

Soylent Platinum

A roleplaying game for 3–6 players by Martin Ralya

Set the Table

The time is **a few years from now**. The global economy is in turmoil. Trade conflicts, regional destabilization, war, and corruption have led to widespread poverty and food shortages.

Cannibalism has quietly become commonplace—just another way to feed the family. The wealthy don't *need* to eat people . . . but transgression has a peculiar allure. Of course, the rich don't eat the poor; that would be disgusting. Instead, **the rich eat the famous**.

A **secret underground market** for kidnapping, killing, and eating celebrities has arisen. The more famous the celebrity, the more cachet there is to eating them.

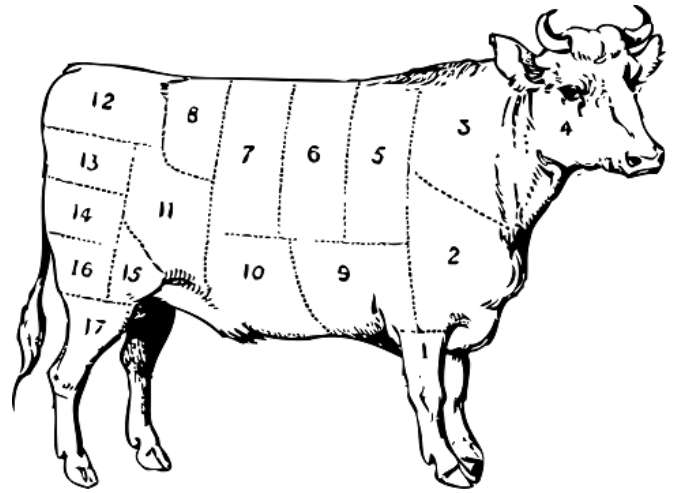
You're obscenely wealthy, as filthy fucking rich as it's possible to be. You've all gathered in an incredibly opulent penthouse condo in order to bid for the privilege of eating the most famous celebrity in the world.

Read the Menu

- £ Select your character type—aristocrat, CEO, financier, hierarch, parvenu, politician, or tycoon—and give yourself a first and last name. Write these on your character sheet.
- £ Take turns telling the group about your accomplishments—everything you've done for the good of humanity. Tell everyone how you came to be so wealthy. Describe everything in the most positive possible terms.
- £ Toss in a bit at the end about the human costs of your success. This doesn't matter, so keep it brief.
- £ Take turns describing the condo, building on the details each player contributes. Where is it? What does it look like? How much did it cost?
- £ Lastly, take turns describing the celebrity you all want to eat, and give them a name.

Use the Proper Fork

1. Roll 6,242,016 six-sided dice. Or, if you prefer to slum it, roll 6 six-sided dice and add 21,847,056 to your total. This is your *influence*, an abstract measure of the number of human lives you can ruin for your own benefit. It represents tens of millions of people, entire national economies, and the like.
2. Cut out the tiny person on your character sheet. Don't worry if you mess up a bit; they're only people.
3. Write your total *influence* on the tiny person, right in the middle—where the heart would be. It's rude to talk about money, so this number should be kept secret from the other players.
4. Set three gilded finger bowls on the table. If you lack gilded finger bowls, use the fanciest bowls you have.



Bid on the Veal

Have the most casual conversation possible about your willingness to move heaven and earth in order to secure the celebrity you're all competing over. Each time you contribute something to the conversation, you may make a secret bid for the celebrity. Each bid represents an expenditure of *influence*. You can make a maximum of five bids.

To make a bid:

- £ Cut off a piece of your tiny person
- £ Write a number lower than your current *influence* on it
- £ Monogram the scrap with your character's initials
- £ Fold it up
- £ Put it in one of the three bowls
- £ Reduce your *influence* accordingly, keeping the new total secret

Eat the Choicest Cuts

After the conversation winds down and everyone is done placing bids, tally the bids in each bowl to determine which character gets to eat the celebrity.

Whoever has the highest total bid in each bowl takes that bowl. If one player takes 2 or 3 bowls, they win. If not, then the highest total bid in any single bowl wins. (In the unlikely event of a tie, the winners share the celebrity.)

Everyone but the winner takes turns describing the human cost of spending their *influence*—factories closed, companies driven into bankruptcy, neighborhoods gutted by poverty, families forced onto the streets, and so on. Zoom out and show the big picture, but also zoom in and look at individual people whose lives have been destroyed. Be brutally frank.

The winner then describes how they eat the celebrity, in the manner of their choosing.

Face the Consequences

You're rich—there are no consequences for your actions.

Inspiration and Design Notes

Soylent Platinum was inspired by the films *Soylent Green*, *Antiviral*, and *Hostel*, and by the RPGs *Dark Conspiracy*, *Stoke-Birmingham 0-0*, and *Dog Eat Dog*. I designed it on June 24, 2016—"Brexit day," the day the United Kingdom voted to leave the European Union—while thinking about for-profit prisons and how the "next cyberpunk" (whatever the new genre might be called) would be about economic collapse and the excesses of the rich.

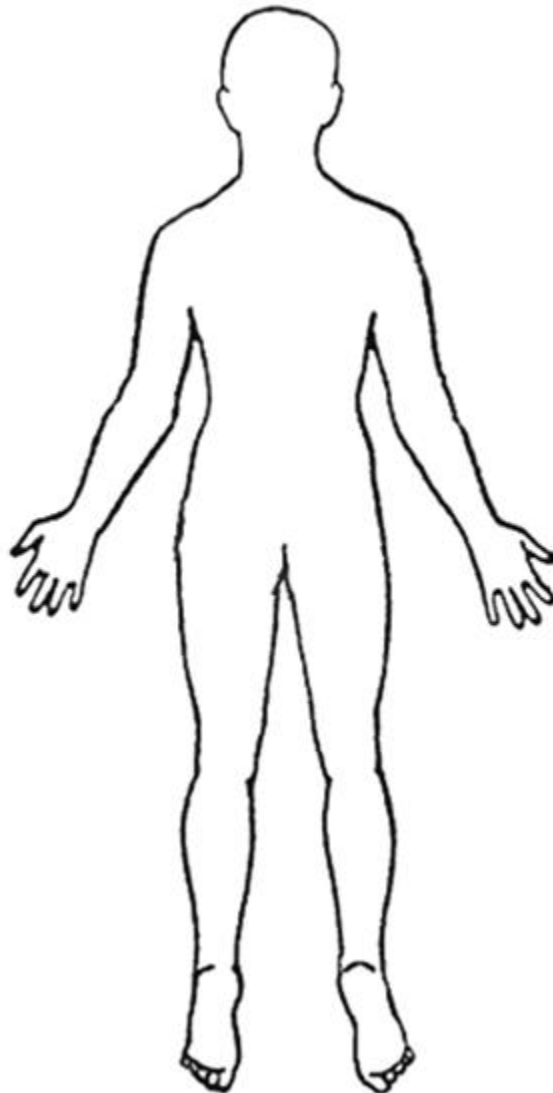


The Only Person In The World Who Matters

First and last name

Character Type

Aristocrat, CEO, financier, hierarch, parvenu, politician, or tycoon



A tiny person for you to cut out