

WHAT IS A MEGAGAME?

A megagame combines aspects of board games, roleplaying games, wargames, and live action roleplaying games. Megagames involve lots of players interacting with a common situation in a structured way. As the game develops, the decisions and actions by the players shape the emerging narrative and determine how the game ends.

Common features of megagames include:

- **Teams.** There are teams of two or more players.
- **Hierarchy.** The teams of players exist in some sort of hierarchy. Some teams can be more powerful than others or have asymmetric game abilities.
- **Conflict.** There is some sort of conflict, rivalry or adversarial situation.
- **Open Possibilities.** The game is open-ended and allows a wide range of possibilities through emerging gameplay and player-determined narrative. You are not restricted to the rules in the game books.
- **Meaningfulness.** There are relevant and meaningful interactions both within teams and between teams.
- **Urgency.** There is time pressure and a sense of urgency. Players do not have unlimited time to make decisions and the game moves at a pace that is not determined by the players.



The rules for each megagame can vary greatly depending on the scenario. The rules for hunting vampires at a village fete in England will be different those dealing with a first contact with aliens. Common game elements can include political councils, diplomacy, espionage, science, trade, maps and operational warfare. These subgames give players reasons to talk and negotiate with each other.

Want to Learn More? Read the posts at 'No Game Survives ...' <https://megagamemaker.com/> for game design techniques and tips for running megagames. A good video to watch about the fun and chaos of megagames is at: https://www.youtube.com/watch?v=hN71v9H_gg8.

WATCH THE STARS

Scott Daly and Dr Dillon Burke will be running the *Watch the Stars* megagame for the Waikato Roleplaying Guild on Saturday 16 August 2020.

Megagame Scenario

This is a game about galactic politics struggling to deal with the emergence of humans from Earth onto the galactic stage. As humanity clamours for equal representation on the galactic council, frontier colonies are raided by unknown enemies. This game is inspired by the *Mass Effect* video games, and Jim Wallman's *Watch the Skies* megagame.

Player Teams

The core player teams are the three major powers on the galactic council, the chonka, danica, and iscarlots (not wanting to infringe IP, you can think of these as the space ogres, space elves, and space goblins respectively), plus the pesky humans from Earth. If there are more than 20 players, additional teams will be added to the game.

Player Roles

They key player roles in each team include:

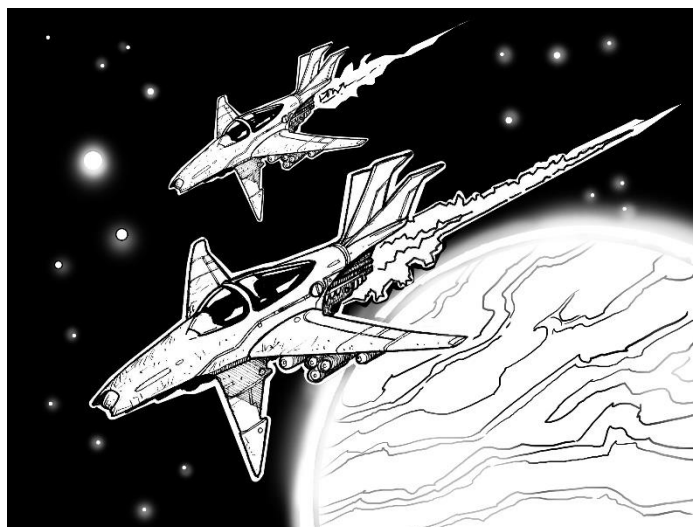
- A leader
- A diplomat
- A military leader
- A scientist

If we have 30+ players, then some players will have media roles for the journalists who cover galactic events, and other players may have an economic and trade role. A few players will also have the role of playing the secret menace. You can also volunteer to help run the game.

What you can expect in the Megagame

Every team has goals that will spur rivalry, tensions, and conflict with other teams. You may be able to solve your problems through diplomacy, scientific R&D, or even through open warfare.

The game will be fast paced, noisy, and chaotic. A plan that is good enough to be executed quickly is better than a perfect plan executed a turn late!



Watch the Stars Ticketing Information

Saturday 16 August 2025

Start time. 1000

End time. 1600

Event address. Pukete Neighbourhood House

Max participants. 50

Content warnings. Mild cosmic horror, potential for player versus player conflict.

What to bring. A packed lunch, drink bottle, and comfortable shoes. If you do not print a copy of the rules, it may be helpful to bring a device with the rules loaded for reference in play. Dice and other game components will all be provided.

What info do you need from participants? We need an email address that we can contact people ahead of the game with, to cast them into their preferred game roles.

Costume. This is optional, but players may like to try and put together a team outfit. A common hat, sash, or other marker can help other players identify you and your faction (everyone will have name badges as well).