Welcome to the illustrious press kit for #iHunt: Killing Monsters in the Gig Economy. Here you should find everything you need to get acquainted with our newest game. If you have any questions or want specific material not presented in this packet, email us at MachineAgeInc@Gmail.com.

#iHunt is a roleplaying story game about millennials killing monsters to make ends meet. It’s like Buffy meets Uber, Supernatural meets Fiverr. It’s economic horror, where the threat of eviction is scarier than any vampire or creature from the black lagoon.

While #iHunt presents dark subject matter, it faces the whole thing with humor and irreverence, and players are given the tools to find their own comfort levels between economic horror and action/adventure. Players will investigate, do research montages, battle monsters, and hopefully pay the bills.

#iHunt is based on a series of novels by Olivia Hill and Filamena Young, but players are not expected to be familiar with that material.

The game expects 2-5 players, and uses a handful of ten-sided dice, ideally with at least five in one specific color to represent "The Edge," a crucial gameplay mechanic.

WHAT YOU’LL FIND INSIDE

• Pages 2-3 are a piece of short fiction to give you a feel for the world and the style of stories we’re telling.

• Pages 4-5 are a fictional magazine piece talking about what the #iHunt app is, and who the average monster hunter is.

• Page 6 explains some of the basic rules concepts, and what makes #iHunt unique from a play perspective.

• Page 7 is full of information about us, who we are, and how to find out more about #iHunt.

• Pages 8-9 feature some of our favorite promo teasers about the game, to give you a feel for our tone.
Chapter 1
#LadiesNightOut

It’s Friday. I’ve got my paycheck. I’ve paid rent. I’ve paid the water and sewage. I’ve paid my phone bill. Everything’s good. Well, except I need groceries for the next two weeks, because, you know, food. I check the pile of envelopes by the door.

*Oh, also I forgot the fucking electric bill.*

Not that remembering would have changed anything; it wouldn’t make my check any bigger. And this one isn’t a late notice—it’s a shutoff notice.

I remember that my friend Elaine does odd jobs on some app. She said I’d be great for it, because I’m basically fit, and more importantly I need the money enough to do anything. She says it pays well, and it pays quick. So I grab my phone, and hope the bill payment went through so I have service. Sometimes it takes 48-72 hours for a payment to post when they shut off service. The phone says I’ve got a signal, so I call her up.

She tells me to dress in dark clothes. Dark clothes, I have. Light-colored clothes stain, so I have to replace them all the time. She has me meet her in an alley in a shit part of town. The kind of neighborhood you go to get robbed if you’re not a drug dealer or, well, a robber. It’s the kind of neighborhood where you can get apartments in cash with no background check. I had to live here a while after a particularly bad breakup where my partner fucked my credit score.

“What the fuck is this? I thought this was an app thing? Like you drive people places, or clean their apartment naked, or model for someone’s stupid juice machine.”

She looks over at me. “Be quiet. We don’t want to give away our position. You’re gonna want this.” She holds out a knife. Not a knife like I might use to serve birthday cake for the kids I’ll never be able to afford to have. A knife like I imagine would be between Dolph Lungren’s teeth as he creeps through a jungle prowling for otherworldly menaces. Jagged.

*Serrated? That’s the word, right?*

“What do I need this—”

“Shhhhh!” She snaps. She peeks around the trash dumpster. There’s a man walking down the alley. Big, in a suit. He’s got that feeling about him. Like you know he’s guilty of something. Something real fucking bad.

*Oh my god we’re robbing someone. She dragged me out here to help her mug someone.*

“This is him. Just follow my lead. No matter what you do, don’t stop, and don’t let him look you in the eyes.”

“What in the fuck Elaine—”

Before I can think, Elaine jumps out into the alley and jams her knife into his stomach.

“Elaine!” I stand, not entirely sure what’s going on right now.

*Oh my god she’s an assassin. This is a Senator and I’m gonna be on the run from the law for the rest of my life.*

The man looks down at his stomach, then to Elaine, then laughs. This is not the laugh of a
man who just took eight inches of Big Fucking Knife to the gut.

“Get over here and help!” Elaine snaps, then rips her knife free and swings it wide at his face. The man slaps her hand away, then punches her in the stomach.

Whatever’s happening, if I don’t act, Elaine’s dead. She’s had my back before. Whatever’s going on, she needs me.

Sometimes it’s not about who’s at fault, but who you need. I need Elaine. And right now, Elaine needs me. So I charge up behind the man just as he’s grabbing Elaine by the neck and lifting her off the ground. I wrap both hands around the knife handle, and plunge it into his back. I, like nearly one hundred percent of the population, have never plunged a knife into someone. This doesn’t feel right. Not like “you’ve done something wrong,” but like, “his back didn’t feel like skin.” His back broke away. It was dry, crumbly.

He isn’t bleeding.

“Don’t stop!” Elaine shouts as he drops her.

I don’t have to think twice. I stab. I stab again. I stab again. By the time he’s turned around to face me, Elaine’s gotten her knife and slashes his throat.

He falls to the ground, and his body crumbles to dust. I blink. I stare. I forget the cold night wind. I forget where you am. I’m staring at a pile of dust that I helped to… kill?

I drop the knife. While I’m gawking at the pile, Elaine puts something in my hand. Paper maybe?

“What’s that?” My voice is cracked. I’m not even sure if she could hear me.

“That’s $700. In the business, it’s what we call ‘your cut.’”

I look down. It’s a wad of cash.

“Huh?”

“I made $1,500 on this gig. Spent $100 on those knives. They’re silver-plated. Not cheap. The rest I split with you. Good first gig.”

That pile of paper looks like my electricity this month. It looks like next month’s rent. It looks like groceries. For a brief second, it looks like a pile of ash. It looks like the guy I kind of maybe just murdered. But mostly, it looks like groceries.

Elaine’s walking back toward her car.

“Wait!”

“What?” She glances back but keeps walking.

“Why the fuck didn’t you tell me what we were doing?” I hesitate for a moment, but start after her.

“If I told you, you wouldn’t have gone through with it.”

“You didn’t know that!”

She did.

And she was completely, 100% right. I wouldn’t be standing here with a fist full of grocery money if she told me what I were about to do. But now? I think I could do it again.

I think I will.

#iHunt: Killing Monsters in the Gig Economy
iHunt: It’s on the tip of everyone’s tongue. What is it? Are millennials making like their ancestors and stalking deer for dinner? San Jenaro Beat’s own Gina Esposito dives in so you don’t have to.

What is iHunt?

Kill monsters, get cash. Sounds fairly simple, doesn't it? After all, your favorite blockbuster Movieland™ superhero could fight werewolves in her sleep. Can’t you picture yourself bashing in zombie skulls like your favorite prime time drama character, except for the part where he murders racial minorities (spoilers!)? Well, it turns out, hunting monsters isn’t for the light of heart. Let’s talk for a second about the average #iHunt user:

- 21-35
- Single
- Renter
- High school or GED graduate
- Misdemeanor criminal record
- $40-100k debt
- Chronic medical conditions
- Working full-time elsewhere
- LGBTQ+

As you can see, #iHunting isn’t for everyone. Why does #iHunt trend toward the underprivileged? It appears that killing monsters is actually a highly dangerous line of work, with high casualty rates and excessive medical complications.

During my investigation, an #iHunt user who chooses to remain anonymous explained her situation. She deals with Crohn's Disease, and can’t normally afford treatment despite working 30 hours per week at Carver’s Supercenter and part-time at GameShop. To afford medical care to help alleviate her chronic pain so she can manage her normal work schedule, she takes on an average of one #iHunt contract every two weeks. She explained that on her hunts, she has to navigate the pain from her Crohn’s.
I’ll be calling her Tara. Tara isn’t the hardened, grizzled badass from your average comic book. She’s 32, going on 65 she tells me. She wears long, over-worn pencil skirts that range from faded brown to faded gray. That is, when she’s not on the hunt. She tells me she has to buy expensive cut jeans to keep her legs safe while pursuing her prey, and she can’t afford to get a skirt caught on a chain-link fence. She has a mousy voice you might expect from a librarian, although she says she doesn’t really spend any time researching ancient horrors in libraries. In fact, she says her favorite hunts are werewolves, since she doesn’t have to do much research. She says that after 11pm, after a full morning shift at Carver’s, and a closing shift at GameShop, the last thing she wants to do is research. Who could blame her? She says that killing a werewolf is exhilarating, and helps her forget about the pain for a while. After all, she jokes, it’s hard to focus on the pain of bowel inflammation when you’re being disembowled by a werewolf.

Dark humor, she says between sips of coffee, is a common trait in #iHunters. Everyone has a joke about how they’ll eventually die. Always on the hunt, never at home of illnesses or poverty.

Tara doesn’t date. She says she’d like to, but with 60 hour schedules and another 10 to 20 hours dedicated to the hunt, it comes down to either sleeping or dating. Sometimes she’ll find a hookup on the FlingFinder app, but it’s usually difficult to explain her hunting wounds and it really takes the fun out of a one-night stand. She says that some hunters end up in flings. While that means never having to explain bruises, it also means competing for contracts.

She explains that she’s definitely the average #iHunter. But they run the gamut. Some are outright criminals who can’t apply for jobs thanks to outstanding warrants. They like #iHunt because it pays under the table. Many of these hunters are just as willing to take out private contracts on other people, or to kill other hunters to stifle competition. On the other end, you have trust fund kids who hire small teams to tackle jobs efficiently, and make small fortunes. She knows of two CEO’s children who have turned #iHunt into lucrative business models this way.

I asked her if there was one thing she wanted readers to know about #iHunt. This is what she said.

“In a way, #iHunt is about control. Control of yourself. Control of your situation. If there’s one thing I’ve seen in every single #iHunt user, it’s that they’re under a huge burden and it feels like life is spiraling out of control. We’ll probably all die hunting monsters. But until then, we don’t have to worry about coming home to the electric being shut off or not being able to replace a pair of shoes when you’ve worn a hole through them. You know?”

I asked her to take me on a hunt, to see what this hot new app is all about. She agreed, under the strict condition that I didn’t get a cut of the bounty.

I told her I had a small stipend to pay consultants. She told me welcome to the hunt.

Then she told me to dress for a hike. Tara and I would be BFFs for the next week.
At its core, #iHunt is an action/adventure game with overarching gameplay mechanics that remind the players of power imbalances and demand they take charge of situations in order to win.

**DICE POOLS**

#iHunt uses a simple dice pool system for conflict resolution where you add a couple of standard traits together, roll that number of dice, and look for any dice that hit a target number. It should be familiar to most veteran RPG players.

It adds a few complexities though, including mechanics that let players "succeed at a cost" if they don’t roll well but still want to win.

**THE EDGE**

Where #iHunt really shines is its Edge system. The Edge is a mechanic which reflects the inherent power imbalance between monsters and humans. By default, monsters have The Edge, which gives them far more dice than the people they prey on. Hunters can "Seize The Edge" by learning about their opponents, by using their environments, and by otherwise tipping the scales in their favor.

One of the most important rules in #iHunt is:

**When there’s a fair fight, hunters lose. So hunters NEVER fight fair.**

**BURN OUT**

The other standout core mechanic in #iHunt is Burn Out. Characters have a limited resource called Ego, which reflects their raw amount of mental, physical, and emotional willpower. They have to expend it for things like their day jobs and bureaucratic messes they might find themselves in. They also have to spend this resource to initiate research montages, stakeouts, and other actions related to hunting monsters.

If they can’t afford to spend Ego, they get Burn. Burn represents pushing yourself so hard it causes real, lasting harm. Enough Burn and they get Burned Out. Burn works the way "hit points" and similar systems work in some other games, except the player can exhaust it through action, not just through harm.

**SELFIES**

Players improve their characters through a system called "Selfies." Since millennial life is defined through memories, moments, and experiences, this carries over to #iHunt. Any time an iHunter has an amazingly successful moment, an awful failure turned teachable moment, or just something cool in their life, the player can opt to turn it into a "Selfie."

Players can "Call Back" these Selfies the way characters in a TV show might. "Remember that time I..." and they get a little bonus in play. They can also spend these Selfies to buy new traits for their characters.

**HUNTER LORE**

Monsters are kind of like people... except when they’re different. Hunter Lore reflects all the things that separate monsters from people. Vampires might drink blood, die in the sun, be repelled by crosses, and need permission to enter a home. Those are all pieces of Hunter Lore.

iHunters use Hunter Lore to gain an edge on monsters. They collect snippets and factoids and all sorts of information that help them gain The Edge.

Hunters gain Hunter Lore through in-game action like research montages and Selfies.
ABOUT US

**Developer:** Machine Age Productions
Based in Tokyo, Japan.
Olivia Hill and Filamena Young are a couple of married queer dirtbag leftists with almost thirty years of table top game design and writing between them.

**Release Date:** 2019, Tentatively Late Spring

**Website:** www.ihunt.fun

**Price:** In money probably (price TBD)

**Hardware Required for Play:** Dice, people, the book, a crippling fear of economic unfairness.

**Killing Monsters in the Gig Economy.** The premise is that there’s an Uber-like app but for monster hunting. It’s economic horror, where eviction is scarier than any vampire. It uses an irreverent, dark humor to approach to tough topics.

It’s largely about marginalized people struggling to make ends meet, it disproportionately features marginalized characters.

**History:** In 2017, Olivia Hill released the first #iHunt novel, #iHunt: Killing Monsters in the Gig Economy. Within minutes of its release, fans asked, “where’s the roleplaying game? I want to kill monsters while being exploited by Tech Bros!” Well, five books later, you can!

**Related Media:**
#iHunt: Frankenstein’s Monster (Sort Of) (But Not Really) (Free novella!)
#iHunt: Killing Monsters in the Gig Economy (Novel)

**Features:**
- Game Mechanics that subtly enforce power differentials
- Humor, action, adventure
- Socially and politically topical urban fantasy

**Videos:**
Check out our trailer.

**For Logo and Icons:**
Check Out Our Site.

**Monetization Permissions:** It’s the age of streaming. With that in mind, Machine Age Productions allows for the contents of #iHunt to be transmitted through video broadcasting services for any commercial or non-commercial purposes. Monetization of videos created with and containing material from #iHunt is legally & explicitly okay from Machine Age Productions. This permission can be found in writing at our Press Kit Page.
WHAT IS MIDNIGHT BUT ANOTHER HOUR TO MAKE ENDS MEET?

YOUR DREAMS NEVER KILLED ANYBODY.

AND THAT’S WHY YOU’RE BROKE.

BUY THE BRAND NAME MAC AND CHEESE.

YOUR TRIGGER FINGER ISN’T GETTING ANY YOUNGER.

THE AVERAGE AMERICAN SPENDS $10,345 A YEAR ON HEALTHCARE.

THAT’S TWO VAMPIRES.
GO GET ‘EM, KILLER

KILL MONSTERS GET CASH
#iHunt: The RPG, 2019

DON’T SAY, “IT CAN’T BE KILLED.”

SAY, “IT HASN’T BEEN KILLED YET.”

NO MORE MEETINGS.
NO MORE MEMOS.
JUST KILLING IT.

iHunt: Killing Monsters in the Gig Economy