
























# K300 GM MANUAL






## DOCUMENTS

-  **About the K300:** An information sheet for the players.
-  **Badges:** Print and cut out name badges. The numbers go on the top.
-  **Characters:** The character histories for the players
-  **Drunk Cards:** Print and cut out. They should work with standard business card stock.
-  **Engine:** An information sheet for the Reactor Specialist. It explains the Engine Repair Mechanic.
-  **K300 GM Manual:** This document, information for the event runners.
-  **Kraken:** Water for the periscope. See setup.
-  **Pressure:** An information sheet for the Chief Engineer. It explains the Pressure Repair Mechanic.
-  **Room Signs:** Print and hang at the ten locations. See setup.
-  **Rules:** The main game rules for the players.
-  **Special Abilities:** Cards for Special Abilities for the players.
-  **Super Secret Document:** Starts with the Medical Officer. Hide it in Sick Bay.
-  **Surgery:** An information sheet for the Medical Officer. It explains the Surgery Mechanic.
-  **Torpedoes:** An information sheet for the Torpedo Specialist. It explains how to disarm the torpedoes.
-  **Vodka:** Labels to wrap around empty bottles to make Vodka.
-  **Web Files:** Use for the web server. Required for the game. See setup.

## PROPS

K300 works best when the game items are large and difficult to carry. You want the players to be unable to easily carry more than 2 items at once.

-  **Fire Extinguisher:** Something that can be pumped, or an actual fire extinguisher if you can get one. Don't actually use it; just mime. **Three needed.**
-  **Water Pump:** Something that can be pumped, or an actual pump if you can get one. Don't actually use it; just mime. Needs to look different than the fire extinguishers. **One needed.**
-  **Gas Mask:** Something that covers the face and partially obscures the vision. It is ok if it fogs up or is uncomfortable. **One needed.**
-  **Vodka:** An empty bottle with one of the Vodka labels is fine. Actual Vodka if the players are ok with being drunk and don't have to drive anywhere. **Three needed.**
-  **Harpoon Gun:** Nerf is fine. **One needed.**
-  **Harpoons:** Nerf is fine. **Two needed.**
-  **Diving Helmet:** Something that covers the face and partially obscures the vision. It is ok if it fogs up or is uncomfortable. Needs to look different from the Gas Mask. **One needed.**

-  **Timers:** Cheap digital kitchen timers. You can get them at the Dollar Store, if there is one near you. **11 needed.**
-  **Surgery Board:** One game of Operation. Will require batteries. Don't accidentally get the very easy one for young kids. **One needed.**
-  **Cookies:** Cookies for the cook to give out. They heal people. **Two needed, three if you are feeling generous.**
-  **Lucky Charm:** A charm for the Supply Officer. The Dive Specialist is looking for it.
-  **Kraken:** This is optional. We have used tubes of pipe insulation to act as tentacles; pool noodles would work well too. **One needed.**

## ADDITIONAL MATERIALS REQUIRED

Cardstock, plain paper, paper clips, badge holders, scissors, tape, a manila folder, easily removable painter's tape.

10 fire and 10 water markers. We used cheap red and blue tagboard sheets that we cut in half and stapled into tubes. You can get them at the Dollar Store as well.

Three internet-enabled tablets, computers, or laptops. Cell phones are too small. Ideally 10" screens, but 7" will do. One additional internet-enabled device for the GMs; this can be a cell phone. *Note: iPads using the Safari web browser will not work for the three stations as they will not play the klaxon when the station fails. If you find a way to make iPads play the sound, please contact us!*

A web server. It does not need to be local as long as your devices have access to the internet. We actually have one on a laptop and use it and a wireless router.

## COLLATION

Every character gets a copy of the rules, a name badge, a badge holder, a paper clip for the hit point tracker on the badge holder, and a copy of the About K300 document.

The following characters also get these drunk cards, special abilities, information sheets, and props.

**Captain Yuri Popov:** (D/S/ST/ST/ST), Captain's Cabin, Heavy Hitter, Alcoholic

**First Mate Andrei Yablokov:** (D/D/ST/ST), Emergency Patch\*

**Political Officer Lara Borzakovskaya:** (D/S/S/ST), Surgical Assist, Captain's Sneak\*\*

**Chief Engineer Victor Bronislav:** (D/S/S/S), Jury Rig, Pressure Info Sheet

**Torpedo Specialist Kostya Borzakovsky:** (D/ST/ST/ST), Heavy Hitter, Torpedo Info Sheet.

**Reactor Specialist Georgi Karpov:** (D/S/ST/ST), It's My Birthday (2), Engine Info Sheet

**Supply Officer Kolya Kholodilnik:** (D/S/S/ST), Jury Rig

**Dive Specialist Alexander "Sasha" Andropov:** (D/S/S/ST/ST), First Aid, Dive Specialist

**Medical Officer Karl Segeiyevitch Galenin:** (D/S/ST/ST/ST) First Aid, Surgery Info Sheet

**Cook Evgeny Markov:** (D/S/ST/ST), First Aid, Tasty Cookies, two cookies

(Drunk cards key: D=Drunk/S=Sober/ST=Sober, Destroy this card)

\*If the First Mate is not in game, give this ability to another character, ideally the Political Officer.

\*\*If the Political Officer is not in game, give this ability to another character, ideally the Supply Officer.

Likewise, you will want to distribute the Jury Rig abilities to other players if those characters are not in game.

## **SETUP**

### **WEB SERVER**

Unzip the files in the sub folder and copy them to your web server. We use a dedicated laptop connected to a router, but if your space has internet access, any internet server that allows javascript and php will work.

### **ROOMS**

Place the 10 room signs in 10 distinct areas in game space. It is fine if the room boundaries are left unclear.

Set up the periscope in the bridge (see below)

Set up the engine puzzle in the Engine Room.

Set up the pressure puzzle in the Pressure Room

Set up the torpedo puzzle in the Torpedo Bay

Place the Surgery mechanic in Sick Bay.

### **INTERNET DEVICES**

Connect the internet devices to the web server, presumably 192.168.2.2

Set the engine puzzle to <http://192.168.2.2/sub/engine/admin.html>

Set the pressure puzzle to <http://192.168.2.2/sub/pressure/admin.html>

Set the torpedo puzzle to <http://192.168.2.2/sub/torpedo/admin.html>

You can use the admin screens to adjust the difficulties as you wish.

The GMs will need a device connected to <http://192.168.2.2/sub/admin>

Do not start any of the puzzles until after the game briefing.

### **ASSEMBLING THE PERISCOPE**

Take a manila folder, fold side up, and attach the Periscope sign to the outside. Inside, using paper clips, attach the empty water picture. Then attach it to a wall. People can flip up the folder to see what is in the periscope. When the kraken appears, switch it to the kraken water picture.

### **PROPS LOCATION**

Two bottles of vodka start in the Captain's Cabin.

One bottle of vodka starts in the Galley.

The GMs start with the Gas Mask

The cook starts with 2 cookies.

All other items start in the Supply Area.

## CASTING

### ASK THE FOLLOWING QUESTIONS:

Would you prefer a leader or a follower?

Are you ok playing an alcoholic?

Do you want the lives of your fellow players to be left in your hands?

Are you ok with solving puzzles under time pressure?

Are you color blind?

Do you have difficulties with navigation or mazes?

Are you ok with dexterity based game mechanics?

### FIRST TIER CHARACTERS

*These characters must be in the game to run.*

Captain Yuri Popov: Leader

Political Officer Lara Borzakovskaya

Chief Engineer Victor Bronislav: Timed Puzzle, Colors. Maze. Leader.

Torpedo Specialist Kostya Borzakovsky: Timed Puzzle, Numbers.

Reactor Specialist Georgi Karpov: Timed Puzzle, Maze.

Medical Officer Karl Segeiyevitch Galenin: Dexterity Mechanics

### SECOND TIER CHARACTERS

*The rest of the characters. They are also great!*

Dive Specialist Alexander “Sasha” Andropov

Supply Officer Kolya Kholodilnik

First Mate Andrei Yablokov: Leader

Cook Evgeny Markov

## CHARACTER SUMMARIES

### Captain Yuri Popov (M)

An alcoholic, drunk most of the time. If he's near vodka and has not had a drink for 20 minutes he must drink, or loses 1 HP.

Main Plot points: nice guy, doesn't follow the rules. A total drunk

### First Mate Andrei Yablokov (M)

Main Plot points: Stickler for rules, straight man

### Political Officer Lara Borzakovskaya (F)

Main Plot points: Basically a good guy, though everyone else will see that differently. Has orders to find an American spy.

#### **Chief Engineer Victor Bronislav (M)**

Main Plot points: Scotty-like character, ship is his baby. Very superstitious.

#### **Torpedo Specialist Kostya Borzakovsky (M)**

Main Plot points: political officer's brother

Drinking Ability: Light tolerance

#### **Reactor Specialist Georgi Karpov (M)**

Main Plot points: It's your birthday

#### **Supply Officer Kolya Kholodilnik (M)**

Main Plot points: killed Andropov, maybe. Is going batshit crazy because of it.

#### **Dive Specialist Alexander "Sasha" Andropov**

Really Alexandra "Sasha" Andropova

(F pretending to be M)

Main Plot points: Secretly female, Trying to find brother's murderer

#### **Medical Officer Karl Segeiyevitch Galenin (M)**

Main Plot points: He's the spy!

#### **Cook Evgeny Markov (M)**

Cook's first aid comes in the form of cookies. He was only able to scrape together a very small batch though due to limited ingredients

Main Plot points: Has healing cookies, Is in love with Political officer, Is best friends with Reactor Specialist

## **RUNTIME**

### **THE GM DEVICE**

One of the GMs should be equipped with a smartphone or handheld device connected to <http://192.168.2.2/sub/admin>. It would look something like this:

**Simulation Running: 04:04**  
Disaster every  minute(s). Window:   

✓	🌊	🔥	Bridge: Flooded
✓	🌊	🔥	Captain's Bunk: Normal
✓	🌊	🔥	Engine Room: Normal
✓	🌊	🔥	Pressure Room: Normal
✓	🌊	🔥	Sick Bay: On Fire
✓	🌊	🔥	Supply Area: Normal
✓	🌊	🔥	Torpedo Bay: Normal
✓	🌊	🔥	Hallway 1: Normal
✓	🌊	🔥	Hallway 2: Normal
✓	🌊	🔥	Hallway 3: Needs to be Flooded

There is a line for each room and three icons for each line. The app will tell the GM when to add a floor or fire marker to the room. The icons are as follows:



Mark the room as on fire. (Like sick bay, above)



Mark the room as flooded (like the bridge, above)



Mark the room as normal (like most rooms, above)

At some point, the GM device will tell the GMs to Release the Kraken. (See below).

## **FLOOD AND FIRE**

When the GM device tells you to set a room on fire or flood it (like Hallway 3 above), first set a fire or flood marker in the room as directed. Then click the appropriate icon on the GM device.

It is possible that you might be called upon to flood a room on fire. In that case, remove the fire marker in the room and add a flood marker. Rooms that are flooded will never catch on fire.

Players may put out the fires or the floods. When they do, remove the marker from the room (or have the players do that for you) and then reset the room to normal on the GM device.

*At your option, you may cause Fire to destroy bottles of Vodka in the room. We usually do this.*

## **KRAKEN**

At around 45 minutes in, you will be instructed to “Release The Kraken.” Let the players know that there was a large clang in the sub from the outside. Also, change the picture in the periscope to the one with the Kraken.

The Dive Expert can use the Diving Helmet and the Harpoon Gun to kill the Kraken. They just need to go outside the sub. If you want to have fake tentacles and a small fight scene, go for it.

If the Dive Expert is not available, any other character can go kill the Kraken, but it kills that character. The ultimate sacrifice!




When you release the kraken, click the icon next to it in the GM tablet. This will change the tablet to Kraken mode where the Kraken will attack every minute causing a new disaster. Also, 3-4 rooms will be damaged when the Kraken first attacks. Make sure to set the tablet back to normal after the Kraken is destroyed.

## **PUZZLES**

There are three puzzles. In general, once they are set to go they are self-adjudicating. It is suggested that you play them a few times to get the hang of them. Keep a listen for the klaxon that signals the start of the puzzle and the explosion which signals a failed puzzle.

## DESTROYING THE SUB

There are three ways for the sub to be destroyed:

-  If any of the three puzzles fails to be solved in time, **and** the special ability is not used, the sub is destroyed.
-  If there are 7 or more rooms on fire or flooded at the same time, the sub is destroyed.
-  If the kraken is not killed by the end of the game, the sub is destroyed.

If the time runs to 1 hour on the GM Device, then the sub has been rescued and the players survive, even if they are in the middle of a puzzle at the time.

## CREDITS

K300 is by Mike Young and Moira Parham

Special thanks to Laura Young, Robert Estes, Her Majesty's Royal Steampunk Symposium, Intercon, and everyone who helped playtest.

© 2014, Interactivities Ink. This work is licensed under a Creative Commons Attribution-NonCommercial 4.0 International License.



Visit <http://intink.com> for more free games!