

> SYSTEM BREAK

DOSSIER PRIME

PRINT & PLAY: THE PSYCHODRAMA PROTOCOL

CLASSIFIED // FOR FACILITATOR & 3-6 PLAYERS // RUNTIME: 60-120 MIN

This is not a board game. It is a guided **psychodrama acting game** built on the four dossiers of **System Break**. Players step inside a scene, take a role, and use bluff, deduction, and improvisation to find out who is breaking – and who is breaking them.

No board. No dice. No screens. Just paper, a pen, and the people in the room. One player is the **Operator** (facilitator). Everyone else receives a sealed role from one of the four dossiers.

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> WARNING

This material explores paranoia, manipulation, surveillance and identity collapse. Use the **SAFETY PROTOCOL** (page 2) before every session. Any player may call **BREAK** at any moment to pause the scene.

CORE PROTOCOL

WHAT YOU NEED

- 3 to 6 players + 1 Operator (facilitator)
- This PDF, printed or on a tablet face-down
- Index cards or paper slips, one pen per player
- A quiet room. Low light. No phones on the table.

ROLES

OPERATOR – reads the scene, controls the clock, plays NPCs, never lies about rules but may lie inside fiction. The Operator does not win or lose.

SUBJECTS – each receives one **Role Card** with a public cover, a private objective, and a hidden **FRACTURE** (a secret pressure point). You may bluff freely; you may never show your card.

THE TURN LOOP

Each scene runs in three beats, repeated until the Operator calls END:

1. **SIGNAL** – Operator narrates a new piece of evidence, a glitch, or an NPC line.
2. **PLAY** – In clockwise order, every Subject takes one action: *Speak*, *Press* (interrogate another player), *Reveal* (expose part of their hand), or *Move* (declare a physical action the Operator must adjudicate).
3. **READ** – Any player may silently write a **TELL** on a slip: who they suspect, and why. Slips are folded and given to the Operator. They are scored at the end.

SCORING

At END, the Operator reveals all Role Cards.

- Each Subject who fulfilled their **private objective**: **+3**
- Each correct TELL (right suspect, right Fracture): **+2**
- Each Subject who was never correctly identified: **+2**
- The Operator wins if no Subject scores 5+.

SAFETY PROTOCOL

BREAK – Anyone may say it at any time. Scene pauses. No questions asked. Resume only when the caller says *RESUME*.

FADE – Skip a beat that is going too far. The Operator narrates past it.

LINES – Before play, each Subject writes one topic on a slip that will not appear in fiction tonight. Operator collects and obeys them all.

HOUSE RULE: THE FRACTURE

Every Role Card has a **FRACTURE** – a hidden truth the character would rather die than say out loud. You may protect it, hint at it, or weaponise someone else's. A scene only ends well for you if your Fracture stays sealed.

> FILE 01

THE ULTIMATE BET

APOSTA MÁXIMA

HIGH-STAKES BLUFFING // 60-90 MIN

SETTING

A rain-slicked underground betting ring in São Paulo. Neon bleeds across wet concrete. The house calls itself **A CASA** and it has been watching every player at this table for years.

PREMISE

An analytical mind realises the house isn't running a game – it is running a psychological algorithm tuned to his life. Tonight the algorithm wants a confession. One of you is the confession.

ROLE CARDS

THE ANALYST

The mark. Public: lucky tourist. Private: prove A CASA is rigged before the third round.

FRACTURE: You owe a debt to someone in this room and don't remember signing for it.

THE DEALER

House operative. Public: bored croupier. Private: provoke The Analyst into betting his name.

FRACTURE: You are also a player, and your name was already taken.

THE WHALE

Old money at the table. Public: drunk and loud. Private: identify the house plant and survive the night.

FRACTURE: Your fortune is fictional; one bad round and the room finds out.

THE PRIEST

Strange observer in the corner. Public: counts losses. Private: stop a death before dawn.

FRACTURE: You wrote the algorithm A CASA runs on.

THE GHOST

Returning player nobody remembers. Public: charming, generic. Private: take The Analyst out of the city alive.

FRACTURE: You are The Analyst – from one loop ago.

THE MIRROR (optional, 6p)

Late arrival. Public: investor. Private: copy whichever Subject is winning.

FRACTURE: You have no original objective. If you are exposed, you lose everything.

OPERATOR NOTES

Run three betting rounds. Each round the Operator names a stake (a secret, a name, a memory). Subjects who refuse to bet lose initiative for the next beat. After round three, call END.

WIN CONDITION

Standard scoring (page 2). The Operator may award **+1** bonus to any Subject whose final scene moment makes the table go quiet.

> FILE 02

THE GHOST VARIABLE

PREDICTIVE LOOP

HIDDEN PATTERN DEDUCTION // 75-100 MIN

SETTING

A corporate tech grid at 03:14 AM. Server fans. Blue light. A predictive AI named ORACLE-9 has just forecast a murder in this room in under 24 hours. It will not say whose.

PREMISE

Every Subject has been given a piece of the forecast. Stitched together, the pieces name the victim and the killer. Apart, they look like noise. ORACLE-9 will narrate one new datapoint each beat.

ROLE CARDS

THE ANALYST

Public: ran the diagnostic. Private: prove ORACLE-9 lied.

FRACTURE: ORACLE-9 has named YOU as the victim.

THE ARCHITECT

Public: built ORACLE-9. Private: shut it down without admitting it works.

FRACTURE: You trained it on your own private journals.

THE AUDITOR

Public: external compliance. Private: leak the forecast to the press.

FRACTURE: You are the press, undercover.

THE PARTNER

Public: friend of The Analyst. Private: keep The Analyst alive past dawn.

FRACTURE: ORACLE-9 has named you as the killer.

THE INTERN

Public: terrified junior. Private: get hired permanently before sunrise.

FRACTURE: You fed ORACLE-9 the data that made the forecast possible.

THE GHOST (optional, 6p)

Public: 'just visiting'. Private: confirm ORACLE-9 is sentient.

FRACTURE: You are ORACLE-9, wearing a body.

OPERATOR NOTES

Reveal one ORACLE-9 datapoint per SIGNAL beat. Datapoints must each eliminate one possibility (e.g. 'the killer is not left-handed'). End when only one victim/killer pair is consistent – or when the clock hits 04:00 in fiction.

WIN CONDITION

Standard scoring (page 2). The Operator may award +1 bonus to any Subject whose final scene moment makes the table go quiet.

THE PERFECT PITCH

THE CLOSE

SOCIAL DEDUCTION & NEGOTIATION // 60-90 MIN

SETTING

An electronically locked boardroom on the 47th floor. The windows do not open. The door does not open. A contract sits on the table. So does a glass of water nobody poured.

PREMISE

A consultant was hired to pitch software. He has just realised the pitch is the interrogation. Win the contract and the door opens. Lose it and the lights go out – one at a time.

ROLE CARDS

THE CONSULTANT

Public: pitching. Private: get the signature before lights hit zero.

FRACTURE: Your slide deck contains a sentence you did not write.

THE CEO

Public: bored buyer. Private: identify which Subject sent you the deck early.

FRACTURE: You did not call this meeting. You were summoned to it.

THE LAWYER

Public: red-pen the contract. Private: make sure nothing is signed tonight.

FRACTURE: You represent a competitor who paid you double.

THE CFO

Public: numbers only. Private: get The Consultant to lower the price below cost.

FRACTURE: The company is already insolvent; the deal is theatre.

THE ASSISTANT

Public: pours water, takes notes. Private: protect one specific Subject from being signed away.

FRACTURE: You control the lights.

THE BOARD MEMBER (optional, 6p)

Public: silent vote. Private: ensure the contract is signed AGAINST The Consultant.

FRACTURE: You are the software.

OPERATOR NOTES

Begin with six lights ON. Each full turn loop, switch one OFF. When two lights remain, the contract MUST be signed or refused. Whoever signs wins or loses by their private objective.

WIN CONDITION

Standard scoring (page 2). The Operator may award +1 bonus to any Subject whose final scene moment makes the table go quiet.

THE META GAME

COUNTER-PLAY

TACTICAL ENGINE BUILDER // 90-120 MIN

SETTING

A backroom at a global TCG championship. The top eight are here. Outside, somewhere, a power grid is failing every time a specific card combination resolves on stream.

PREMISE

A pro player has discovered the meta is a weapon. Certain synergies trigger real-world sabotage. Tonight, this room decides which deck goes on the main stage tomorrow – and therefore which city goes dark.

ROLE CARDS

THE PRO

Public: defending champion. Private: get a DIFFERENT deck on stage than your own.

FRACTURE: Your deck is the one that drops the grid.

THE THEORIST

Public: deckbuilder. Private: prove the sabotage pattern publicly before END.

FRACTURE: You designed the synergy on purpose.

THE SPONSOR

Public: brand rep. Private: keep The Pro winning at all costs.

FRACTURE: Your brand is owned by the same group that owns the grid.

THE JUDGE

Public: neutral. Private: disqualify exactly one Subject before END.

FRACTURE: You took a bribe last season; someone here has the receipt.

THE RIVAL

Public: number two. Private: get on stage by any means.

FRACTURE: You already know about the sabotage and want it to happen.

THE FAN (optional, 6p)

Public: smuggled in. Private: get a selfie with The Pro before END.

FRACTURE: You live in the city that goes dark.

OPERATOR NOTES

Hand each Subject three blank index cards as their 'deck'. On any PLAY beat they may name a card aloud and use it as an ability (truth-detect, swap, mute, etc.). The Operator adjudicates. Each card may be used once. END when every deck is empty.

WIN CONDITION

Standard scoring (page 2). The Operator may award +1 bonus to any Subject whose final scene moment makes the table go quiet.

> END OF FILE

AFTER THE SCENE

DEBRIEF (10 MIN, MANDATORY)

Go around the table once. Each player says, in this order:

1. One line their CHARACTER said that they did not expect.
2. One thing the PLAYER (not the character) wants to leave in this room.
3. One word for how they feel right now.

The Operator goes last. The session ends when the Operator says: **'SYSTEM CLOSED.'**

> CREDITS

Dossier Prime – System Break.

Companion print & play for the novel. Free to redistribute, non-commercial, with credit.

Visit dossierprime.com for the full series.