

Games & Protocol Fiction

Randy Lubin, Leveraged Play
Protocol Symposium: Sept. 24, 2026



MY BACKGROUND

STARTUPS



FORESIGHT GAMES



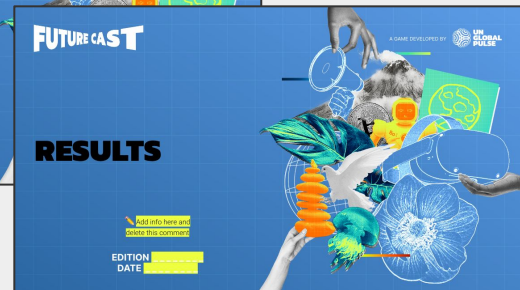
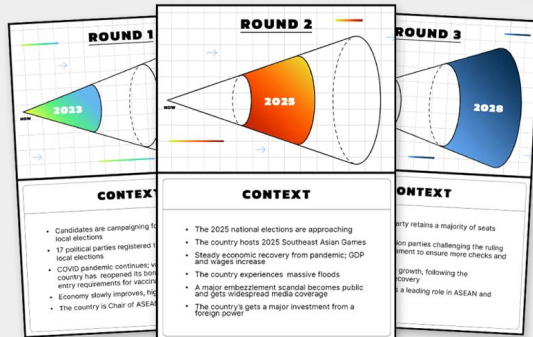
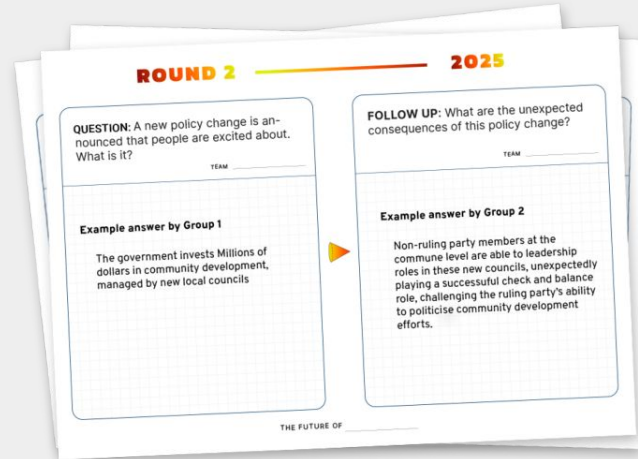
STORYTELLING GAMES



FICTION WRITING



FUTURECAST (UNITED NATIONS)



TRUST & SAFETY TYCOON

Hitman Hustle

A user has written a post offering their services as a hitman, listing their rates and a secure way to message them. Multiple users have emailed you to complain about the post.



Your Lawyer Advises:

Hosting posts that advertise clearly illegal behavior will expose Yapper to significant legal liability.



Keep up the post



Take down the post



Take down the post and ban user

COMPANY ETHOS
Maximize Knowledge
PLATFORM ATMOSPHERE
Quirky and Diverse

CEO CONFIDENCE

LOW

HIGH

CONVERSATION HEALTH

TOXIC

HEALTHY

CONVERSATION TYPES



« LESS POPULAR MORE POPULAR »



USER GROWTH



AD REVENUE



MODERATOR SPEED



TEAM MORALE



Behind the Magic

A Fantasy Mockumentary Game



EXPERIENCE DESIGN

WORKSHOPS



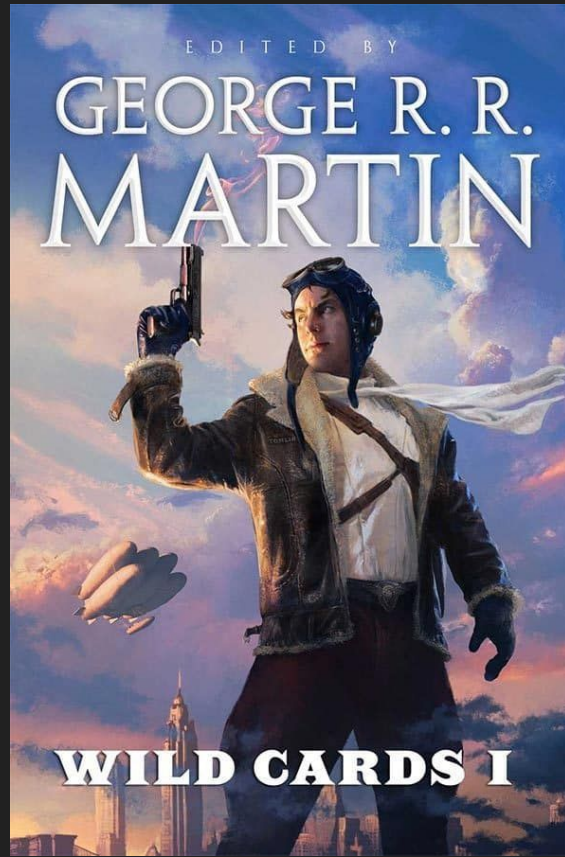
GAMES



THEATER



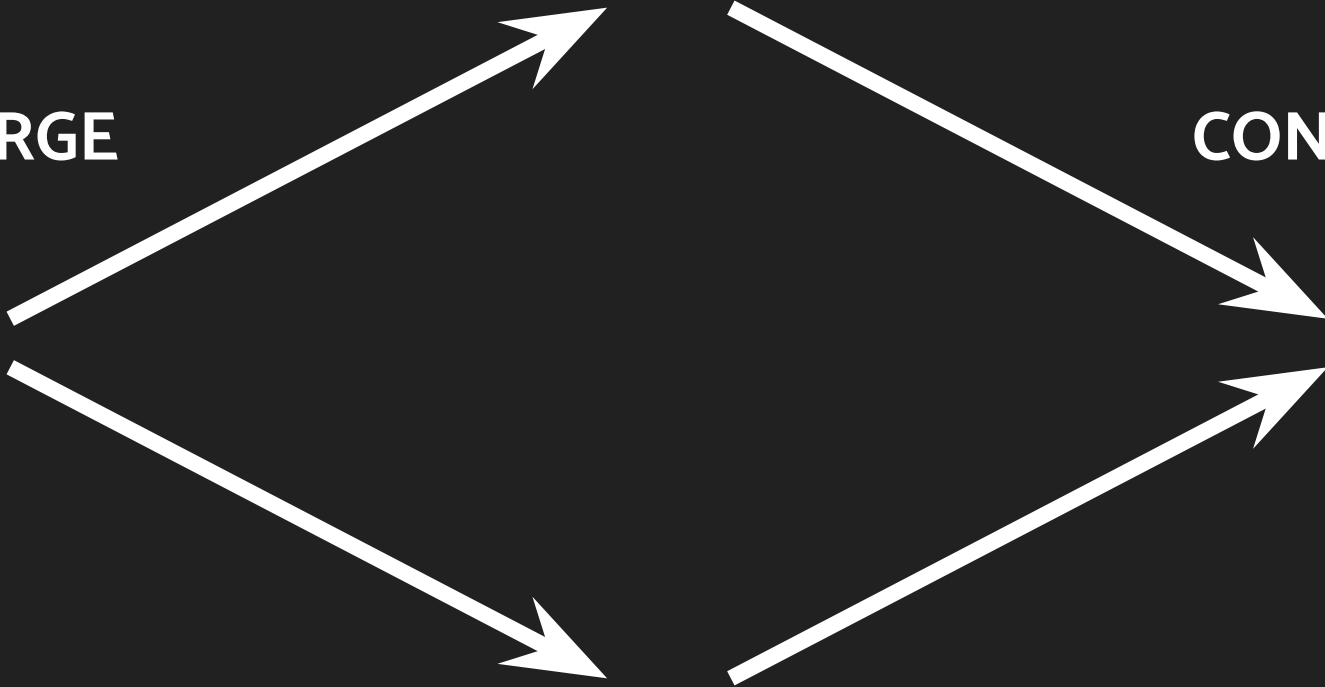
GAMES ARE PROTOCOLS
FOR SERENDIPITY AND STRUCTURE
BETWEEN PLAYERS AND FICTION



DESIGN DIAMOND

DIVERGE

CONVERGE



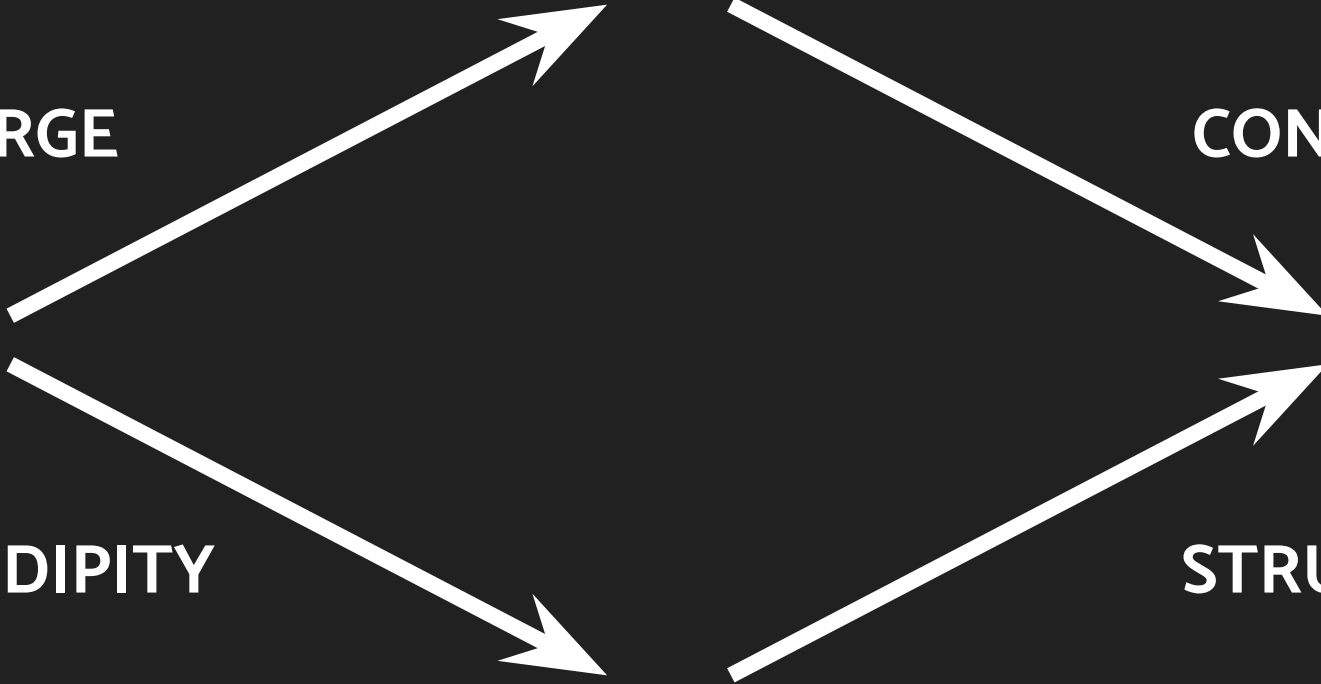
DESIGN DIAMOND

DIVERGE

CONVERGE

SERENDIPITY

STRUCTURE



DIVERGENCE & SERENDIPITY

**“No surprise for the writer,
no surprise for the reader”**

–Robert Frost

DIVERGENCE & SERENDIPITY

A dungeon generator for

MÖRK BORG

DNGNGEN

OCKULT
ORTMASTARE
GAMES

STOCKHOLM
KARLEN



CLICK TO ENTER

Butcher's Chapel

Status Inactive, because it was no longer needed.	Imminent danger Underworld emissions of poisonous spores.	Who or what dwells here now? A mindless, giant golem of stitched-together zombies and chains.
---	---	---

What brings you here?

A black dish is said to have crashed here.

Entrance An inverted church. The climb to the door is perilous.	Guarded by An old and crazy hermit.	Distinctive feature The infamous black salt wind.
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Room 1 A box full of ants. A sudden shriek.	Room 2 Crawling with bugs. Fish hooks hanging at eye level.	Room 3 Sawed-off foot nailed to a wall. Alchemical laboratory with 3 doses of a random decoction.	Room 4 Basket with rotten fruit. Powerful staff (d8 damage). Reroll damage on a 7. It now strikes you.
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DIVERGENCE & SERENDIPITY

Build your prompt

Not sure where to start? Let the Jamverse decide. Shuffle to get a technology, a thematic question, a universe element, and an artifact form to write it as — then build your artifact from that prompt.

TECHNOLOGY

Room-scale computing environments — projectors and sensors that reshape physical space into a working interface

THE STOCKTON CHRONICLES

THEMATIC QUESTION

How does a system absorb the thing it was never designed to accommodate?

UNIVERSE ELEMENT

The influencer-industrial complex — an economy of attention with unclear disclosure rules and no stable ground

THE STOCKTON CHRONICLES

ARTIFACT TYPE

Facebook post (with comments)

SHUFFLE

DIVERGENCE & SERENDIPITY

LASERS & FEELINGS

YOU ARE THE CREW OF THE INTERSTELLAR SCOUT SHIP **RAPTOR**. Your mission is to explore uncharted regions of space, deal with aliens both friendly and deadly, and defend the Consortium worlds against space dangers. **CAPTAIN DARCY** has been overcome by the strange psychic entity known as *Something Else*, leaving you to fend for yourselves while he recovers in a medical pod.

PLAYERS: CREATE CHARACTERS

1 Choose a style for your character: **Alien, Android, Dangerous, Heroic, Hot-Shot, Intrepid, or Savvy.**

2 Choose a role for your character: **Doctor, Envoy, Engineer, Explorer, Pilot, Scientist, or Soldier.**

3 Choose your **number**, from 2 to 5. A high number means you're better at **LASERS** (technology; science; cold rationality; calm, precise action). A low number means you're better at **FEELINGS** (intuition; diplomacy; seduction; wild, passionate action).

4 Give your character a **cool space adventure name**. Like Sparks McGee or something.

You have: a Consortium uniform (with built-in vacc-suit for space walks), a super-sweet space-phone-camera-communicator-scanner thing (with universal translator), a variable-beam phase pistol (set to stun, usually).

Player goal: Get your character involved in crazy space adventures and try to make the best of them.

Character goal: Choose one or create your own: **Become Captain, Meet New Aliens, Shoot Bad Guys, Find New Worlds, Solve Weird Space Mysteries, Prove Yourself, or Keep Being Awesome** (you have nothing to prove).

PLAYERS: CREATE THE SHIP

As a group, pick two strengths for the **Raptor**: **Fast, Nimble, Well-Armed, Powerful Shields, Superior Sensors, Cloaking Device, Fightercraft.**

Also, pick one problem: **Fuel Hog** (always needs energy crystals), **Only One Medical Pod** (and Captain Darcy is in it), **Horrible Circuit Breakers** (in battle, consoles tend to explode on the bridge), **Grim Reputation** (Captain Darcy did some bad stuff in the past).

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

↓ If you're using **LASERS** (science, reason), you want to roll **under** your number.

↑ If you're using **FEELINGS**, (rapport, passion) you want to roll **over** your number.

0 If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

1 If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

2 If **two dice succeed**, you do it well. Good job!

3 If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

If you roll your number exactly, you have **LASER FEELINGS**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to ...? What should I be on the lookout for? What's the best way to ...? What's really going on here?

(A roll of **LASER FEELINGS** counts as a success.)

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: CREATE A SPACE ADVENTURE

Roll or choose on the tables below.

A THREAT...	
1. Zorgon the Conqueror	4. Space Pirates
2. The Hive Armada	5. Cyber Zombies
3. Rogue Captain	6. Alien Brain Worms

WANTS TO...	
1. Destroy / Corrupt	4. Protect / Empower
2. Steal / Capture	5. Build / Synthesize
3. Bond with	6. Pacify / Occupy

THE...	
1. Space Pirate King/Queen	4. Quantum Tunnel
2. Void Crystals	5. Ancient Space Ruin
3. Star Dreadnought	6. Alien Artifact

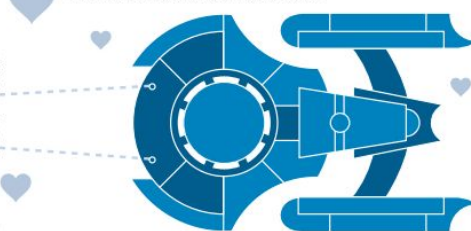
WHICH WILL...	
1. Destroy a solar system	4. Start a war / invasion
2. Reverse Time	5. Rip a hole in reality
3. Enslave a planet	6. Fix Everything

GM: RUN THE GAME

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. "Zorgon charges the megacannons on his ship. What do you do?" "Daneela pours you a glass of Arcturan whiskey and slips her arm around your waist. What do you do?"

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. "Have any of you encountered a Void Cultist before? Where? What happened?"



LASERS & FEELINGS: THE DOUBLECLICKS TRIBUTE RPG (v1.4)

The game text is © 2013 by John Harper.

johnharper.itch.io

The game format is open for hacking and remixing under a **CC BY 4.0 license**. creativecommons.org/licenses/by/4.0

Make your own L&F hack and share it (or sell it!) as you like.

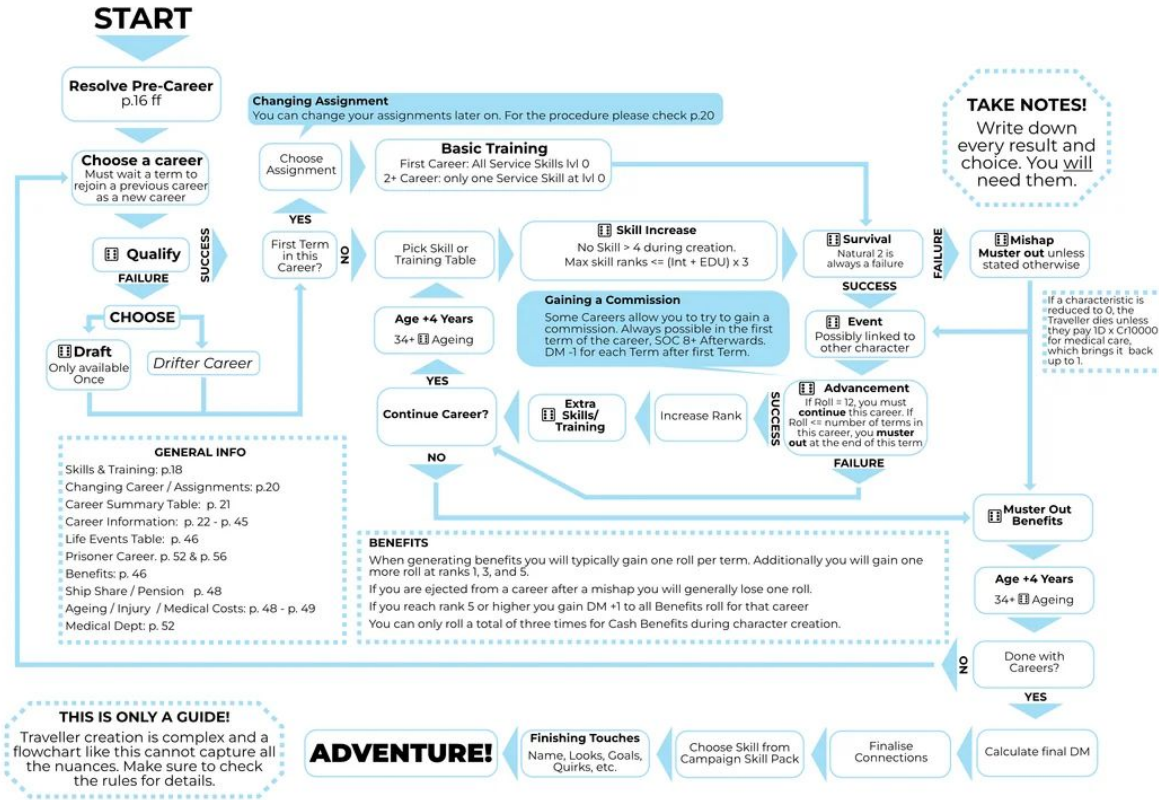
THANKS

Aubrey, Ron, Vincent, Ben, Graham, Meg, Ryan, Jason, Brendan, Gene, Laser, Leonard, Bill, Wil.

CHECK OUT

thedoubleclicks.com
nightskygames.com

DIVERGENCE & SERENDIPITY



DIVERGENCE & SERENDIPITY

TILT TABLE

1 MAYHEM

- ☐ An out of control rampage
- ☐ A frantic chase
- ☑ A dangerous animal (perhaps metaphorical) gets loose
- ☒ Magnificent self-destruction
- ☒ Cold-blooded score-settling
- ☒ Misdirected passion

2 TRAGEDY

- ☐ Death, out of the blue
- ☐ Somebody's life is changed forever, in a bad way
- ☑ Pain, followed by confusion
- ☒ Death, right on time
- ☒ Confusion, followed by pain
- ☒ Death, after an unpleasant struggle

3 INNOCENCE

- ☐ Somebody is not so innocent after all
- ☐ A neighbor wanders into the situation
- ☑ The wrong guy gets busted
- ☒ Collateral damage
- ☒ Love rears its ugly head
- ☒ A well-meaning stranger intervenes

TABLES

4 GUILT

- ☐ A visit from the (perhaps unofficial) authorities
- ☐ Betrayed by friends
- ☑ Somebody develops a conscience
- ☒ Greed leads to killing
- ☒ Someone panics
- ☒ A showdown

5 PARANOIA

- ☐ A stranger arrives to settle a score
- ☐ What seems like dumb luck isn't - things are afoot
- ☑ Two people cross paths and everything changes
- ☒ A sudden reversal (of status, of fortune, of sympathy)
- ☒ The thing you stole has been stolen
- ☒ Somebody is watching, waiting for their moment

6 FAILURE

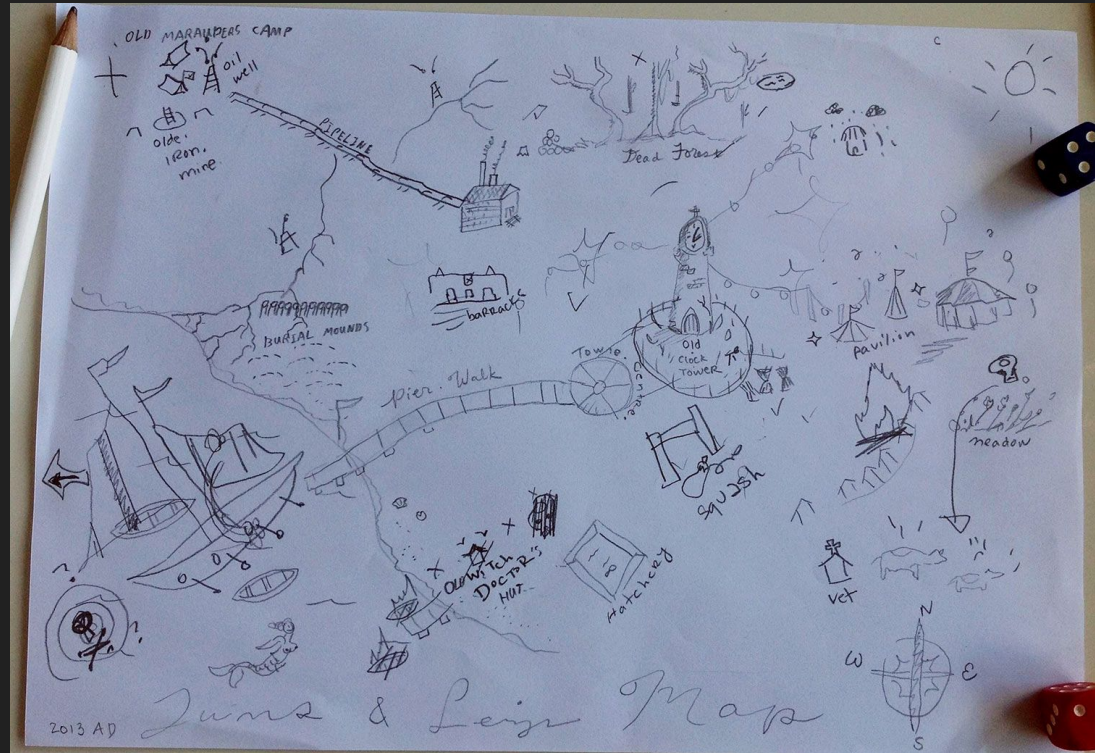
- ☐ A stupid plan, executed to perfection
- ☐ Something precious is on fire
- ☑ A tiny mistake leads to ruin
- ☒ A good plan comes unraveled
- ☒ You thought it was taken care of but it wasn't
- ☒ Fear leads to a fateful decision

TABLES

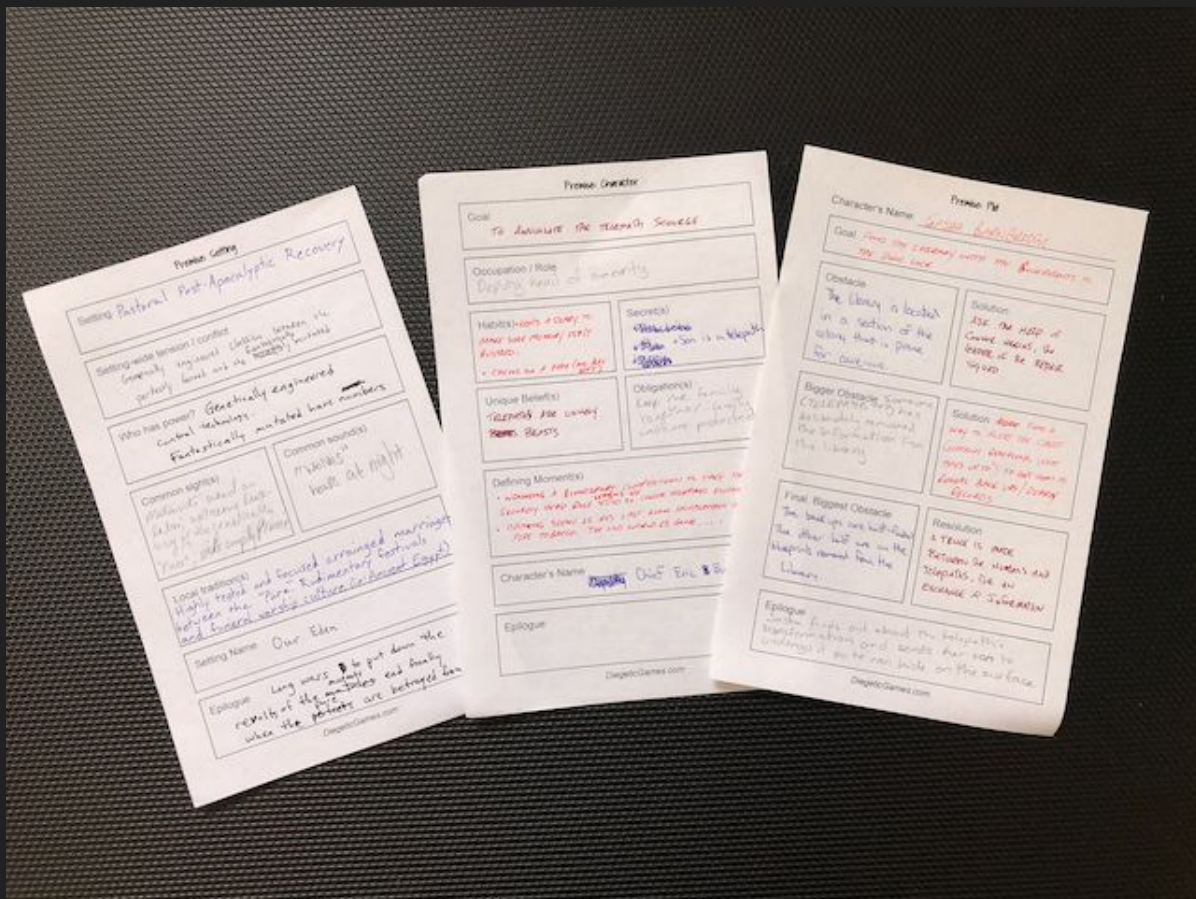
DIVERGENCE & SERENDIPITY



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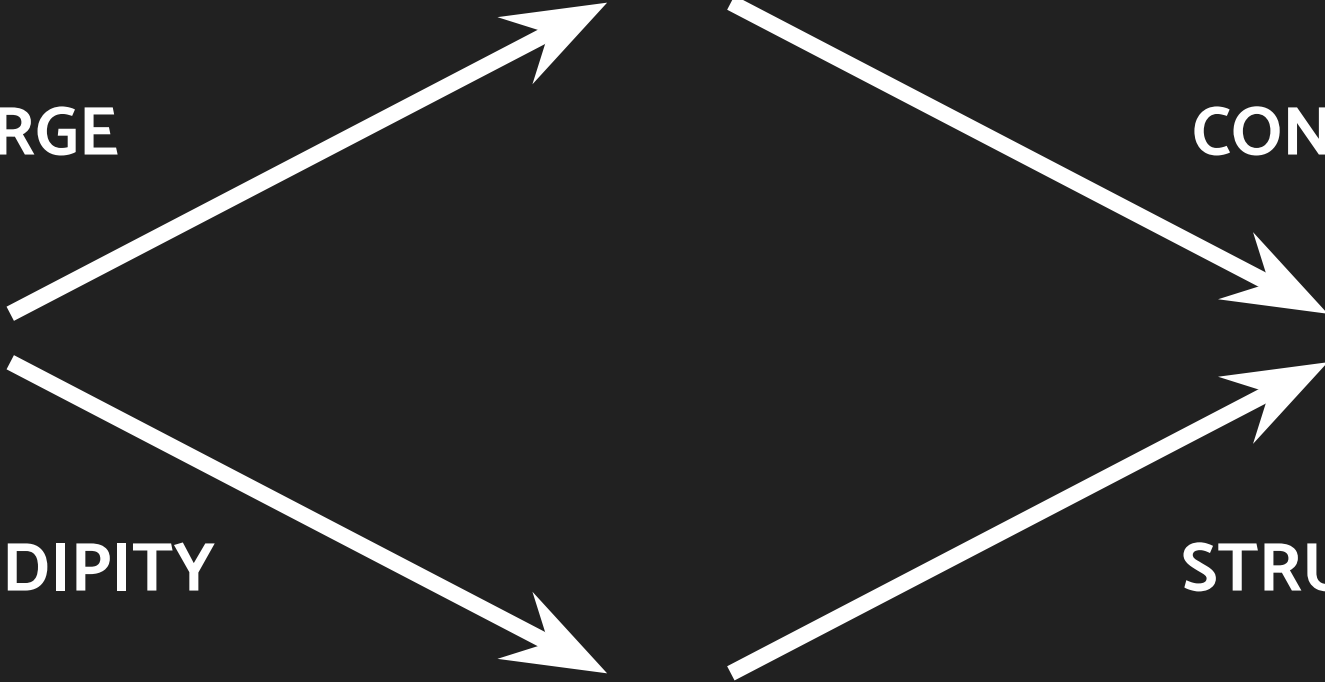
DESIGN DIAMOND

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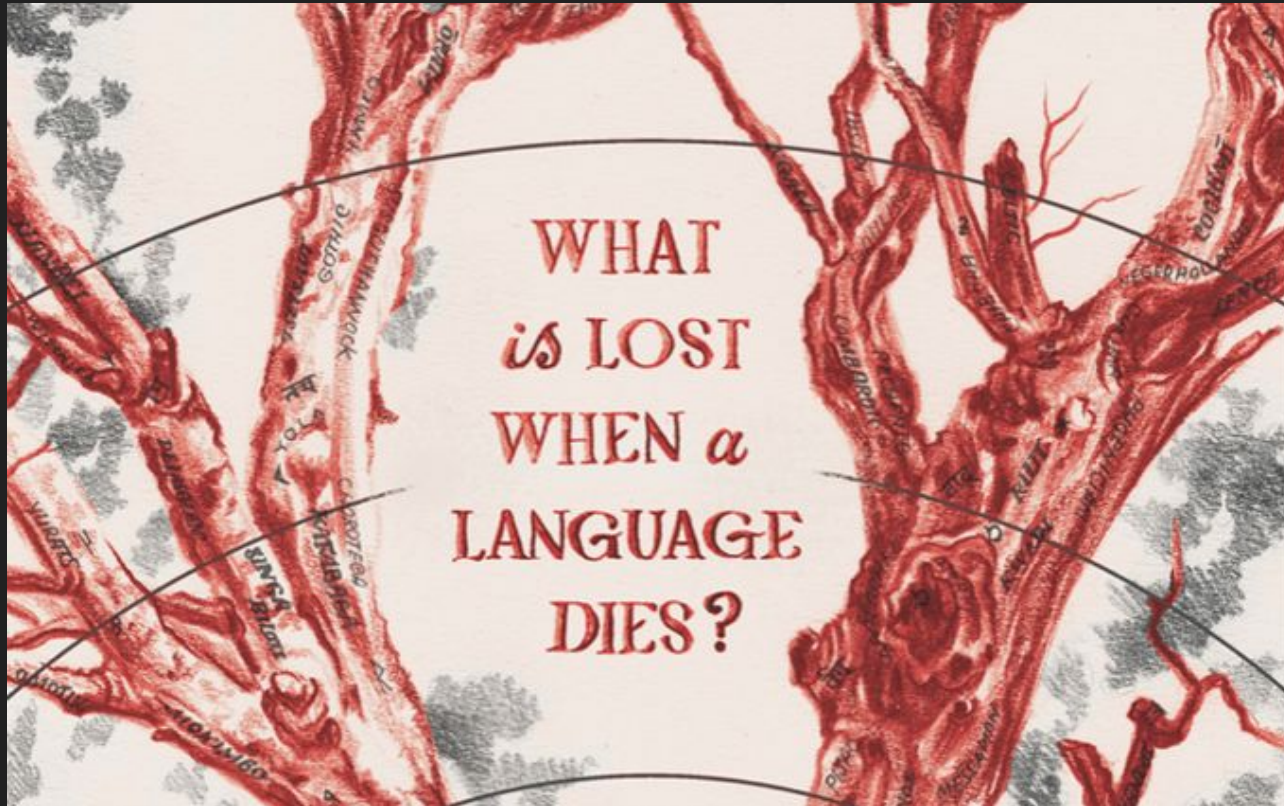
STRUCTURE



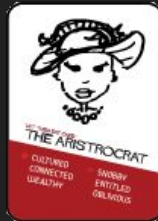
CONVERGENCE & STRUCTURE

A collection of 'The Zone' board game components is displayed on a black surface, framed by green foliage. The central focus is the game box, which features a vibrant, swirling green and yellow design with a central figure. To the left of the box are the 'BOOK OF TWISTS' and 'MANUAL' rulebooks, both with yellow covers and black text. Scattered around the box are numerous cards, including 'SCENE' cards (e.g., 'THE RIGHT PLACE', 'OBSERVATION FACILITY', 'BOUNDARY', 'THEME PARK', 'MILITARY BASE', 'FOREST', 'NOT SO EASY', 'CLAMPING', 'VILLAGE', 'CLAMPING', 'CLAMPING'), 'DEMON' cards (e.g., 'D', 'E', 'F'), and 'ASTROG' cards (e.g., 'A', 'B', 'C'). The cards are arranged in a circular pattern around the box, with some overlapping. The overall aesthetic is dark and mysterious, with a focus on the game's components.

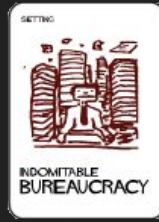
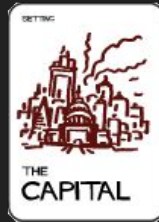
CONVERGENCE & STRUCTURE



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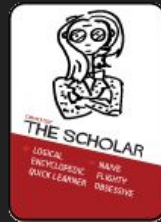
Settings



Storybook Deck



Hero



Villain

CONVERGENCE & STRUCTURE

11

OUR HERO
STRIKES AT
THE HEART
OF THE
DISRUPTION

9

OUR HERO
ADVENTURES
AND GROWS

7



Draw a third character
card if you haven't yet,
then begin Act 2

5

UNTIL
ONE DAY...



Draw and place
Catalyst card here
Use 'Act 1'

3

AS THE
STORY
BEGINS,
OUR HERO
LEADS A
STABLE
LIFE

1

SETUP

- Choose 3 Settings Cards
- Choose & Discuss Villain
- Choose Hero & Start Act 1

THE END

OUR HERO WILL
RETURN IN:

Insert sequel title here

21

AND YET
THERE'S
A COST...



Draw and place
Catalyst card here
Use 'Act 3'

19

OUR HERO
FACES THE
ANTAGONIST

17

OUR HERO
REGROUPS
AND SURGES
TOWARD
THE FINAL
SHOWDOWN

15



Draw a Narrative
Device card and
begin Act 3



13

HOWEVER...



Draw and place
Catalyst card here
Use 'Act 2'

CONVERGENCE & STRUCTURE

WORKING THE CASE

VICTIM | MERCENARY

	SUSPECT	CONNECTION	MOTIVE	MEANS	OPPORTUNITY	SECRET
⊗	POLITICIAN	Connection Rival		Means Necromancy	Opportunity Invisibility cloak	
🔍	SCHOLAR	Connection Ex-romantic partner		Means Familiar	Opportunity Obligations nearby	Secret Cursed
🔍	SPY	Connection Employee	Motive Self-defense		Opportunity Doppelganger	Secret Cult Member
🔍	BOTANIST	Connection Friend	Motive Revenge	Means Cursed artifact		Secret Hidden past
⊗	DIPLOMAT	Connection Mentor				Secret Illicit income

Pewter Anteater's Hand

Secret
Hidden Identity

Means
Super strength

Opportunity
Teleportation
scroll

Opportunity
Guard Change

Opportunity
Disguise

1 | Room Code: **judge-attic-dart** [Click To Copy](#)

INSTRUCTIONS

Investigate

We found a means for the Botanist: cursed artifact.

Narrate the Discovery

- How did you, the investigators, discover the evidence? ○
- What are the specifics of the evidence and how might it tie the suspect to the murder?

End Round

Evidence Deck

20

EVIDENCE

Rules

Chronicle

Reset Game

Palazzo

USE, MAKE, AND REMIX GAMES!

AI & THE DESIGN DIAMOND

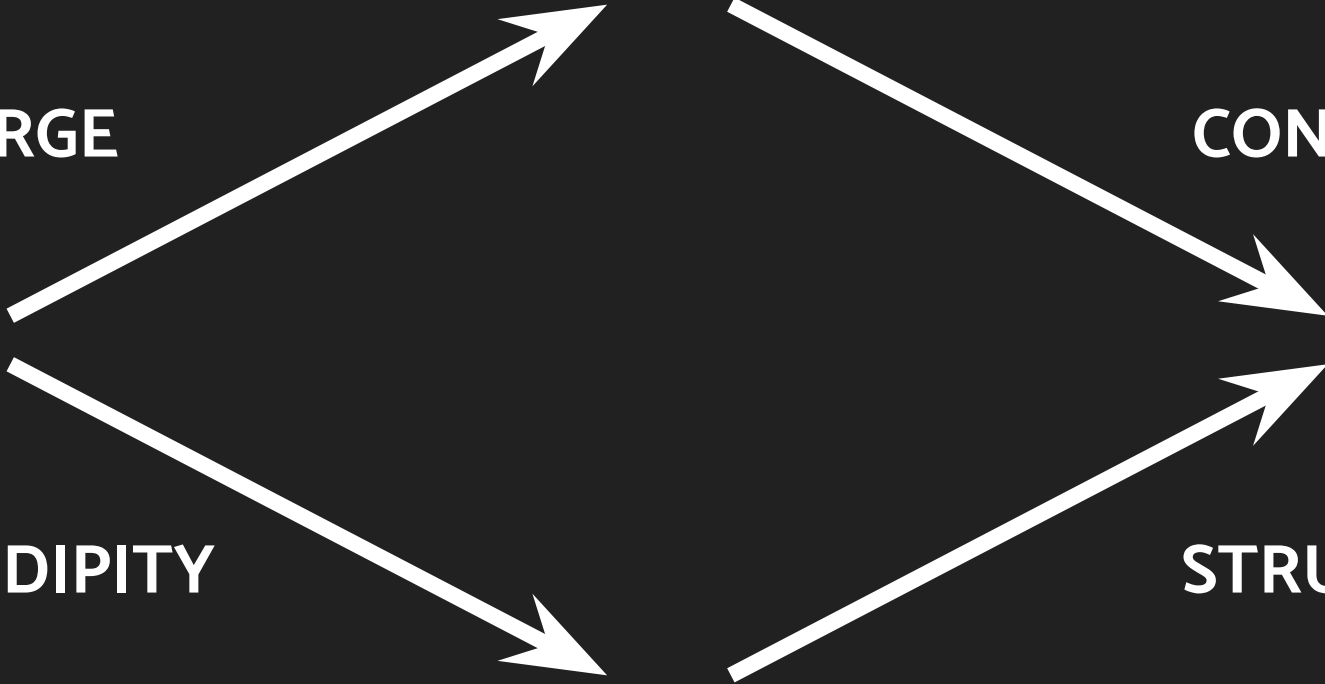
DESIGN DIAMOND

DIVERGE

CONVERGE

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STRUCTURE



ELIMINATE THE OBVIOUS



POTENTIAL AI UTILITY

- WORLD BIBLE
- RESEARCH ASSISTANT
- CONTRADICTION SURFACER
- CONSEQUENCE IDENTIFIER
- BACKCASTING

THANKS!

