

eye not only made Sickie possible but elevated the game professionally and artistically. Keep an eye out for his upcoming megagame design, **Deephaven**, which will be play tested in Minnesota before premiering at GenCon 2019.

This event was created to be non-profit educational event. Even though non-profit educational events are already granted extreme leniency in the use of copyrighted art and materials, **Minnesota Megagames** attempted to get permission from **Jakub Róžalski** and **Stonemaier Games**. While the extremely busy **Jakub Róžalski** did not respond to repeated outreach attempts, **Stonemaier Games** did encourage the project over Facebook and in person during brief encounters at board game conventions. While we're uncertain as to whether anyone at **Stonemaier Games** ever fully conceived as to the scope of this event, we wholeheartedly thank them for their support. According to the lawyers we've talked to, we're currently not breaking any laws, but if there are any laws we are breaking, please let us know.

Peter and Trenton would like to thank all the **volunteer moderators** for helping make this event possible. We owe you a beer.

Thanks to **The Con of the North** for providing a venue for this event.

Lastly, we'd like to thank **the Players** for indulging this passion project and celebrating the 1920+ universe with us. We hope you have/had a good time and encourage all players to leave thorough and critical feedback – which we take seriously and use as an opportunity to improve.

Sickle: A Fan-Made Scythe Megagame



Join 40+ other players to fight, negotiate, and harness powerful new technologies as prominent political factions, scientists, and industrialists involved in the power struggles of Eastern Europa!

At the center of these power struggles is the mysterious Factory. Originally constructed by Nikolai Tesla, the Factory produced wondrous technologies utilized by the nations of Eastern Europa to destroy each other during the Great War. Although the Great War is over, the power struggles are just beginning.

Sickle is a fan-made, non-profit megagame event designed by Minnesota Megagames. For more information about the 1920+ Universe and Minnesota Megagames, see *Thanks!*

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What is a Megagame?

Megagames combine the physical mechanics of board games with the fluid emergent gameplay of role-playing games with large player counts (generally 40-80 players). Players are encouraged to be creative but must act within the existing game mechanics and established setting. Megagames range in time length, ranging from two hours to entire weekends. A team of moderators coordinate the game, adjudicate rules, and make sure players have the best experience possible!

Two common examples of megagames are high school **Model UN** or the alien invasion megagame, **Watch the Skies!** For those who are unfamiliar, we recommend watching the **Shut Up & Sit Down** playthrough of **Watch the Skies!**

Many veteran gamers quickly observe that megagames aren't particularly different from existing LARPs (Live Action Role-Playing), large boardgame events, escape room events, simulations, or other previous events they've experienced. And they're right!

list if you want to become more involved as a volunteer moderator or megagame designer!

<https://www.facebook.com/mnmegagames/>

Minnesota Megagames is a proud member group of the **Megagame Coalition**, a North American-based megagame organization focused on networking various megagame groups across the US and Canada and promoting unique and innovative megagame designs. Come see Minnesota Megagames and other Megagame Coalition groups at **GenCon**, **SHUX**, or **PAX Unplugged**.

The **National Security Decision Making (NSDM)** system served as major inspiration for the Sickle megagame design. NSDM events can be found at a number of gaming conventions around the country, including GenCon, Origins, and Dragon Con. Although they formally disavow any acknowledgement of the use of their game mechanics by non-NSDM groups (sorry!) in order to protect their brand, they informally are very talkative and supportive. They can be contacted through Facebook.

Sickle: A Fan-made megagame was designed by **Peter Nixon** with the invaluable assistance of **Trenton Greyoak**.

Peter Nixon has assisted and moderated megagames across the United States and the United Kingdom and personally led several megagame events, including **Watch the Skies!** and **Sworn to Serve**. Sickle is his second original design. His first design, **Sworn to Serve**, was extremely well-received at GenCon 2018. Peter plans to continue designing and running megagames. Feel free to reach out through the Minnesota Megagames Facebook or Discord servers.

Trenton Greyoak is a veteran game designer with years of experience in video game development. His keen game and art design

Games. Jamey is active on the Stonemaier Games facebook, active on boardgamegeek, and maintains an active blog through the Stonemaier games' official website:

<https://stonemaiergames.com/e-newsletter/blog/>

We'd like to thank **Jamey Stegmaier** for the informal encouragement to put on this fan-made event. The wildly successful Scythe boardgame now has three expansions (*Invaders from Afar*, *The Wind Gambit*, and *The Rise of Fenris*) and a digital edition (available on Steam) as well as several smaller content add-ons, including the recently released **Scythe: Encounters**. You can *and should* purchase these and other Scythe products at:

<https://stonemaier-games.myshopify.com/>

We'd also like to specifically thank the lead designer of *The Rise of Fenris* expansion to the Scythe boardgame, **Ryan Lopez DeVinaspre**, for input into the lore of Scythe & 1920+ Universe. Ryan is also active on boardgamegeek and on the Scythe facebook group:

<https://www.facebook.com/groups/scytheboardgame/>

The 1920+ Universe is also home to upcoming *Iron Harvest* video game. A real-time strategy by **King Art Games** set to be released in 2019 on Playstation 4, Xbox One, and Microsoft Windows.

<https://kingart-games.com/games/7-iron-harvest>

Minnesota Megagames develops and organizes unique megagame experiences in Minneapolis-St. Paul area and at prominent board game conventions around the US, such as GenCon. Follow us on Facebook for announcements of future event announcements or join the Minnesota Megagames Discord server or email

Nations & Nametags

Players will be organized into nations and assigned a nametag from that nation. Be wary! Just because you and your friend are in the same nation does not mean you will be allies. Often, you'll be political rivals or have drastically different goals for the nation. If it's important for you to be allied or on good terms with another player, speak with a moderator and we'll assign you to allied factions.

Nametags detail public knowledge about the faction on the front and their abilities and personal motivations on the back. **The back is hidden information!** Players are not allowed to purposely show the back of their nametags to other players. Here is an example of a nametag:



Example nametag front & back

Doing Actions!

Doing things in Sickle is simple, but you'll need to get consent from the appropriate players/factions! Here's how it works:

1. **WRITE:** Describe *specifically* what you want to do.
2. **SIGN:** Get all relevant factions to sign it.
3. **SUBMIT:** Give it to your moderator!

Chief Sponsor: President of Polonia	Initiative: Declare State of Emergency in Polonia in response to terrorist attack	Chief Sponsor: Chair of Commerce & Trade	Initiative: Smuggle Guns and Mechs into Rasviet
Co-Sponsors: Marshall of Polonia Minister of Justice National Party Young Faction Minister of Intelligence	<ul style="list-style-type: none"> • Military on go • Police check • Use Military to keep Parliament closed during time 	Co-Sponsors: The Teikorps Khan of the White Horde House Barin The Don Cossacks Ex-Sith Road Outage	<ul style="list-style-type: none"> • Union to aid Cossack Rebels through Crimean Khante
Signature of Emperor/Khan/President (if applicable): President of Polonia		Signature of Emperor/Khan/President/Other (if applicable): n/a	

After an initiative is submitted, the moderators will adjudicate it and later tell you the result (if appropriate).

Common reasons initiatives are returned:

- Illegible handwriting. Write clearly!
- Too vague. "Attack Sweden" is not enough!
- Sign your faction name, not your human name.

See more *example initiatives* on the next page!

The Albion Expeditionary Force – The A.E.F. is led by Clan Albion, staffed by rival Clan Greyson, and bankrolled by the City-State of London. What could go wrong?

The Togawa Shogunate's Factory Task Force – The Shogun's niece, Akiko, has assembled a motley crew to search for her missing brother. Shinobi (ninjas), Samurai, Warrior Monks, and others must juggle social and military hierarchies as they debate how best to accomplish their objectives.



Thanks!

The **1920+ Universe** for which Sickle is set was originally conceived and fleshed out by the Polish artist, **Jakub Różalski**. You can find more of his art on his personal website:

<http://jrozalski.com>

The 1920+ Universe is also the setting of the popular boardgame, **Scythe**, originally designed by **Jamey Stegmaier** of **Stonemaier**

The Nations of Eastern Europa

The Crimean Khanate – At the center of a geopolitical web that’s complicated by valuable fertile land and oil wealth, five Great Noble Houses vie to influence the development of the Khanate.

The Nordic Kingdom – The Swedish Monarch of the Nordic Kingdom maintains absolute power over the often-disgruntled Norway and Denmark as King/Queen of the Nords. To complicate things, the Kingdom still abides by an increasingly complex system of overlapping administrative and noble rankings.

The Republic of Polonia – The newly independent Polonians are furious for being pushed around for so long. Will angry Polonians isolate potential allies and provoke wars with larger neighbors? Will Polonians self-cannibalize in the patriotic march towards national security?

The Rusviet Union – With the Tsar forced to abdicate to a more symbolic role, the democratic Provisional Government now must balance the desires of the communist Revolutionaries and the conservative Tsarists.

The Saxon Empire – The Great War forced internal reform in the Empire. The Emperor now must share power with the elitist and conspiratorial Bunderstat (Senate), and the tumultuous and conspiratorial Reichstag (House of Representatives).

The Factory – Founded by Nikolai Tesla and now run by CEO Fenris, the Factory output wondrous inventions before and during the Great War. These inventions were all too frequently adapted for war. The Factory has now gone mysteriously dark.

Example Initiatives (Actions)

Initiatives can be anything you can think of that seems possible. Here are just a few examples:

- Halt iron exports from Nordic Kingdom to Saxony
- Perform Vote of No Confidence against Polonian President
- Increase taxes 5 percent on landowners to pay for tax subsidies to manufacturing industries
- Sponsor Genetic Engineered wheat initiative led by Marie Curie
- Ready Red Army for imminent invasion of Crimea
- Have striking workers attack the capital building
- Build railroad and infrastructure from St. Petersburg to Gdansk
- Open Coal-to-liquid fuel processing facility in Dresden
- Fund rural education initiative with communist literature

Resource Cards

Nations will compete to satisfy their resource needs. Your nation’s population will desire a certain amount of each resource (see: *Resource Targets*). Fall short and there will be trouble! Each nation starts out with a few of the **five resources**:

- | | |
|----------------|--|
| • Food | • Wood |
| • Iron | • Luxury Goods (Exotic Foods, Appliances, Paintings, etc.) |
| • Energy (oil) | |

Each resource has several types of cards. For example, an **Iron Ore** provides one iron, while **Iron Bars** provides two. Resource cards *can* change! An enterprising industrialist could build a factory to smelt ore into bars.

Resource Targets

Several times per game, your nation's moderator will tally up the resources and see if your nation made their resource targets. If your nation failed to meet its goals, a crisis occurs!

Not having enough food could cause a famine, while not meeting iron targets could drastically slow the economy. If a nation *does* meet their resource goals, the target goes up by a semi-random amount which is adjudicated by the moderator.

Luxury Resources function slightly differently, *only **unique** luxury resources are counted*. It's recommended to trade away duplicate luxury resources to other nations, and perhaps receive new ones in return!

Movement & Communication

The room will be divided with tape. The tape represents geopolitical borders between different regions of Eastern Europa. Players are only allowed to move between regions once during the *last two minutes* of every ten-minute turn.

Players may freely talk, and pass notes, resource cards, or other items across regions between people. However, once you give a card, item, or note to another player, it belongs to them. Players can at maximum carry one resource card with them at a time (resource cards usually reside in a collected area for each nation). Players cannot take resource cards banked in another country unless they have the appropriate authority.

Scientists & Industrialists

There will be 1-4 scientist and/or industrialist players per nation. These players represent single individuals instead of entire factions. Based on real people, scientists and industrialists are the some of the brightest and most capable individuals around. They are often apolitical (but not always), more concerned with their scientific pursuits than the government.

Scientists and industrialists function slightly different from other factions as they can learn new expertise and apply that expertise to real world problems or to further their own goals. Generally, scientists can generate designs with their expertise which are then implemented by wealthy political or industrialist players. A mass-produced invention is much more effective than a single invention. Scientist and industrialist players will be briefed further on their specific rules.



Map of Eastern Europa