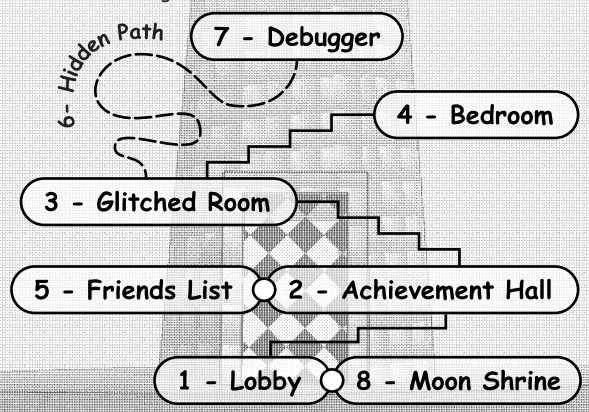
THE TOWER

1) Lobby: Spacious entrance hall. **Large statue** (Greco-Roman god made of blank **polygons**). **Tiled floor** (black and white **ads** that scroll by underfoot). No music plays inside the tower.
2) Achievement Hall: Thousands of shining gold medals cover the walls under a banner that says "99% Complete!" The missing one is labelled "Make a Friend" (see **Friends List(5)**). If all achievements are completed, a golden crown appears which can be worn or stored in the Avatar menu (see **Shop**). **Mr Goodnight™** will be highly covetous of this crown if he learns of its existence. **Glitch Sea** drips from the **Glitched Room (3)** above in a jerky, looped motion.
3) Glitched Room: Pink pixels and half-rendered **polygons** jut from the walls like shards of glass - the walls are all solid Glitch Sea. A **bug** is clipped halfway into the floor. If it is removed from the floor, a hole is revealed leading to the **Secret Path (6)**.
4) Bedroom: Cosy attic nook. Large circular window. A few virtual keepsakes. **Hideo** is here, asleep. **Mr Goodnight™** sits by his bed and watches him, only leaving to investigate interesting events outside in the **Plaza**.
5) Friends List: Echoey room. Empty blue walls. **Floating panel options**: **Add** or **Block** new entries. **Add** allows players to send a friend request to any other active player. If accepted, the "Make a Friend" achievement is unlocked (see **Achievement Hall (2)**).
6) Secret Path: Blank, grey, featureless tunnel. When you enter you see a door 100' away, but as you move towards it the door stays 100' away. Only by walking backwards can you reach the exit.
7) Debugger: Large grey room. Lit sourcelessly. A stack of blank polygons sits in one corner. This is the one place within the slickworld Mr Goodnight™ does not know about.
8) Moon Shrine: A statue to Mr Goodnight™ stands in the center, **ads** for Goodnight soda scroll across the walls and floors. A panel reads: "Use the code **GOODNIGHT1** for your free Mr Goodnight™ player skin! A Sounder Sleep with Mr Goodnight™!"



GLITCHES

Whenever an object or character comes into contact with the **Glitch Sea** or a **Bug** roll for a random **Glitch** below. PCs may use the **Hacking skill** to initiate their choice of any one of these glitches in an object or character they are touching. A failed roll causes a random glitch instead.

1: **Erased.** Object/part of object is permanently deleted.
2: **Texture swapped.** Roll for new **texture**.
3: **Spawned.** Generates duplicate of object.
4: **Lagged.** Object's reactions delayed by 1 minute.
5: **Gif'd.** Object repeats its last/next motion indefinitely.
6: **Clipped:** Object can pass through other solid objects.
7-10: **Bugged.** Object turns into a **Bug**.

TEXTURES

Objects with a **Texture** act as they would if they were made of that thing. The **Paint** tool can give textures to blank **polygons**.
1: **None.** Blank grey-white polygons that do not interact with their environment.
2: **Wall.** Solid, invincible, heavy.
3: **Wood.** Flammable, floats, sturdy.
4: **Balloon.** Floats in air, carries small loads, poppable.
5: **Invisible.** Still exists, can't be seen – otherwise, as Wall.
6: **Sticky.** Clings to surfaces, can be stuck in place and takes effort to remove.
7: **Bouncy.** Other objects are repelled upon contact, the lighter of the two is sent flying.
8: **Fire.** Permanently aflame, hot, heats adjacent objects and sets other flammable things alight.
9: **Metal.** Heavy, conducts heat and electricity.
10: **???.** Becomes part of the Glitch Sea.

ADS

Logos/slogans for the various sponsors of the game, littered throughout the plaza.
1. **Panadyne Systems.** "Think. Create. Innovate."
2. **Jensen-Hung.** "Working Together for a New Tomorrow".
3. **Godmode Arcade.** "Get Rekt!"
4. **Handy Mandy's Custom Repairs.** "If You Can Break It, We Can Fix It!
5. **Deep Blue Bathhouse.** "An Oasis for Body and Spirit."
6. **Tamaribuchi Heavy Manufacturing Concern.** "Exceed the Sky of Time."
7. **PROJECT Dolphin.** "Every Star Within Your Reach."
8-10. **Goodnight soda.** "A Sounder Sleep with Mr Goodnight!" The moon-headed mascot winks and holds out a can with his face on.

A ONE SHOT FOR THE

MOTHERSHIP™

SCI-FI HORROR RPG

Maverick inventor **Hideo K** designed the **HypnoDD**, a prototype games console that could be played while sleeping, running slickware in place of the user's dreams. With the tech too expensive to mass-manufacture, Hideo attempted to turn a profit on the project by selling ad space within a specially made slickworld, and broadcasting his own dreams via satellite as entertainment.

When this failed to make an impact and the satellite broadcasting system was shut down, Hideo resigned to a life of drug-induced coma, living in the game world he had created, alone.

This couldn't last. As time passed, the imperfect neural link gradually deteriorated the slickware like a cassette played too many times. Hideo's reality is beginning to fall apart.

To reach Hideo, you must enter the HypnoDD's slickworld via a direct wired interface, and find him before the system data - and his mind - fades into static.

Written by **D G Chapman** Layout **by Sean McCoy**
mothershiprpg.com
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Tuesday Knight games

THE PLAZA

The menu screen of the HypnoDD, represented as a physical space. **The Communications Tower** is in the center, with four **doors** at the opposite end and one behind the players as they enter (the exit). **Bland muzak** plays sourcelessly, occasionally skipping. A looped 2D image of a soft pink pixelated sky floats above. Blimps and planes, also 2D sprites fly through, displaying ads. More logos and slogans scroll across the black and white tiles on the floor. A weird pink, jerky, pixellated **Glitch Sea** surrounds the Plaza. In the distance, a flying island holds up **The Tower.**

There are **a few blank 3' polygons** (see **Textures**) laying around: a sphere, a cube and a pyramid.

1. SETTINGS: Empty room with a menu panel listing the hardware settings that affect the tslickworld.

- **Brightness:** Adjusts the light level. Anyone, excluding **bugs**, not wearing sunglasses is blinded at 100% brightness. **Mr Goodnight™'s** moon head glows brighter as the slickworld gets darker.
- **Time/Date:** Broken, but if the date is set to Hideo's birthday (see **Message Board**), 1d10*10 large **balloons** appear (see **Textures**).
- **Connection Test:** "Test Failed: No Signal". This panel **glitches** after use (see **Glitches**).
- **Restore Data:** Causes all **polygons** affected by the **Paint tool** to become **blank** (see **Textures**). This panel **glitches** after use.

2. GAME: Upon entering, a panel reads: "Game data corrupted. Save file may be lost or slickware may become unplayable. Play anyway?" If "yes":

- The slickware **glitches** and bits of the game spill out into the plaza, smashing through the sky and changing the plaza irreversibly.
- Rollercoaster tracks grow from the sky and ground like weeds forming a bridge to **The Tower.**
- **1d10 blank polygons** appear, floating above the ground.
- **1d10 bugs** appear.
- **10 metal coins** are scattered around **The Plaza.**

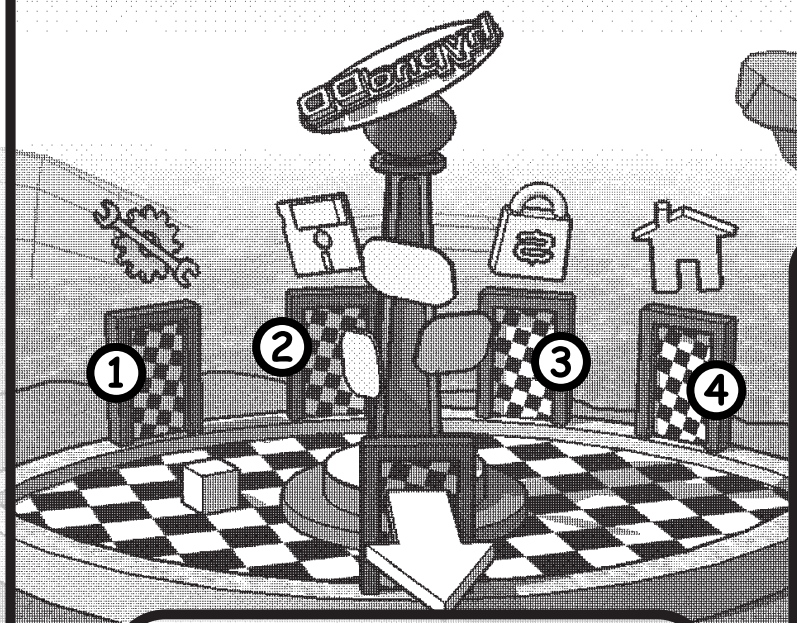
The Coin Glitch: If the game explodes, part of the plaza floor rips open to reveal **raw code** (numbers and letters floating in space). One phrase can be reached easily: **"coin = coin"**. If either "coin" is removed, all the coins from the game disappear. If any object is put in its place, the coins will reappear as appropriately-sized versions of that object.

3. SHOP: 1d10+2 Clan Raiders in Hideo Masks hanging out by the Shop Menu. It's options:

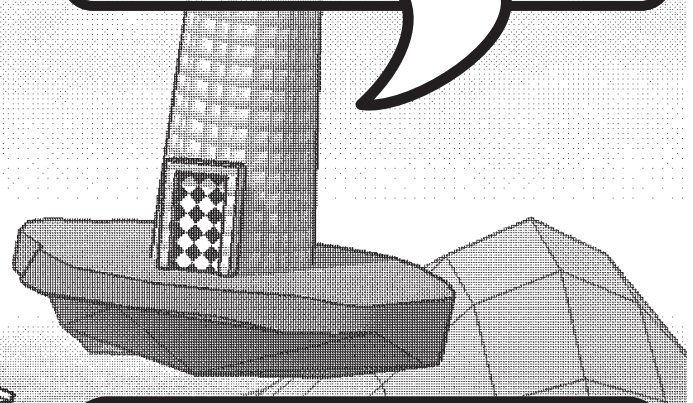
- **Buy Games:** "Coaster Hero," a rollercoaster tycoon/JRPG hybrid. Supposedly playable through the **Game** menu. *Already Purchased*
- **Change Avatar:** Customizable outfits. T-shirts with ads, cartoon masks of Hideo's face, sunglasses, wacky wigs and cat ears. **5 coins each.**
- **Buy Furniture:** Displays all the furniture that Hideo currently has in his **Home** area - mostly branded with Goodnight™ soda logos. A message tells players to go to the **Bedroom** to change furniture.
- **Cool Tools:** the **Paint** tool is a large paintbrush that lets players permanently transfer their choice of texture to blank polygons. **7 coins.**
- **Redeem Code:** Entering the code GOODNIGHT1 into this panel unlocks a new mask which changes the wearer's head into a large 3D moon.

HIDEO STARTS WITH 1 STRESS.

Whenever something glitches, Hideo makes a Panic Check. Whenever he Panics, a random location collapses in on itself as the slickworld loses stability. The last thing to go will be the exit.



4. HOME: In the distance, a short tower can be seen on a floating island. The way to the island is blocked by a canyon of **Glitch Sea**. If the **Coaster Hero** game is activated, a rollercoaster bridge will cross the rift – otherwise, players must find their own way across.



THE COMMUNICATIONS TOWER

At it's base float four touchscreen info panels:

Clock (frozen): Temperature/weather icons (broken)

Interface to connect to satellite: "No Signal."

Player info: shows Hideo with a "sleep" icon, along with his current location: **Home**. The panel also reveals the locations of the PCs and the **Raiders**.

Message board: Chronological list of system notifications, sorted by date. The last update was a while ago: An automated message from the system reading "Happy Birthday!" Before then, receipts for Goodnight™ soda and a note apparently written and left by Hideo: "Remove Paint tool in 1.0 patch."

Food stand: Glitched out in pink, spiky **polygons**. The only working button orders cans of Goodnight™soda to the PC's IRL location via drone. Drinking Goodnight™ soda causes drowsiness (Body Save to resist).

DENIZENS

BUGS: Made of the same weird broken code as the Glitch Sea; fucked up uncanny valley "human." Causes a **glitch** in any object/being they touch (Sanity save to resist). Won't attack the players unless commanded to by Mr. Goodnight™ or the players try to destroy or vandalize the slickworld.

RAIDERS: Human players, breaking into the slickworld to explore the dying creation of a man they idolise. Some of them are hackers and like to cause **glitches** – they will be disposed to befriend any fellow hackers. A gang of them wear Hideo masks in tribute to their idol. Each carries 1-2 Coins.

MR GOODNIGHT™: An NPC from the HypnoDD's software. Mr Goodnight™ is a moon-headed mascot, and a registered trademark of the **PacyGen Pharmaceuticals & Soft Drinks Company**, created to promote their soda. Over time, his emergent AI was corrupted through exposure to the **Glitch Sea.** Mr Goodnight™ is now despotic, paranoid and exceedingly vain. He wants **Hideo** to stay in his coma, because as an NPC, Mr Goodnight™ will only exist while at least one person is logged in to the HypnoDD. He lives in **The Tower**, holding **Hideo** prisoner, only leaving to investigate strange occurrences in **The Plaza**. Although he has no particular strengths, his mellifluous voice can command the **bugs** to do his bidding.

HIDEO: Creator of the HypnoDD. His real body is in a coma, but his virtual self is asleep, at the top of **The Tower**. If woken, he could be persuaded to leave if there was an interesting problem for him to solve. Hideo's mind will slowly deteriorate as the slickworld collapses around him.