

# DOCTOR MAGNETHANDS

*A game for three or more drunk people*

Welcome to Doctor Magnethands! In this game, you'll play superheroes who must defeat Doctor Magnethands as he prepares to destroy the earth by firing his radioactive rocket castle on the moon into the White House on Christmas Eve! Yeah! Because *shut up*, that's why!

To play, you'll need one sheet of A4 paper and a pen per person, a hat or bowl, and booze. Like, get drunk before you even *think* about playing this stupid game, and don't stop drinking until after you've finished. Wine's good. Get some wine in. Crisps too. You got any weed on you? Skin up. Yeah. Yeah. This is turning into a good night.

## CHARACTER CREATION

Hold your paper in half three times and tear along the lines so you've got eight individual pieces of paper. Write stupid stuff on them. Precisely what "stuff" is depends on you, but choosing things that fit into the following categories is a good idea:

**Character names and identities** ("Captain Happenstance," "The Butt Wizard," "The Furniture Suffragette," "Catastrophe Adams")

**Super-powers and abilities** ("Door-Fu," "Unreliable flight," "Eight-armed monster," "Art theft")

**Props and plot devices** ("Thirteen childrensworth of teeth," "More cocaine than you can hold in both hands," "Apples, Apples Everywhere!," "A Dog on a String")

The point, of course, is to write things that will make people laugh a) when they read them, b) when they try to use them in the story. Use big words. Be vague. Be overly specific. Avoid cliché. Don't make them unsettlingly sexual, or about anyone at the table, or *especially both of those things at once*.

Okay, once everyone's done – and some people will take ages, and it's rarely because they're drunk, some people are just slow at this, don't worry, we're all friends here – fold them in half twice and put them in a hat. Or a bowl. Or the pocket of someone that everyone *really likes*.

Draw four each. One of them is your identity, unless you didn't draw an identity, in which case you should make one up. (In one game a woman played Downton Abbey for the whole thing; we had to set entire scenes inside her. I think she managed to have an affair with a priest at one point) These four pieces of paper build your character. Look at the stupid shit written on them. How are you going to use these? Is that name an alter-ego, an enemy, or an ally? Do you want another drink? Yeah. Yeah you do. Get me one as well.

## PLOT CREATION

Take a look at the pieces of paper left over in the bowl. Draw them out three or four at a time. Or five. I'm not the boss of you. Do it how you want. I'm assuming you're the GM here, because you're reading this. It is very hard – almost impossible – to convince someone to GM a game of Doctor Magnethands unless they're me. You'll probably have to do it yourself. Unless I'm there.

Anyway. These bits of paper are the plots that Doctor Magnethands is going to use to take over the world. Or destroy the world. Whatever. Shut up. It's late.

Fiddle them around and try to work them into something representing scenes. The first scene takes place when a representative of Doctor Magnethands bursts into the heroes' hideout and tells them they'll never defeat Doctor Magnethands. The second takes place en route to the moon, in space. (How do the players get into space? Discuss that) The third is the final battle that takes place on the irradiated surface of the moon, and results in the defeat of Doctor Magnethands. Don't worry too much about them making sense. That's not what this is about.

## **MECHANICS**

As the GM, present some problems using the pieces of paper in front of you. Don't offer any solutions. The players have to put forward one of their powers to counteract it, and describe how in an hilarious fashion, which destroys both. (if your identity power is destroyed, you're still you) Once a scene has no more elements in it, it's over. Once a character has no more elements in them, they're dead; give them a death scene. This rarely happens unless someone's deliberately trying to go home early.

## **DOCTOR MAGNETHANDS**

Doctor Magnethands is the one constant throughout the game, throughout all games. He wears a white lab coat and has oversized horseshoe magnets for hands. He has trouble operating doors, even if they're metal, because he struggles to get himself unstuck.

He speaks – this is important, this is tremendously important so *listen* – he speaks in a sort of bad Dutch accent. No, wait, it's better than that, it's pan-European. Like imagine the guy who announces the scores from the Eurovision song contest in *every country* and sort of amalgamate them into a voice. If you learn nothing else about this game, remember to at least have a stab at the accent.

Doctor Magnethands knows he is in a game. He would break the fourth wall if there was a fourth wall to break. He never dies. He is merely defeated.

## **THAT'S IT**

That's really it. That's the whole game. Play it. If you see me, buy me a drink. Cheers.

## **THANKS TO**

Jess Townsend for inventing The Attack of The Psychotic Killer Undead from Under The Sea which is remarkably similar to this, except that you can play it sober.

John "The Todd" Tudball for inventing the character of Doctor Magnethands in the very first game.

Everyone who's ever played Doctor Magnethands in any of it's forms and, for some reason, enjoying it enough to ask for another round. Over and over.

Wine.