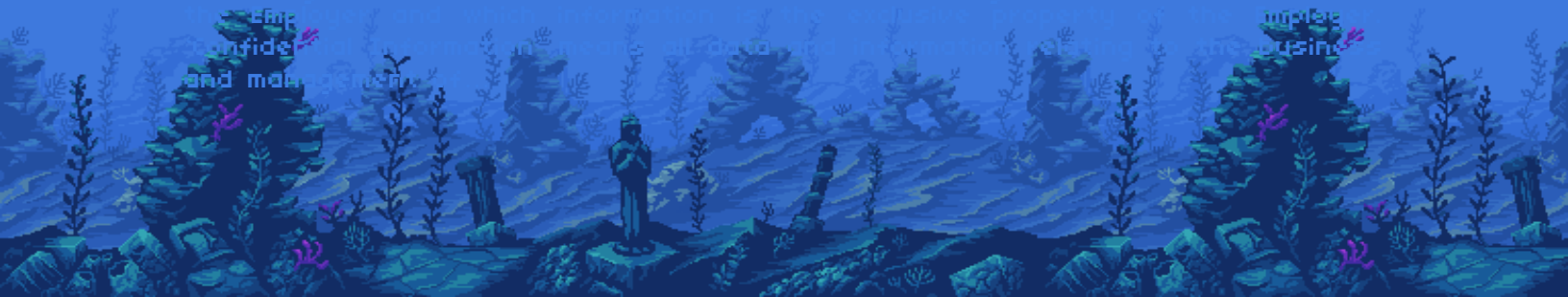


Bubble Corp

An epistolary role-playing game

Made by asteri000n (andres ignacio torres) during the Caracas Game Jam 2025

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[LETTER FROM THE CEO]

As we begin a new quarter, it is clear that we are entering a new phase as a company, and we must raise to the occasion as best as we can.

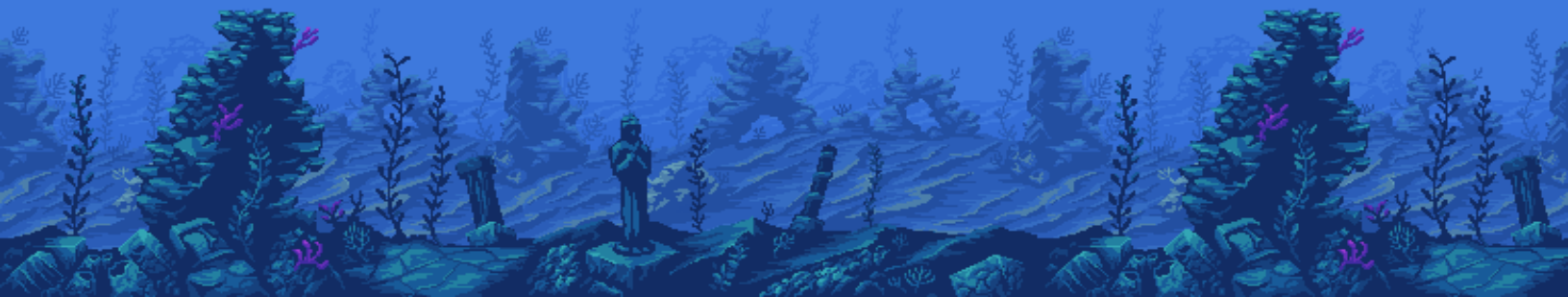
As CEO and president of the Board of Directors, I understand the tides are high. Not only we are going through a transformation in our *modus operandi* and our increasing offering of products and services, we are also facing an economic recession with the recent devaluation of shells. To top it off, we are no longer able to see each other fin-to-fin due to the high levels of pollutions that surround our city's waters.

But for the sake of Bubble Corp and all of us, I am putting my faith in all of you: together, we can increase our shareholders' satisfaction. And our employee satisfaction as well, of course.

I have instructed our Departmental Leaders to implement the Bubble Initiative (patent pending), and I trust that this will lead to a more efficient company. I will be vigilant and watching from afar (as I take three months of paid time off to enjoy a well-deserved vacation in the Caribbean Sea).

Our success in this next phase will be determine by your hard work. Speaking of which, back to work! Stop reading! Be productive!

MR. S. H. SELACHII III
CHIEF EXECUTIVE OFFICER



[THE PREMISE]

BUBBLE CORP is an epistolary, cooperative role-playing game (RPG) about an underwater corporation submerged in bureaucracy!

This document is the PLAYER GUIDE: it outlines everything you need to know to play a game of BUBBLE CORP. All players can read the document, as it does not contain any plot-specific information.

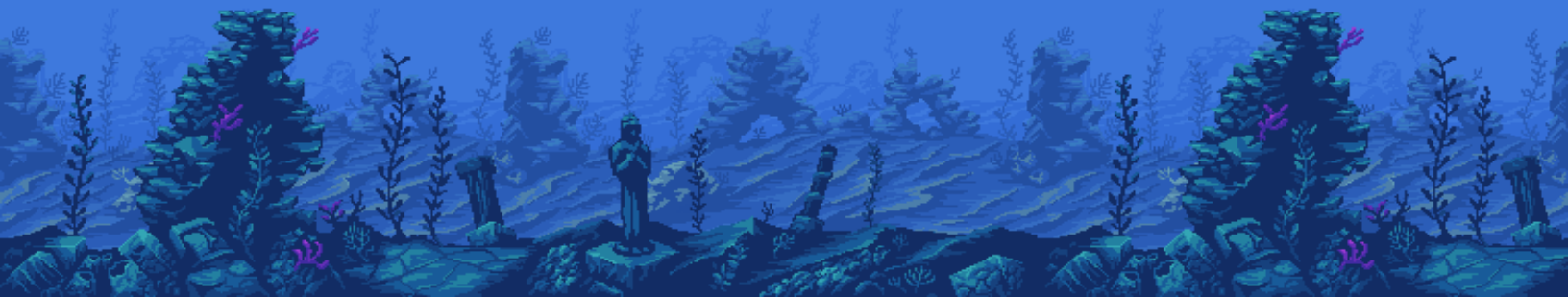
In BUBBLE CORP, you all play as Department Leaders within Bubble Corp. Nobody is too sure about what Bubble Corp. does, not even yourselves. Bubble Corp. seems to provide a series of products and services for individual consumers and businesses, although these offerings don't seem to be related at all.

If there's one thing that's certain about BUBBLE CORP, however, is that it comes with EXTREME BUREAUCRACY. It seems that all you do every single day is stare at a screen to read and write CORRESPONDENCE, instead of... y'know, doing literally anything else.

You all have been recently named Department Leaders of different departments that all seem to depend on one another, and in place of a pay increase, all you got was a higher set of responsibilities.

Furthermore, you are now invited (*forced*) to participate in the BUBBLE INITIATIVE: every term, one of you will become the CHIEF BUBBLE OFFICER, who is invited (*forced*) to channel situations and events with all other Departments.

Will you learn how to leverage the BUREAUCRACY at BUBBLE CORP to achieve your goals?



[THE SETUP]

BUBBLE CORP is designed for 3 to 6 players; although you can play with a larger party, it might get convoluted.

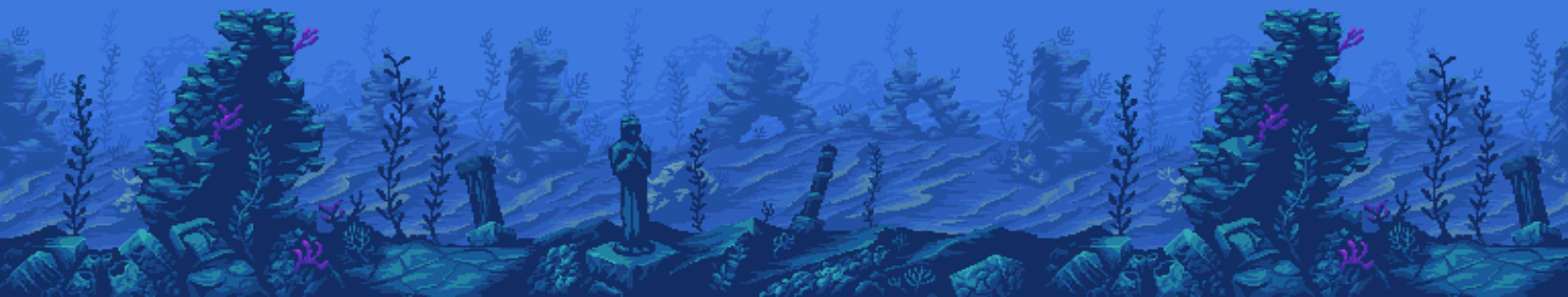
BUBBLE CORP does not require a Game Master; instead, all players will take turns taking the special role of the CHIEF BUBBLE OFFICER.

As BUBBLE CORP is an epistolary game, you will need a mechanism for CORRESPONDENCE. While email is a great analogue for a corporation such as Bubble Corp., you can also consider snail mail / postal mail, Discord, IRC, physical notes, social media... whatever floats your boat! Just make sure you can all send and receive messages.

BUBBLE CORP is a game played over a given period that can be determined with your party. You should all determine:

- The duration of a term, which is a structural block for the gameplay loop with a suggested duration of one week.
- The duration of the quarter, which is the total time for the “campaign”, and is divided in equally sized terms. If your terms are a week long, you could play six terms for a 6-week quarter.
- The number of sessions (actions) during a term. Each session implies reading new messages and potentially writing one or two messages. These should not take long, as messages are limited in length. Note that the CHIEF BUBBLE OFFICER is not limited in the amount of sessions, but generally will need to play one or two extra sessions a week. If your terms are a week long, you could play two to three sessions within a term.

BUBBLE CORP requires one 6-sided dice; this could be physical or virtual and serve to help make decisions that can drive the story forward.



[THE GAMEPLAY LOOP]

In a *clamshell*:

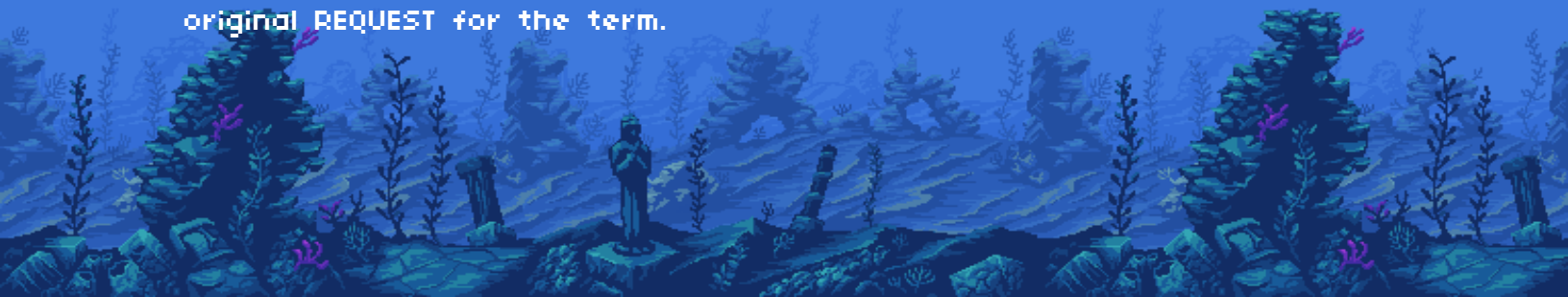
1. Every term, the CHIEF BUBBLE OFFICER sets up one event for each other player via a message.
2. During the term, the players can use their sessions to respond to the CHIEF BUBBLE OFFICER and engage in a NEGOTIATION to solve the event in a way that benefits their goal.
3. The CHIEF BUBBLE OFFICER engages with the player in a way that benefits the company's goals.
4. At the end of the term, the CHIEF BUBBLE OFFICER informs each player of the result, and players keep track of their goals advancement.
5. The game finishes when all players achieve their goals, or when the quarter comes to an end.

In more detail...

At the start of each term, one player is designated CHIEF BUBBLE OFFICER. The order of players can be determined at random or following some logic (like how long it's been since each one last visited an office before starting to play!), but it's important to follow the same order during the whole quarter.

The CHIEF BUBBLE OFFICER starts the term by sending an INITIAL MESSAGE for each player, following the rules listed on the next session. Each message has a REQUEST that the player can comply with or attempt to NEGOTIATE.

Once each player receives a MESSAGE, they can reply and engage in NEGOTIATION with the CHIEF BUBBLE OFFICER. Each player has an OBJECTIVE that they need to advance and achieve with the help of the CHIEF BUBBLE OFFICER. The CHIEF BUBBLE OFFICER has the power of accepting or denying any additional REQUEST based on what the player is requesting and the original REQUEST for the term.



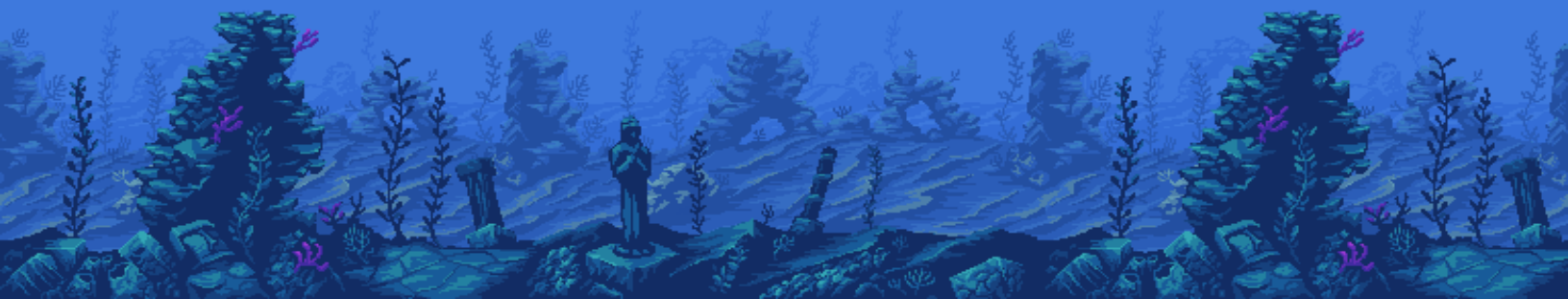
Players are limited by the number of *actions* on a term: they cannot send more MESSAGES than the actions they can do. Once they reach the limit, the CHIEF BUBBLE OFFICER responds one last time with the result of the NEGOTIATION and the player updates their objective status. This ends the current term.

Once all terms are completed and the quarter comes to an end, all players should gather and make their Quarter Presentation (share your progress! Goals! Achievements! Funny stories from the game! Favorite messages!).

[CHARACTER CREATION]

To create a CHARACTER, you must select:

- A name for your character
- The name for your Department, this must be known by all other players. You can use the table below by rolling 2d6 or select your own!
- A set of GOALS for your character. You must use the table below to select a starting point, then customize the GOAL for your character and Department.
 - o You can roll multiple times to select at least 2 GOALS, and at most the number of terms minus 1.
 - o Each GOAL refers to an “X” amount, this is the number of MILESTONES. You can adjust all your GOALS so the sum of all their numbers is the number of terms minus 1.
 - o For example, if there are 5 terms and you roll 2 GOALS, you can set the first GOAL to 1 MILESTONE and the third GOAL to 3 MILESTONES, for a total of 4 MILESTONES.

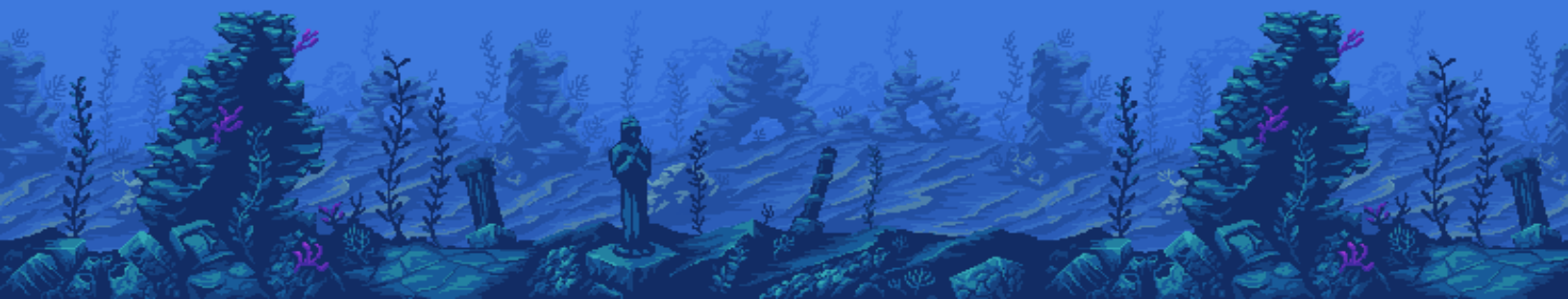


SUGGESTED DEPARTMENT NAMES (ROLL 2D6 OR USE YOUR OWN!)

ROLL	NAME	ROLL	NAME	ROLL	NAME
2	DEPARTMENT OF SHELL TRADING	6	DEPARTMENT OF STARFISH AFFAIRS	10	DEPARTMENT OF CORAL REEF ARCHITECTURE
3	DEPARTMENT OF PRINTERS AND OCTOPUS INK	7	DEPARTMENT OF BOAT INSURANCE	11	DEPARTMENT OF AQUATIC COMMUNICATIONS
4	DEPARTMENT OF OCEANIC ENTERTAINMENT	8	DEPARTMENT OF TURTLE AFFAIRS	12	DEPARTMENT OF PLANKTON PRODUCTION
5	DEPARTMENT OF ALGAE CULTIVATION	9	DEPARTMENT OF KELP FOREST MANAGEMENT		

CHARACTER GOALS (ROLL 2D6, THEN ADAPT TO YOUR DEPARTMENT)

ROLL	NAME	ROLL	NAME	ROLL	NAME
2	HIRE X MORE EMPLOYEES	6	ORGANIZE X COMMUNITY EVENTS	10	CREATE X NO-FISHING ZONES
3	SELL X MILLION PRODUCTS	7	CONDUCT X RESEARCH STUDIES	11	HOST X OCEAN CLEANUP DRIVES
4	HOST X LEARNING SESSIONS	8	RELOCATE X CORAL HOUSES	12	GET X RAISES
5	EXPLORE X NEW AREAS	9	CREATE X NEW SERVICES		



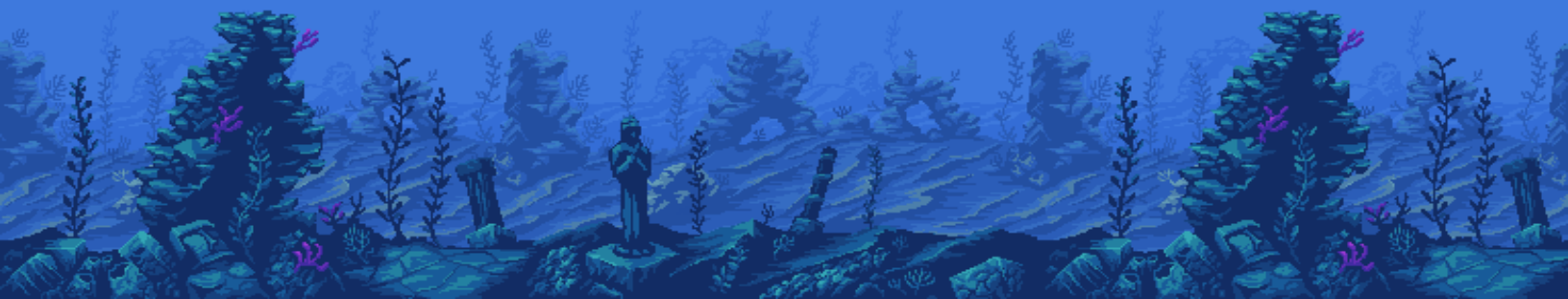
[GOALS AND TERMS]

Every term, each player has an opportunity to NEGOTIATE with the CHIEF BUBBLE OFFICER: while the CHIEF BUBBLE OFFICER sets an initial request, the players can use their creativity to comply in a way that advances a GOAL, one MILESTONE at a time.

The initial request is always focused on protecting Bubble Corp.'s interests and can be selected by the CHIEF BUBBLE OFFICER with the following table, and then adapted to each Department's area:

INITIAL REQUESTS (ROLL 2D6, THEN ADAPT TO THE DEPARTMENT)

ROLL	NAME	ROLL	NAME	ROLL	NAME
2	RESPOND TO A LEGAL THREAT BY EEL LAWYERS	6	NEGOTIATE A NEW PARTNERSHIP	10	RESPOND TO AN EMPLOYEE COMPLAINT
3	REDUCE BUDGET BY 30%	7	IMPLEMENT NEW SAFETY PROTOCOLS	11	SUBMIT A FIVE-YEAR PLAN
4	LAY OFF EMPLOYEES	8	REPORT ON THE IMPACT OF WHALE MIGRATION	12	COORDINATE AN INTERNSHIP PROGRAM
5	PROVE THE DEPARTMENT'S ACHIEVEMENTS	9	RESOLVE AN INTERNAL DISPUTE		

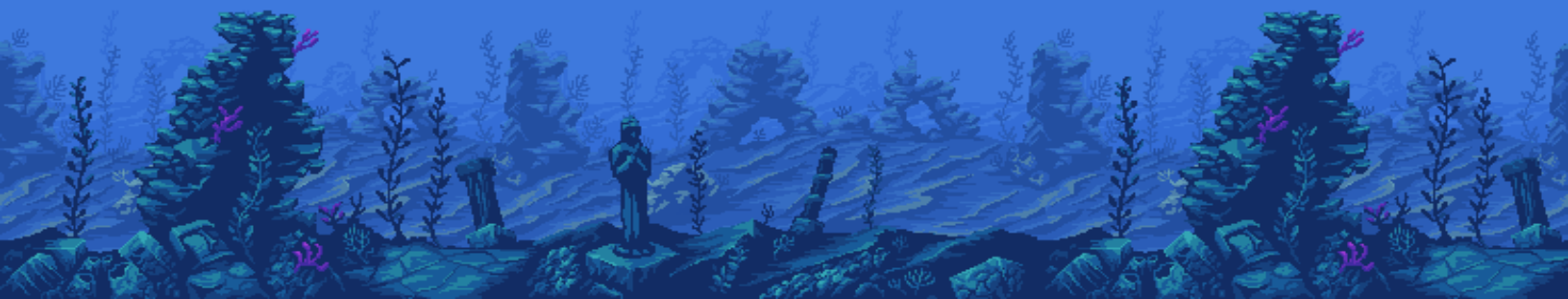


[MESSAGES]

All MESSAGES must comply with the following, standard format:

- All MESSAGES must have at least 2 sentences and at most 5 sentences.
- All MESSAGES must start with “I” / “My Department” / “My Office” and a verb or action. For example:
 - o I accept...
 - o My Department rejects...
 - o My Office proposes...
- All MESSAGES, except for the last MESSAGE on a term sent by the CHIEF BUBBLE OFFICER, must either ACCEPT a request, or include / modify a REQUEST.
- The CHIEF BUBBLE OFFICER’s final MESSAGE on a term must include the OUTCOME of the NEGOTIATION.

Before each player responds to the CHIEF BUBBLE OFFICER, or the CHIEF BUBBLE OFFICER responds to the players, they must roll 2D6. If the result is equal or larger than 7, they have a POSITIVE RESPONSE (think “Yes, and”); if the result is less than 7, they have a NEGATIVE RESPONSE (think “No, but...”).



[FINAL REMARKS]

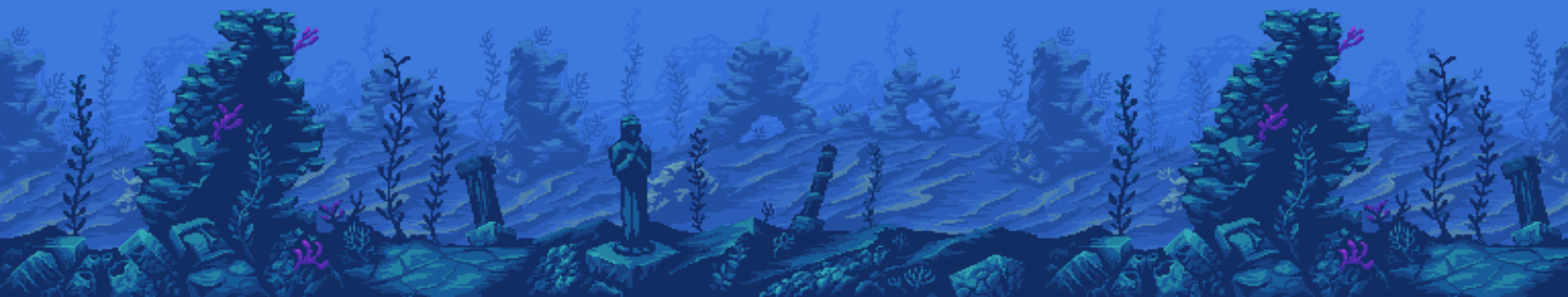
There is one other thing you MUST do: HAVE FUN! :)

This game is about having fun by pretending to be a boring corporate manager in an underwater world. It is NOT about actually solving any of the actions, everyone knows nothing gets done in big companies!

In BUBBLE CORP you will have to write and be creative, try thinking how best to achieve your goals and get a positive response from the CHIEF BUBBLE OFFICER. Change your milestone in the middle of a term if one is more achievable than the other! NEGOTIATE until you fulfill your GOALS!

Feel free to adapt the system to your needs: you can have multiple CHIEF BUBBLE OFFICERS, or alter the term lengths, or even play in-person instead of through CORRESPONDENCE. What matters is that you and your party have FUN!

Wishing you all lots of CORPORATE CHAOS!



[CREDITS AND ACKNOWLEDGMENTS]

Game designed by asteri000n (andres ignacio torres)

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Game designed during the Caracas Game Jam 2025

<https://caracasgamejam.com>

This document uses assets from the Underwater Fantasy Pixel Art Environment by ansimuz

<https://ansimuz.itch.io/underwater-fantasy-pixel-art-environment>

This document uses assets from the Deep-sea Creatures package by pixelLemm

<https://pixel-lemm.itch.io/deep-sea-creatures>

This game was loosely inspired by (although it doesn't follow) the Epistolary solo RPG system

<https://sunflower-wizard.itch.io/epistolary-solorpq>

Thanks for reading!

