



Bryan Hansel Presents  
in search of Iliamna's monster

# I LIAMNA UNKNOWN

Having launched *Undead*, a successful game, the software engineers take vacation in Alaska. They travel up the Kvichak River in winter to Lake Iliamna. On the lake, they set up camp and search for the Iliamna monster, nesy of the north. Unknown to the engineers, the code in *Undead* has opened a tunnel to the spirit world. There is no going back.

## Set-Up

Gather ten to twenty counters (chicken bones, sticks, same colored stones). More equals a longer game. Split each player's counters between the player and the center of the table. Give one extra counter of a different color to each player. Counters represent the power an item has. More equals more power.

Put a pad of sticky-notes in the center of the table. Players take one note and write one item from the *Dinchindu?* (below) onto it. Place the note between the center pile and the player. Place one counter from the player's pile onto the sticky-note.

To the center add sticky-notes, *k'eyiga*, that say: Iliamna monster (place a counter from each player on this), *htashch'ul* (it is bright, clear after a storm), and *ts'itsat* (anciently, very long ago) (add one counter from the center of the table to each of the last two).

The eldest player goes first.

## Playing

This game is played in four different chapters. Each chapter consists of turns continuing until a condition is met. Play proceeds around the table clockwise.

During a turn, a player can: 1. Add a sticky-note with a new thing, 2. Add power to an existing sticky-note, 3. Grab power from a sticky-note or other player, or 4. Add power to the center.

## Chapters

**One: Trekking** – Add things occurring during the trip up the Kvichak River to sticky-notes. The chapter ends when the number of counters in the center of the table is reduced to half of its original number.

**Two: Making Camp** – Add things to sticky-notes occurring during the setting up of the camp. The chapter ends when there are no counters in the center.

**Three: Drilling Hole** – Spirits distort things that have occurred in the first to chapters. This continues until everything is distorted.

**Four: Into the Spirit World** – The players consume things and each other until there is only one left. *K'eyiga* also get a turn.

## Characters

Players are software engineers questing to catch the Iliamna monster. On a player's turn, she describes what her character is doing and affects the power on the table (see *Things*).

## Things

Things are something written on a sticky-note and powered with counters. These are items, actions, or events that happen or are there because a player's actions. When players add or change a sticky-note, they role-play what happened with the opposing player.



## Turns

Turns rotate clockwise. On a player's turn, she takes an action (Playing above):

1. Write a new thing onto a sticky-note, role-play what the character does to bring this and add one of the center's counters to the sticky-note. Write the player's name on the note.
2. Add one of her counters to a note and role-play what the character does to bring this about.
3. **Hand game.** The player picks another player, either named on the note or of her choice if not named. This other player takes two counters, each a different color and secretly puts one in each of his hands. The in-turn player guesses what hand holds the colored counter. If correct, she role-plays what her character does to bring this about and she gets a counter from the sticky-note or other player – her choice.
4. Moves one counter from her pile to the table's center. Describe what she did to help the group.

## Distorting

The spirit world echoes everything in distortion (Not K'eyiga, Dinchin-du?). By distorting things, players bring the action from the spirit world into the real world. Things get crazy and strange. Descriptions must be strange, but related to the current thing. Other players may veto descriptions that aren't strange enough. Resolve disagreements with the hand game.

To distort things, players must spend counters equal to those on the sticky-note. The hand game is played (see Turns). If she wins: the thing is distorted, she keeps the counters. If she loses: counters spent are added half to the thing, half to the center of the table. If needed, pool counters to front enough. Split winnings. Role-play results.

During this chapter, the players still can take other actions as outlined in playing.

## Consuming

The Dinchin-du? consumes (Not K'eyiga). Spirits possess the players. Every action taken is colored by Dinchin-du? As in Distorting, a player must front counters equal to the thing she wants to consume. Play the hand game. If she wins, she split the counters between her pile and her Dinchin-du? Dinchin-du receives the higher of unequal splits. Move the note to her Dinchin-du and role-play what happened. If she loses, the thing gains half the counters and the rest go to the center. Describe how the player resists.

The k'eyiga also consume things starting from the least powerful. Select a player to be a k'eyiga and one to oppose. Play the hand game. If k'eyiga win, it consumes the power from the thing and the thing disappears. Describe what

the k'eyiga did. If the k'eyiga loses, the thing stays.

Once everything is consumed and the center has no counters, the players attempt to consume each other and each other's Dinchin-du. Once only one remains, follow procedures under K'eyiga.

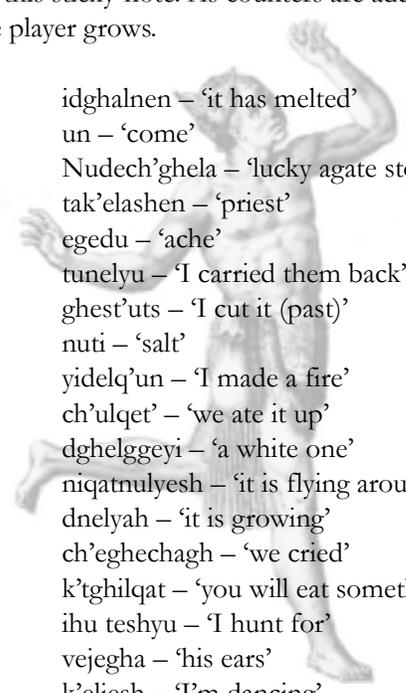
## K'eyiga (shadow, reflection, spirit)

These are spirits trying to get into our world. The final player fights these. Have players that are out of the game, play the k'eyiga. Split the player's Dinchin-du between the player and the k'eyiga. Play the hand game, with the player fronting counters equal k'eyiga's power they are confronting. If a player wins, she gets the counters and describes what happened. If she loses or can't front enough counters, the k'eyiga wins. When a k'eyiga wins, the k'eyiga describes what happens based on its definition. Fight until out of counters.

Finally, answer: did the players bring home a big fish or a big fish story?

## Dinchin-du?

The spirits are hungry for something from each player. This is represented by the word that the player writes on this sticky-note. As counters are added, the spirit's hold on the player grows.



idghalnen – 'it has melted'  
un – 'come'  
Nudech'ghela – 'lucky agate stone'  
tak'elashen – 'priest'  
egedu – 'ache'  
tunelyu – 'I carried them back'  
ghest'uts – 'I cut it (past)'  
nuti – 'salt'  
yidelq'un – 'I made a fire'  
ch'ulqet' – 'we ate it up'  
dghelggeyi – 'a white one'  
niqatnulyesh – 'it is flying around'  
dnelyah – 'it is growing'  
ch'eghechagh – 'we cried'  
k'tghilqat – 'you will eat something'  
ihu teshyu – 'I hunt for'  
vejegha – 'his ears'  
k'eljesh – 'I'm dancing'  
shgech'a – 'my gloves'

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