

ZOMBIES ARE CUTE – A STORY GAME BY BRYAN HANSEL

Zombies are cute. At least they were until they invaded your town and ate your parents and all your neighbors. Now you and your high-school friends must fight off zombies, escape to the nearest zombie-free refugee camp while coming of age.

Zombies Are Cute is a story game for 3 to 6 players.

Actions that zombie fighting high school kids can do:

- **Fight:** When attacked by x number of zombies, you fight. *Buyoff: Infection*
- **Growing up sucks:** Since all the grownups are zombies, looks like you need to grow up and take their places. Tell us what you did to start growing up. Usually means that you made a decision that the group must now follow. If an action doesn't fit elsewhere, it falls into this thing. *Buyoff: Maturation*
- **Experiment with drugs (optional):** Tell us the drug, why you took it and what you do when the drugs kick in. If you don't use this, move the circles to growing up. *Buyoff: Maturation*
- **Fall in love:** All zombie surviving high school kids want to fall in love. There's so few kids left that you better work hard to find your soul mate. *Buyoff: Affection*
- **Hunting/prove can provide:** When the group needs something, someone has to risk life to get it. Important items are food, cars, weapons, etc. *Buyoff: Infection*

Other actions that zombie fighting high school kids can do:

- **Fall in Love and Have sex as rite-of-passage (optional):** You're in love and have intercourse to move from innocence to whatever is next. Pick another character that you had love with and one who also has no affection left. You become soul mates. *Wound: Affection*
- **Suffer someone's death and come of age:** Someone close to you dies, and it helps you to grow up. Pick a character with the highest infection and he becomes a zombie. Kill him and change your trope to "Young Adult." The player gets to make a new character he'd like. *Wound: Second and subsequent Infection*
- **Personal growth:** Some action or event causes you to grow up. Tell us what in the latest action caused you to become an adult. Change your trope to "Young Adult." *Wound: Maturation*
- **Fighting with parents:** A subset of fight. Since your parents are zombies, you need to fight them. *Wound: First Infection*
- **Closer to home:** You get closer to the zombie-free refugee camp. Set a new scene that gets the group closer to the camp. Clear everyone's wound tracks. *Wound: Affection*

Game Rules

Before you learn the mundane game rules, you need to understand the most important rule of the game. It's called the conjunction rule. Here it is:

The Conjunction Rule: The person to left of the player whose turn it is sets up the turn by giving them a conjunction word to base the turn on. The conjunctions that you can use are: although, but, therefore, unless, yet. Each conjunction requires a unique response to the previous player's turn:

- **Although:** In spite the previous player's action, you're going to do your own thing.
- **But:** Your action must contrast the actions of the previous player or the crap should hit the fan.
- **Therefore:** Whatever the previous player did caused something to happen. Your action follows that result.
- **Unless:** Whatever the previous player did, worked, unless you do something different.
- **Yet:** Whatever the previous player did, didn't work, so you gotta fix it.

Optional: Simplify by using only Therefore and But.

Make Your Character

First, you make a character. Your group should have an equal number of boy and girl characters unless there are an odd number of players. If that's the case, get as equal as you can. To make a character write a name on a gender appropriate character sheet:

Boy: Jim, John, Rob, Mike, Bill, Dave, Rich, Charlie, Joe, Tom, Chris, Dan, Paul, Mark, Don, George, Ken, Steve, Edward

Girl: Mary, Patricia, Linda, Barb, Liz, Jenny, Maria, Susan, Marg, Lisa, Nancy, Karen, Helen, Donna, Carol, Sandra, Sara, Amy, Anna

Describe your character using a high school trope.

High School tropes: Alpha bitch, average guy, band, big man on campus, book dumb, brilliant but lazy, bully, bully hunter, the cheerleader, class clown, cool loser, delinquent, education mama, goth, hippy kid, homeschooled kid, jerk jock, lovable jock, smart kid, thespian, teacher's pet (many from <http://tvtropes.org>)

Then tell all the other players about your character. Everyone is friends somehow. Figure out how.

Here's how you play

The person who suggested the game goes first. He describes what happened to cause the zombie apocalypse. Then the person to the left goes. Play proceeds clockwise around the table. On your

turn, your actions modify or build on what the player to your right did. The player to your left gives you a conjunction.

On your character sheet, note the open circles after the listed actions that your character can do. When you do one of those actions, close the circle by crossing it off. After closing an action's circles you can't do that action anymore until you buy it off by closing one "wounds" circles which are Infection, Affection and Maturation. Once you buy off an action you get all the action's circles back.

Optional: For a longer game, draw one slash of a cross instead of a full cross when crossing off a circle. It takes two slashes to close off one circle.

You can bring other characters into your action by selecting one with an open circle (unless the games fiction has made it unlikely that they'd be there). If a character that you want to join doesn't have any open circles, his player may buy off that action to join you; otherwise he can't join (See fight below for an exception to this rule).

Once you close all the circles of a wound, you play one of the "other actions" on your next turn. For "Fall in Love" you need to time it with another player so that she also crosses off all her Affection wounds before your next turn.

Two Additional Rules:

1. When taking an action, you can't do the same action as you did during your last turn unless you have no other actions left.
2. If everyone takes a turn and no one does a fight, the next player must do a fight. If he has no fight circles left, he must buy it off. If he can't buy it off with Infection, then use another wound to buy it off.

Making an Action

When you make an action, you play off of the previous action using the conjunction. Then you add your flavor to it. Depending on the players, you can just write a sentence or two about what happened or full-on role play. It's up to the group. In the below examples, the fight descriptions are skipped.

An example of writing sentences: Rob, an average guy, finds a flower with a snapped stem. He breaks it off and gives it as a sign of love to Mary, a hippy kid. She accepts it and weaves it into her hair (both cross off a love circle), but (play passes) Barb, the thespian, screams at the top of her lungs, "Zombies." A fight breaks out and the flower is smashed under the foot of a zombie (all three cross of a fight circle). And yet (play passes to Mary), after we cut the Zombies' heads off, Mary finds the flower and places the smashed petals in her hair (she crosses off a love circle).

An example of role playing: In the game, Rob, an average guy, Barb, the thespian, and Mary, a hippy kid, are playing in that order.

Rob: I find a flower and hand it to Mary and say, "Here's a flower that I found. I thought that you would like it." (Crosses off a love circle.)

Mary: It's so groovy. I'm going to weave it into my hair. (Crosses off a love circle.) It's looks so beautiful.

Barb (play passes to Barb and Mary gives her the conjunction "but"): The flower is touching, but I see ZOMBIES! Rob and Mary we need to fight. Stop messing around. It's no time for childish crushes. (They fight the zombies and cross off fight circles.)

Mary (play passes to Mary and Rob gives her the conjunction "yet"): Yet, I'm glad the fighting is over, and giving flowers isn't a childish crush. We need love to keep our humanity.

Barb: Love is just a word in a play.

Mary: I take the smashed flower petals and weave them into my hair. (She crosses off a love circle.)

Rules for Fighting

During each encounter, the group must fight one more zombie than the last fight. The first fight is always three zombies. The number resets if someone plays the action "Closer to Home." When a player takes a fight action, anyone that's there must fight even if they don't have any fight circles left. They just cross off another action circle on their character sheet.

During a fight, play goes around the table like normal with each character killing off a number of zombies until all are toast. If any parents are involved their son or daughter must kill them off. On your turn, you tell everyone how you kill off each zombie. You get to kill a number of zombies equal to your infection plus one. For example, if you have two infection circles crossed off, you get to kill three zombies.

After the fight is over, the players pick a new seating arrangement and play resumes with the player to the left of the player who started the fight.

End Game

If all the players play "Closer to Home" at least once the characters reach the zombie-free refugee camp. Everyone gets to say how their character lives in the camp. Then the game ends happily ever after.

Zombies Are Cute - Boy

Name: Trope:

Description:

Fight

Growing Up

Drugs

Love

Hunting

Infection

Affection

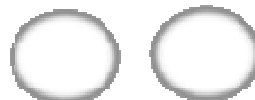
Maturation

Zombies Are Cute - Girl

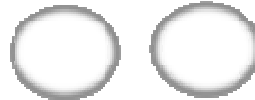
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Description:

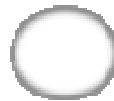
Fight



Growing Up



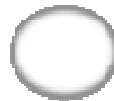
Drugs



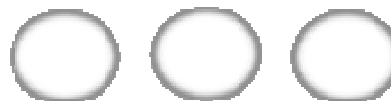
Love



Hunting



Infection



Affection



Maturation

