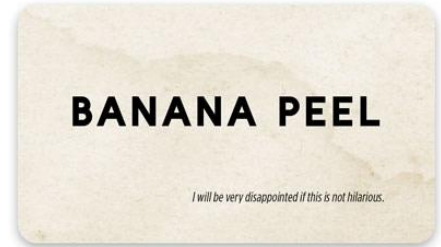
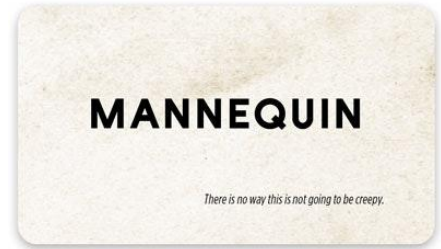
Not just a clickbait workshop title

- A collaborative storytelling game
- A mythical machine that foretells a person's death, but vaguely
- A fair description of that one project we've all been through



How to Play

- Turn over the death card & flip the fate coin
 - Now we know how the target will die, and whether or not they know
- Regroup and plan the attack
 - Your goals are:
 - To ensure the target meets their fate in the manner predicted by their death card
 - To tell a coherent and compelling story
 - Lay out 3 Black Market Gift Cards in order and agree on the plan as a team
- Break up into roughly even groups, Intel and Agents
 - Intel will get the character sheet and get to know the target
 - Agents will draw 4 Black Market Gift Cards and get to know the team's resources



TARGET:

RIBCAGE JILL

Your snooping around the UPW greenhouse has raised the attention of some very unpleasant people. UPW higher-ups have now dispatched their top assassin, **Ribcage Jill**, to clean up the mess. Your only hope is to eliminate Jill before she has a chance to fight. You know she's coming, so you have an element of surprise.

Ribcage Jill is approaching the greenhouse in a **high-tech helicopter**. She's also equipped with a **jetpack** in case she has to bail out. When she's not working, she loves **pancakes** and **swing music**, but **really hates birthday cake**.

