2022 r/nightattheopera Summer Stuff Jam
This jam is dedicated to the Handlers who build up all the things that the players burn down; clues, crimes, complex relationships and everything in between, swamp gas glittering in the dark near the Watergate Hotel. All the blame will be lost with Bureaucracy, like paperwork in the flame.
Submissions are closed

/r/nightattheopera is an open table RPG community that utilizes a living world where Delta Green Agents and Operations take place in the same linear (or non-linear, non-Euclidean) timeline. This allows Agents to fully experience the horrors the Delta Green RPG has to offer. For more info, check us out on discord here.

What's a jam anyway? A jam differs from a contest in that it's a collaborative affair. The goal here is not to crown a single winner, but to collaboratively create a rich stack of stuff usable in Delta Green games across the globe. Check out last year's summer jam for some ideas!

We're making "stuff" for Delta Green... Stuff in this sense might be a setpiece, an npc, an item or artifact, some special rules for any of the above, etc. Stuff in this context isn't a scenario, and isn't a specific encounter.

An example: Let's pretend someone made a setpiece of a big indoor mall. They talked about the layout, gave it a name, picked a few anchor stores and interesting areas (food court, fountain, abandoned JC Penny, etc). That's a neat place that might come up in a DG game, maybe it's a place to meet a case officer of clandestine contact, maybe it's where a chase leads, or maybe it's the centerpiece for the whole scenario.
    The setpiece (the indoor mall) exists and gets submitted and someone else gets it as their jam assignment. They could flesh out a couple NPCs, maybe the chief of security, maybe the rollerblading hockey team that roams the mall after school. They might create some special rules for generating random stores in a pinch. They might not be super into the mall idea, or maybe the mall is fleshed enough so they flesh out an adjacent setpiece (the mall is right next to a bus terminal, or a trailer park).

Setpieces not scenarios/encounters: Setpiece scopes should be wide, not narrow (like scenarios and encounters). The idea behind a setpiece is a drop in, ready-to-use location that fits the world of Delta Green. Something a handler can pull off the shelf and have ready as agents go off the scripted path. There's a wiggly line between setpiece and encounter, and the key word to look at is usability.
    Let's go back to the mall example and pretend someone fleshed out a cool occult bookstore for the mall. In that write up, if the occult bookstore was run by a Yig cultists and anyone who went in the back got turned into a cultist by use of a magic doorway...that's not very usable for a handler who's running a Delta Green scenario about chasing down Cthulhu. But, if the bookstore was run by a reformed cultist who was now a deprogrammer, they might have intel useful for any agent that walks through the door.

How does the stuff jam work:
1. You write up a cool thing, and submit it to me as a google doc via e-mail elendil004@gmail.com
    a. This should be a new thing, you'll be riffing off someone else's thing soon! Once we get a good run of submissions, if you want to submit a riff to begin with that may be allowable.
    b. *Note: If you would like to riff off something from the 1st Summer Jam which didn't get any riffs, I'll allow it!*

2. Once a few things have piled up, I'll shuffle them and re-assign them.
3. You take your new assigned thing and write something cool for it, or adjacent to it. You're not rewriting it, you're adding to it or the world around it.
    a. Out of ideas? Collaborate! Talk to the original writer and see what they couldn't get to or didn't have ideas for...get ideas from the crowd.
4. Submit your thing back to me and I'll drop where it needs to go. Let me know if you want another thing or if you are working on a new original thing, either is cool, so is both!
    a. Once you've completed one 'assigned' thing, if you want to write something for an existing thing that's ok, just let me know so I can spread assignments around.
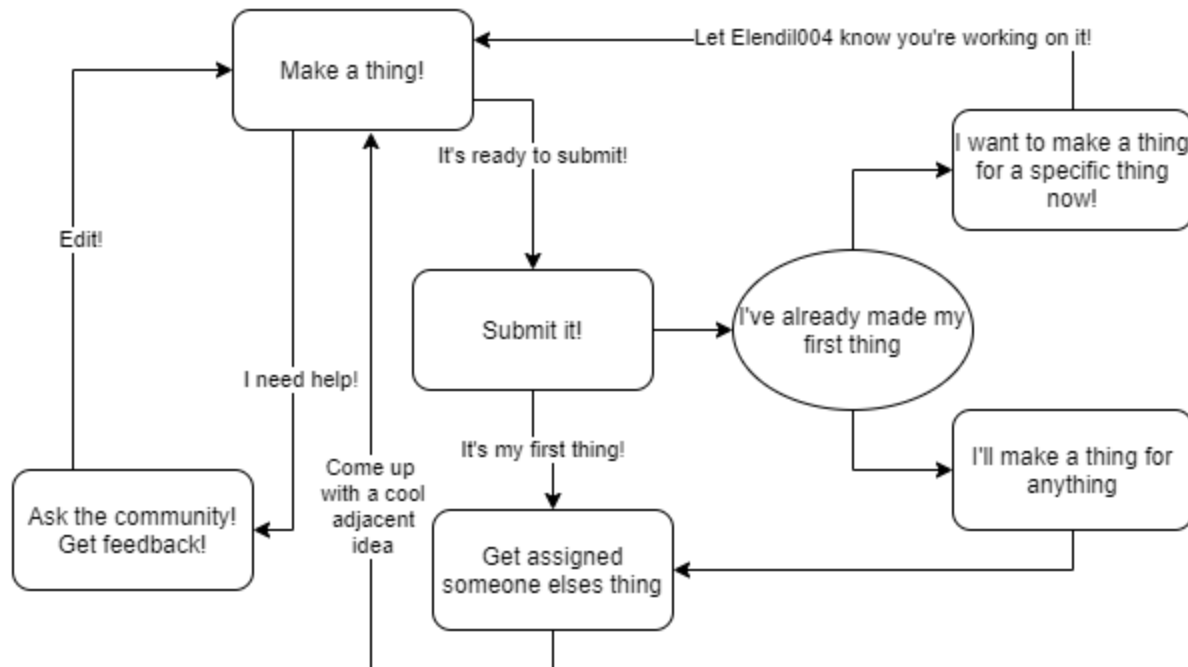
Collaboration encouraged! Before you submit, you're encouraged to shop the stuff around in our #contest-discussion channel. Get feedback, make edits, get others excited to make stuff for your stuff!

Details. This jam runs until July 4th, 2022, 1200 Eastern.

Submitted things:
1. **M/Y Panamanian Dream** by Pavel
    a. **Havana Affair** by Ceurelian
2. **Pythagoras, Ancient Magician** by eat-your-cereal
    a. **Hypergeometric Arts** by DoubloonSeven
3. **BESLE** by DoubloonSeven
4. **Crate 037** by Ceurelian
5. **Disinformation Evaluation Centers** by Tariq Ali
    a. **Steve** by Pavel
        i. **Agent Mefodiy and Project Foma** by Tariq Ali
            1. **Skopa** by Pavel
6. **Skatepark** by Phillip Roy
    a. **Crossed Out Graffiti** by AstroCat