

HELP! LOL

A Party Game About Helping Too Much

Players: 4-10

Play Time: 20-30 minutes

Game Type: Semi-Cooperative / Social / Party

OBJECTIVE

- Keep the group's Stability above 0.
- After 5 rounds, the player with the highest Progress wins.
- If Stability reaches 0 at any time, everyone loses.
 - This is a party game.
 - Social drama and kingmaking are allowed.

COMPONENTS

- 8 Crisis Cards
- Decision card (1 per player)
- Progress tokens
- Shared Stress tokens
- Stability token

SETUP

1. Set Stability to 3.
2. Set Shared Stress to 0.
3. All players start with 0 Progress.
4. Shortage crisis cards are always used in Round 1.
5. Shuffle the remaining Crisis cards and draw 4 more. (Total: 5 rounds)

BASE (MINIMUM HELP REQUIRED)

Use the following BASE based on number of players:

- 4 players → BASE = 2
- 5-6 players → BASE = 3
- 7-8 players → BASE = 4
- 9-10 players → BASE = 5

ROUND STRUCTURE

Each round is played in the following order:

1. Reveal Crisis

Reveal the top Crisis card.

Read its Need and any special effects.

2. Secret Choice

Each player secretly chooses one card:

- HELP - Contribute toward solving the Crisis.
- LAY LOW - Do not help.

No discussion is allowed.

3. Guessing Phase

Each player may choose one action:

- DENY
- CLAIM
- PASS
 - Will be explain below in Resolve

Action Limits

- Cooldown
 - After you DENY or CLAIM, you may not DENY or CLAIM next round.
- Under Fire
 - If you are DENIED or CLAIMED this round, you may not DENY or CLAIM during the same round.

4. Reveal Choices

All players reveal their HELP / LAY LOW cards simultaneously.

5. Global Effects

ALL HELP

- If all players choose HELP:
 - The Crisis may still succeed
 - No Progress is gained
 - Shared Stress +1

Single Holdout

- If exactly one player chooses LAY LOW:
 - No additional effect

6. Resolve DENY and CLAIM

DENY

- If the target HELPED this round → the target gains 0 Progress this round.
- If the target did not HELP → no effect.
- DENY never adds Shared Stress.

- If the Crisis FAILS, DENY has no effect.

CLAIM

- If the target HELPED → steal half of this round's Progress (rounded up).
- If the target did not HELP → Shared Stress +1.
- If the Crisis FAILS:
 - No Progress is taken
 - A wrong CLAIM still adds +1 Shared Stress
- A correct CLAIM does not add Stress.

7. Resolve the Crisis

- If total HELP \geq Need → SUCCESS
- If total HELP $<$ Need → FAIL

On FAIL:

- No Progress is gained
- Stability -1 (or as stated on the Crisis card)

8. Gain Progress (Success Only)

Progress gained per round:

- Round 1 → +1
- Round 2 → +2
- Round 3 → +3
- Round 4 → +4
- Round 5 → +5

A player gains no Progress if:

- They chose LAY LOW
- They were DENIED
- ALL HELP occurred

SHARED STRESS

Shared Stress increases from:

- A wrong CLAIM
- ALL HELP
- Certain Crisis effects

Stress Limit

- Shared Stress can reach a maximum of 2.
- If it would reach 3:
 - Reset Shared Stress to 0
 - Stability -1

DENY never adds Shared Stress.

STABILITY

- Stability starts at 3.

- If Stability reaches 0, the game ends immediately and everyone loses.

CRISIS CARDS (FINAL LIST)

1. Shortage
 - Need: BASE
 - Always the first round
2. Accident
 - Need: BASE
 - FAIL: Stability -2
3. Illness
 - Need: Exactly 1 HELP
4. Division
 - Need: Odd number of HELP
 - On SUCCESS: Shared Stress -1
5. Betrayal
 - Need: BASE
 - Player with the highest Progress cannot HELP
6. Redemption
 - Need: BASE
 - On SUCCESS, the lowest-Progress player who HELPED gains +1 extra Progress
7. Blackout
 - Need: BASE -1
 - DENY cannot be used this round
8. Audit
 - Need: BASE
 - If SUCCESS and ALL HELP occurs → Stability -1 additional

END OF GAME

- After Round 5:
 - If Stability > 0 → the player with the highest Progress wins
 - Ties → shared victory
- If Stability reaches 0 at any time → everyone loses

DESIGN NOTES

- Kingmaking is intentional.
- LAY LOW has no special rule — its power is social.
- Drama comes from player decisions, not forced mechanics.