

Countdown To Accession Pitch

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Genres: Death Game – Battle – Game System – Tactical.

Series Length: Short.

Synopsis:

Imagine waking up in the middle of nowhere with no memories and the number ten written on the back of your hand? And then to find others in the exact same position as you? That is what happened to 24 individuals. Soon after finding themselves here, a voice spoke out in their heads —— and with it the killing began.

Notes:

[Set in a shared Universe with other projects].

The Numbers are days they have left to live. They can obtain numbers from others through trading and or killing.

Players have access to a [Game] Menu. But most options are locked off.

The first day they have access to one item that was added onto their hot bar. Gaining a new one each day.

Everyday new Mechanics are unlocked.

[Including trading of entire Day[s] and establishing contracts (contracts can have preset penalties of so many days lost if broken)].

Every X-amount of hours a Memory Fragment is randomly given out. Memory Fragments are granted early to the Chosen. Before bonus memory give out time, everyone feels the words in their head. Saying someone is being chosen — and then informing them if they are chosen or not.

Each Memory Fragment just gives a piece of what's going on. But they add up to a full understanding.

Each player had chosen to enter into the game in order to obtain the prize. Part of the challenge is the removal of memories.