

Posturing & Pretensions

adventures in abstruseness

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What the hell is this?

Posturing & Pretensions (P&P for short) is the cheapest (free), easiest (one page o'rules) and perhaps most annoyingly fun rpg that is both free and only one page long.

How it works

Everyone rolls a die. Low roll loses and has to be the GM. Everyone (except the GM) grabs a die or some other marker.

The first rule:

Everyone, including the GM, can only speak in abstract **or** indirect terms. If you fail to do so, you're out. You're outta here and everyone who says anything about it better do so in abstract or indirect terms.

"Graphic display of grief. Much angst!"

So, saying *"I shoot him with a gun"* is a double violation. You did a clearly specific action (shooting), with a pretty specific object (a gun).

On the other hand, *"Display of heroic prowess with unspecified body part!"* is both abstract, fairly indirect and chock full of ways to misinterpret it.

If the GM screws up, they're not eliminated *unless only one player is left*. Instead, they designate one of the remaining players to be the GM and then take that player's place.

The second rule:

You can't repeat anything someone else has said. If you do, you're out. If there is any question about it, everyone gives a "thumbs up/thumbs down" on it. Unless you get a majority of support, you're out!

"Wailing and knashing of...knashable bits"

The third rule:

Whenever you want to say something, you have to pass your die to someone else. If someone has no die, you have to pass it to them. If you don't have a die, just sit there and hold your hand out. *You can't be eliminated if you can't say anything.*

How it ends:

It's over when only one person remains. This should take about five minutes. Winner must be bought a beer or share of pizza.

It was a dark and stormy night...

Purple prose rained down like a bad metaphor. Cool Dude strode into the setting, genre-specific weapon by his side.

The young kid approached. *"Leading question"*, he said.

"Gratuitious profanity to show this is a game for adults, not some kiddy D&D thing." replied Cool Dude. *"In-game slang used without explanation."*

"In-game slang?" queried the kid.

"Explanation of slang. Insult of the kid." Cool Dude sighed, then used one of his powers.

"Incredulity!"

"Explanation of power. More slang. Oh no – it's the Bad Guys!" Drawing his genre-specific weapon and summoning his powers, Cool Dude leapt to the attack. Blood and guts and intestines flew, once again showing the maturity and depth of the game.

The kid leaped into the fray, using the knowledge he'd just gained to summon an in-game power. The tide of battle turned. Despite heavy adjectives, the Bad Guys were forced to retreat.

"Cryptic threatening comment!" screamed the leader as he vanished.

"Grudging admiration", said Cool Dude. *"Now you can begin to walk the path of a thousand steps."*

Credits:

Design: ©2002 Greg Porter

Dark and stormy night: Ian Harac

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