

Zombië Porn

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With help from Michael Maleficum

A role-playing game of love beyond the veil of death

For players over 18

She wrapped the coat tightly around herself. The lepra stripe wasn't her favorite place. All of them standing there, selling their bits... who'd want to buy anything like that, disease-ridden crap that would fall of the moment after you sowed it on? She needed something fresh, something that still pulsated. A new vagina.

A few blocks away she saw Putrella, the tranny who'd been her friend for all these years. Through so many movie shoots, penetrations and limb changes. Her friend – and now her prey. In the world of Zombie porn there is only one law: Amputate or get amputated.

She drew the knife. Putrella always had her dick hanging out – the bragging bitch loved showing off her meat sausage. It would be harder to get to the other goodies she wanted. But she had to have them, had to stick to her image as a zombie teen. She'd had that image ever since “Schoolgirls From Beyond The Grave”. Her breakthrough. So many years ago, so many body parts...

The blade gleamed in the glow from the streetlights. “Putrella?”

Putrella turned toward her with a stiffening smile.

“Is that a surgeon's scalpel in your pocket, or are you just happy to see me?”

Game concept

Zombie Porn is a GM-less role-playing game that asks the question: "How far are you willing to go to survive in the undead entertainment industry?"

The characters are citizens of the Valley of Death, the capital of the underworld, the biggest collection of dead meat below the surface of the earth – and the centre of the necro porn industry.

During the game they'll record porn movies, increase their status in the industry, hunt for body parts in the cold dewy Necropolis morning, and try to protect their own body from other hunters...

...all the while looking for true love. For everyone.

You win by getting the highest Image score. But if you can't make your Love – love for everyone – balance your Angst, fame won't help you. Then you lose no matter what.

Scenes and Flowcharts

The game is divided into scenes of different types: Movie shoots, hunts, love and navel-gazing. On the following pages you'll get an overview of what the scenes do.

Pick a player to start the game. Turns go towards the left.

On your turn, do this:

- Pick the flowchart for the scene you want to play. The flowchart shows when different players should narrate, make choices, and roll dice.
- Start on the square marked "Start", and follow the arrows
- In each square (or circle, or diamond), follow the instructions given
- Some squares require you to make a choice, or roll dice. Follow the arrow that corresponds to your choice, or the result of the roll.
- If a square tells you to narrate something, you can describe the action in as much detail as you want. This is where the story happens. Use the other characters' attributes, gorge yourself in adjectives, speak with pathos. Entertain yourself and the others!
- When it says the scene ends, it's the next player's turn.

Scene overview

Here's a brief overview of the scenes. These are **not** the rules for each scene – the actual rules are on the flowcharts.

Movie shoot scenes involve two or more characters. The aim of these scenes is to build up the characters' Image. The more intact a character's body is, the greater his/her chance of shooting a good film. Movie shoots with characters they have no Love for will increase a character's angst. Primadonnas will increase their Image fast, but their Love will cool off quickly.

Inside every player there's a porn director throbbing to get out! In the movie shoot scenes you show what you're good for. Give the other characters fitting costumes! Make an art film! Do your thing!

Hunting scenes involve two characters. The aim is to acquire body parts – either because the character lacks a few, because they want to stop a rival from getting famous, or just because they want to build up a selection for later use. During the hunting scene the character will use their own body parts as a stake – often several times in a row. These scenes increase a character's Angst.

The hunting scenes are the hardest conflict scenes in the game. Play hard. No mercy.

Love scenes involve two characters. The aim is to increase the characters' mutual Love. Characters who share a lot of Love won't want to steal each others' body parts (that only causes Angst), and will enjoy doing movie shoots with each other, which will increase their Image. Without Love, Image won't help, after all. Love scenes can also decrease a character's Angst.

Love doesn't have to be only for lovers. Try some scenes with respect, family love, or the love between good colleagues.

Navel gazing scenes only involve one character. The aim is to show the character's fear, uncertainty and despair over the terrible choices of the porn death life. These scenes decrease a character's Angst. They can also increase the character's Love to another character, one-sidedly.

Navel gazing is for great melancholical solo scenes. Play with pathos. Solitude is beautiful.

Characters

Take a few moments to think about what kind of character you want to play. Having a clear view of the character's image as a porn star will help you greatly. What kind of roles does he/she get typecast for?

A character consists of the following:

Name. All names should be related to death or disease. If you can combine that with something of a sexual nature, that's great. Be inspired by venereal diseases, bad puns, pathological jargon and the porn industry.

Examples: Cancer Genitalia. Sulthanatos. Syphilip Cockburn. Vagina Pectoris. Necro Stud. Staphylocock. Syphilissa von Tittenburg.

Image. Image is both a description, which tells you how the masses see the character, and an attribute, which shows the star power of the character. Make up the description yourself. Image starts at 0.

Examples: The Motorcycle Man, the Acid Balls of Bethlehem, the Schoolgirl with no Insides, the Pig Farmer, Doll who can take Anything, the Pet Cemetary Gravedigger.

Angst. Angst measures how badly the character feels. If the character's Angst gets to 5, the character will implode in a lump of horrible emotions. All body parts will be given to the general public, and the game is over – but the character can still win. Angst starts at 1.

Love. The characters have different Love scores for each of the other characters. Write down the names of each of the other characters. Divide 5 Love points across them (0 is the lowest). This should be done in secret; nobody knows before the start of the game who loves them the highest – or the least.

Body parts. Each character has 6 active body parts. The player chooses what those parts are, but they all have to be different. Consider the character's Image when choosing body parts – make sure every part can be tied in with the image. It's good if some of them could easily be used in a porn film shoot.

Write down the body parts on six cards. Write in big, clear letters so that the other players can use your body parts in their narration. Feel free to draw.

Examples: Vagina dentata, penis fingers, head with foreskin, vaginanus, expanding doll mouth, earthquake breasts, scythe-shaped penis.

Zombie Porn

Character sheet

Name

Image

Love for

Love for

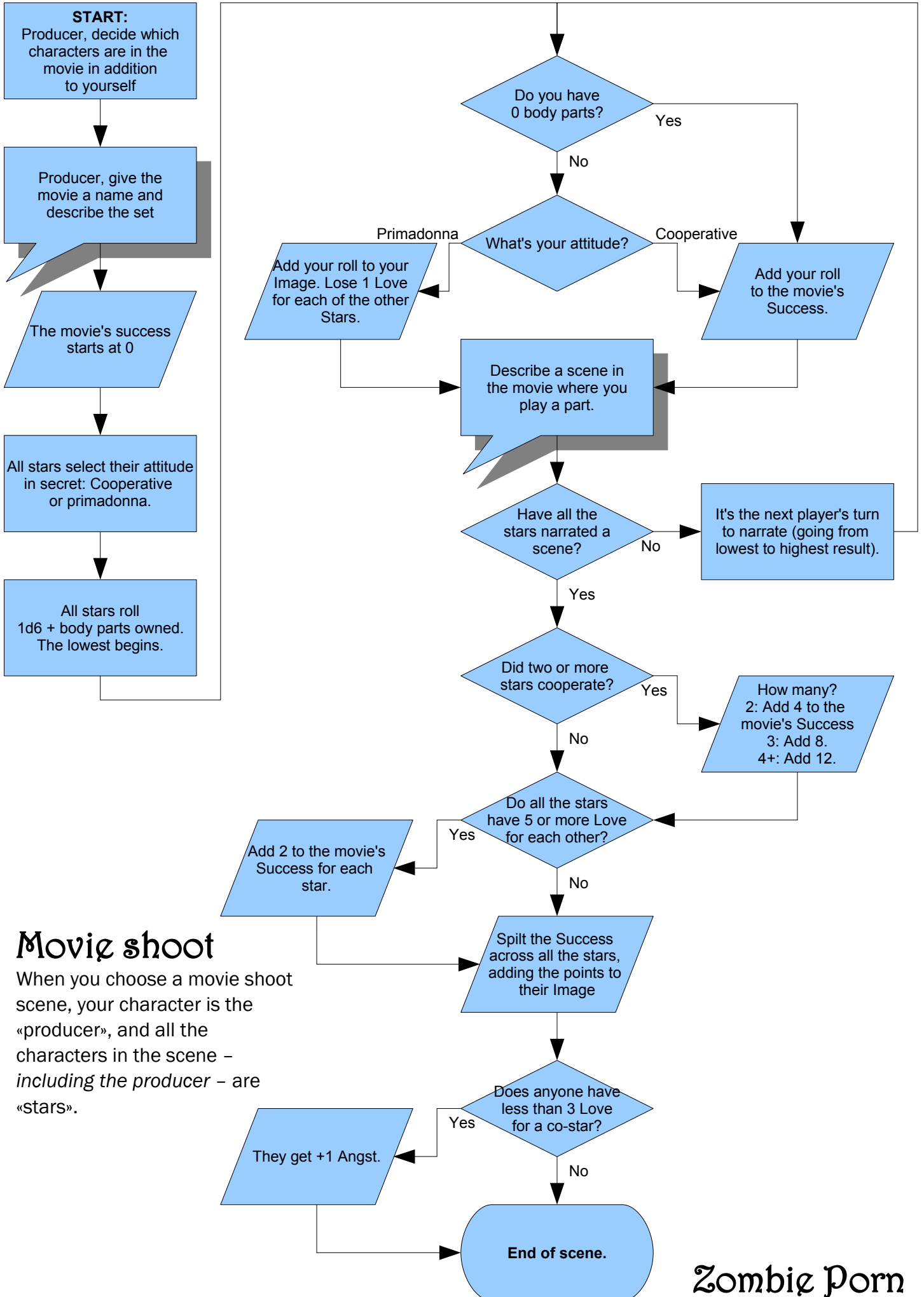
Love for

Love for

Angst

Body parts (fill in and cut out; draw if you like)

| | | |
|-----------|-----------|-----------|
| Body part | Body part | Body part |
| Body part | Body part | Body part |



Movie shoot

When you choose a movie shoot scene, your character is the «producer», and all the characters in the scene – including the producer – are «stars».

Movie Shoot Scenes

On the opposite page you can find the flowchart for movie shoot scenes. The flowchart contains all the rules for those scenes. Below is an example of how such a scene might play out.

Example

Sulthanatos invites Syphiip and Cancer to a movie shoot. Sulthanatos and Syphilip choose to cooperate; Cancer is going to play primadonna. Sulthanatos rolls a 9, Syphilip rolls a 7, and Cancer rolls 11. Syphilip starts narration, Sulthanatos follows up, and Cancer – the primadonna – finishes.

The movie's Success is $9 + 7$ (Sulthanatos + Syphilip), +4 because two characters are cooperating – sum 18. These points are split across all three characters – 6 points of Image each. In addition Cancer gets her roll of 11 points, for a total of 17 Image points.

Sulthanatos has Love 3 for Syphilip and 2 for Cancer. He gets 1 point of Angst for being in a movie with Cancer.

Syphilip has Love 4 for Sulthanatos and 5 for Cancer. No Angst.

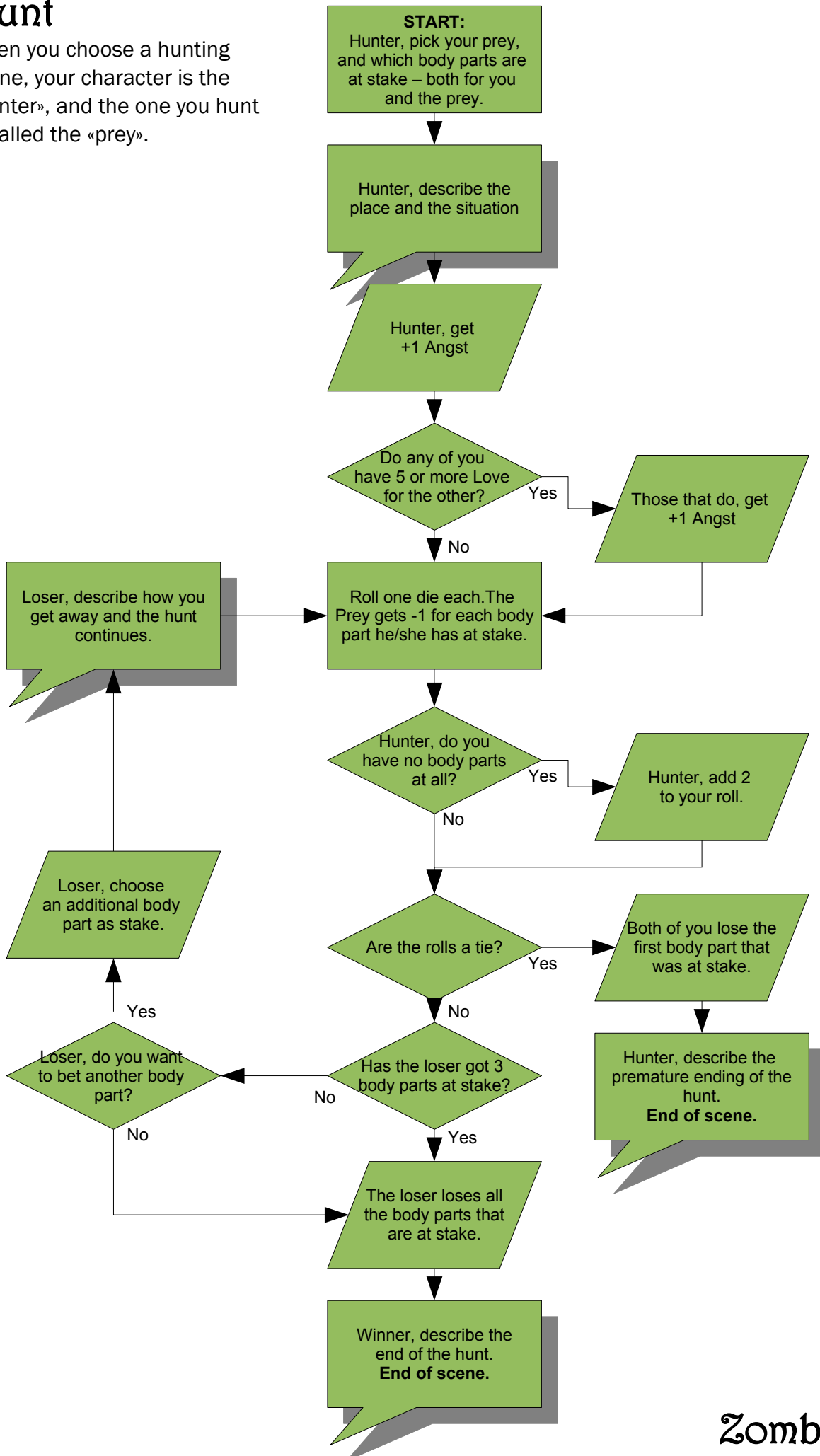
Cancer has only 1 Love for each of the two others. She gets 2 points of Angst. In addition she loses 1 point of Love for each of them for being such a primadonna – and ends up with 0 Love for them both. A cold, cold woman.

Some suggested movie sets

- The schoolgirl's bedroom, with pictures of famous killers on the walls, and headless vibrating teddy bears
- The hotel room, with naked, sterile walls that someone's written on in blood - "redrum", "helter skelter", "amputee or amputator"
- The marvellous rococco palace where the king and queen are still lying in a majestic rigor mortis embrace
- In an office in the blood money scrapers, where the beautiful assistant has a job interview with the handsome hangman.
- In a hot air balloon made of human skin, high above the city
- In the barn, as maid and stable girl frolicking in the hay as the barn burns down

Hunt

When you choose a hunting scene, your character is the «hunter», and the one you hunt is called the «prey».



Hunt Scenes

On the opposite page you can find the flowchart for hunt scenes. The flowchart contains all the rules for those scenes. Below is an example of how such a scene might play out.

Example

Sulthanatos doesn't like Cancer, and hunts for her in the whore halls. He bets his left arm; she puts her head at stake. Sulthanatos rolls a 4. Cancer rolls a 2.

Cancer wants a re-roll. She narrates how three whores get in Sulthanatos' way, demanding intercourse. She now adds her buttocks to the bet, and gets -1 to her next roll. She rolls a 5, -1 for a sum of 4. Sulthanatos rolls a 5.

Cancer's in trouble! She asks for yet another re-roll, narrating how she slips in a pool of blood and is propelled downhill. She bets her right leg. Her roll is 5, -2 for a sum of 3. Sulthanatos rolls a 3 as well.

It's a tie! They both lose a body part. Sulthanatos loses his left arm; Cancer loses her head. Sulthanatos narrates how they both slide down onto the freeway and get run over, and the ambulance personnel aren't able to retrieve all the body parts in the heavy traffic.

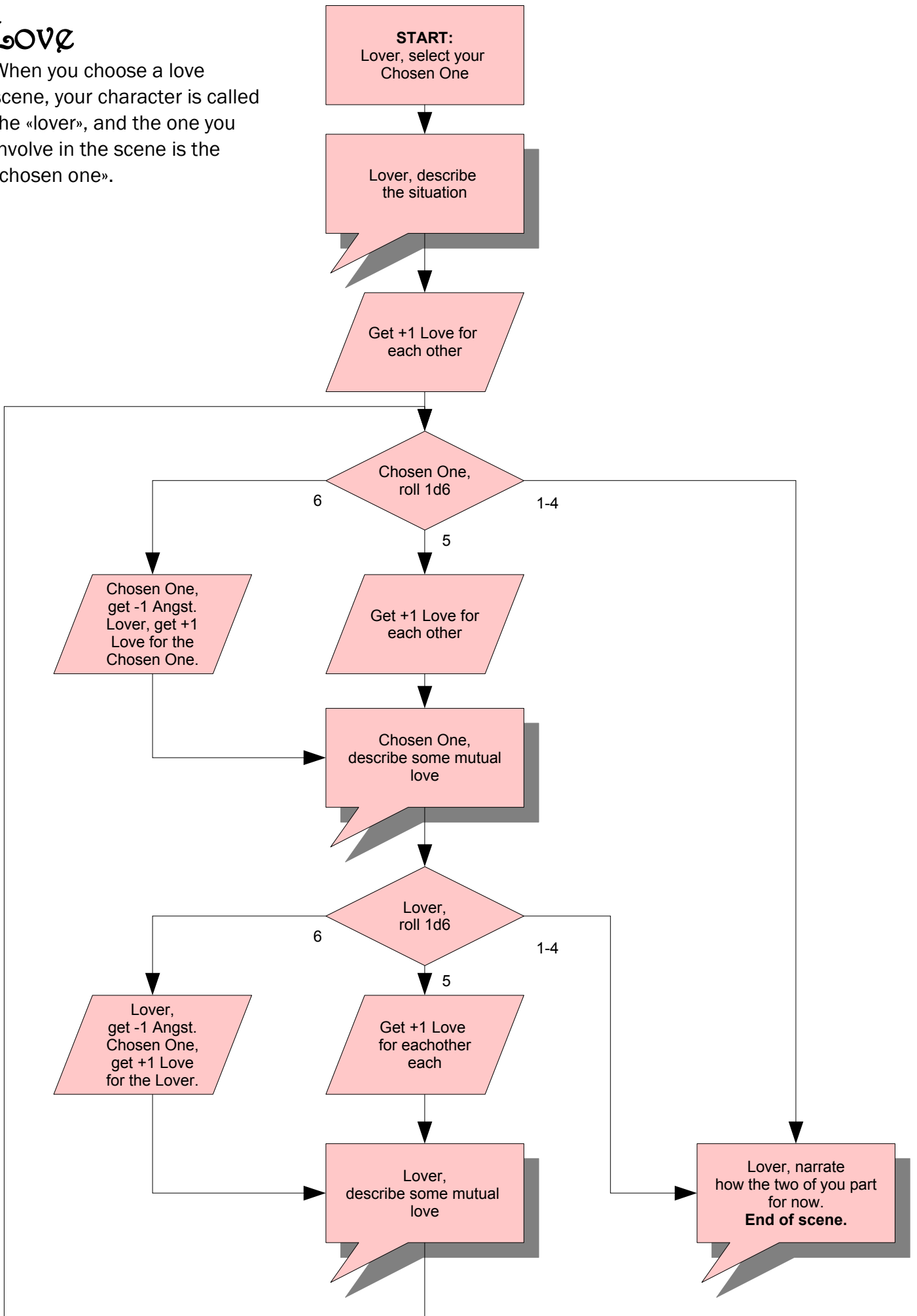
Sulthanatos gets 1 point of Angst. None of them had 5 or more Love for each other, so they don't get more Angst than that.

Some suggestet locations for a hunt

- The Lepra Stripe, where the undead hawk their fallen-off body parts
- Route 666, the freeway with no speed limit, taking you from home to hell in less than five minutes
- Bone Wood, where happy families eat home-made ham
- The Blood Money Scrapers, the city's business district, where lunch is a pile of cash soaked in sweat and blood
- Down Stinx, the pus river, in the uncooperative ferryman's boat
- On a tightrope of entrails across Hell Canyon, breathing evil hallucinogenic gases

Love

When you choose a love scene, your character is called the «lover», and the one you involve in the scene is the «chosen one».



Love Scenes

On the opposite page you can find the flowchart for love scenes. The flowchart contains all the rules for those scenes. Below is an example of how such a scene might play out.

Example

Sulthanatos and Cancer decide to make up. Cancer initiates a love scene on her turn. She invites Sulthanatos to a grave robbery. They both get +1 Love for each other.

Sulthanatos rolls a die and gets a 5! While digging, belly deep in earth, he tells Cancer how beautiful she is and how her grinding bones give him the chills. They both get +1 Love for each other.

Cancer rolls a 6. She loses 1 Angst, they both get +1 Love for each other, and Cancer takes Sulthanatos for a walk down the banks of Stinx while they gaze at the bleeding moon.

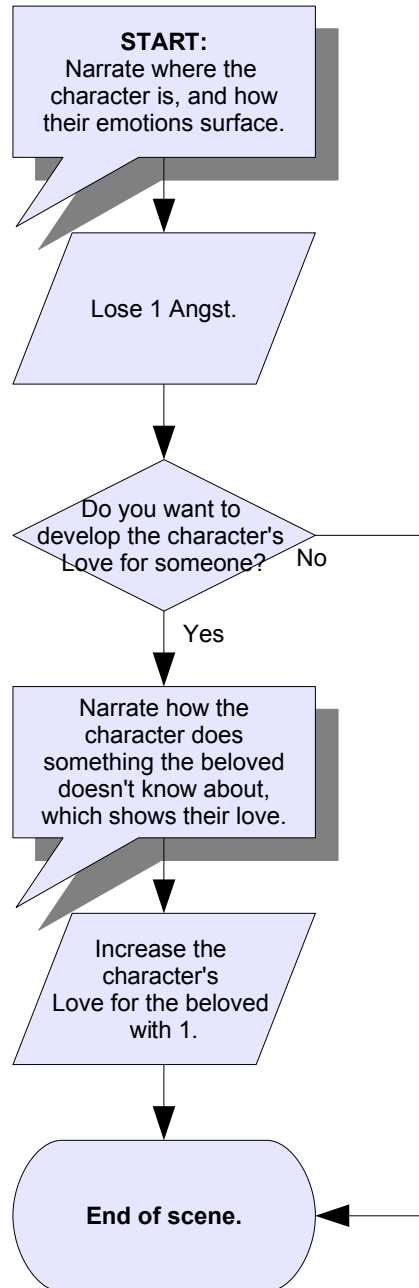
Sulthanatos rolls a 2. They part ways, and the scene ends.

Some locations where love may blossom

- At the popular lunch bar Canniballs
- Beneath the sparkling comet storm, while the children scream
- Walking along route 666, watching the wreckages
- In the acid rain
- By the mass grave crater west of town

Navel gazing

In these scenes there's only one character present.



Navel Gazing Scenes

On the opposite page you can find the flowchart for navel gazing scenes. The flowchart contains all the rules for those scenes. Below is an example of how such a scene might play out.

Example

Cancer walks along the beach of the dead lake, picking up the bleached bones of malformed sea creatures. She chokes on her tears. Blood runs out of her eye sockets, coloring the sand a brownish grey. She digs a hole in the sand. Slowly, she tears out a fingernail and puts it in the hole. "For you, Syphilip, although you never knew", she whispers.

Cancer gets -1 Angst, and +1 Love for Syphilip.

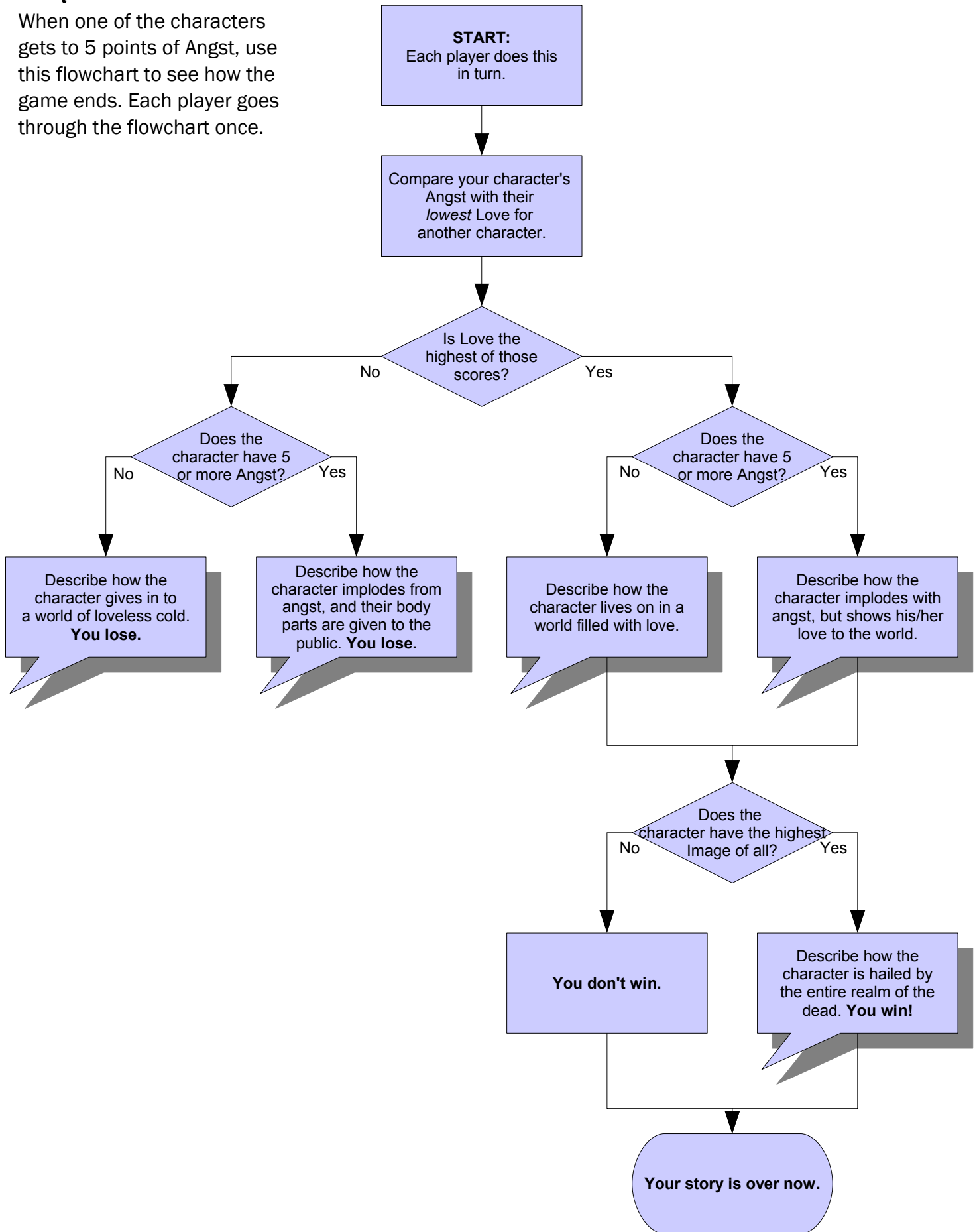
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Some places to get emotional

- The desert, where the Temple of Skulls lies in solitude
- All alone in the masses that are eternally running out of the Torture Palace
- In the razorblade-filled bathtub at home
- Jogging around the dead lake
- Beneath the sky filled with spiralling stars

The End

When one of the characters gets to 5 points of Angst, use this flowchart to see how the game ends. Each player goes through the flowchart once.



The End of the Game

When one of the characters gets 5 points of Angst, the game ends.

Think about what the characters' actions throughout the game say about them as people. About life vs. death.
About love vs. career.

And then a winner must be declared.

There's a flowchart for that, too.

Strategy

You don't have to read this guide before playing. In fact, it's probably best if you try the game once or twice first. Feel free to return to this section later!

You only win at Zombie Porn if you:

- Have more Love than Angst, even to the character you love the least;
- And at the same time, you have the highest Image score of all the characters.

These are tough criteria, but nobody said it was easy to be an undead erotic artist. It's indescribably painful – and indescribably beautiful. Remember: You can win the game *even if you implode from angst*.

Here are a few situations you should take advantage of during the game:

Asymmetric Love. It's wonderful when you love someone else more than they love you – especially if they have less than 3 Love for you. Involve them in movie shoot scenes as often as you can. They get +1 Angst every time!

Asymmetric love is a result either of navel gazing scenes, where you increase your unrequited Love for someone; or by assigning a lot of Love to another character at the start of the game; or by someone rolling a 6 in a love scene.

Be aware of the danger that you might get Angst from being hunted – it's not always safe not to be loved by everyone.

The Perfect Primadonna. If you can build up a good team spirit, so everyone has Love for each other and cooperates on the movie shoots, everyone will have fairly equal Image scores. That's the perfect environment for backstabbing your friends. The more characters cooperate, and the more Love they have for each other, the greater the total Success of the movie. If you choose to be primadonna in a situation like that, you'll score a huge amount of Image in an instant – and be a head above the rest!

You can also play the primadonna in small-scale productions, where you only involve someone you have 0 Love for. If they have low Love for you too, they'll get Angst while you get more Image without losing Love (it can't go below 0). For this strategy, make sure to have a lot of body parts.

Are you close to winning? Go hunting! If you have the highest Image score, and at least 6 Love for everyone – you should go for a hunt. You'll get Angst, and can reach 5 points so the game ends without the other players having a chance to change their scores. If you hunt for someone who really loves you, or who you really love, you get 2 points of Angst all at once!

Involve characters with social phobias! Big movie shoots with someone who doesn't have a lot of Love is a good idea. It can give them 1 Angst for each co-star – with some clever calculation you can arrange so they'll implode from Angst, and make the game end. Since you're not the one imploding, you can probably make do with less than 6 Love – and therefore more Image.

Go hunting together. If you see that one of the other characters has a lot of Image early on, you can arrange with the other players to run several hunt scenes against the leading character in a row. That way you get to divide the leader's body parts among you, so he/she'll do worse in later movie shoots while the rest of you catch up. Note, though, that this sort of cooperation can turn around and bite you.

Stop a bad trend. If you see you're heading for way too much Angst, and don't have a lot of Image – take a break from the rat race. Choose a navel gazing scene. You'll lower your Angst, and can build up some asymmetric Love as well (see above). Then you'll be ready for a new movie shoot.

Also consider initiating love scenes with other players in order to slow down the pace and inspire others to control tendencies toward movie shooting hysteria. The game encourages movie shoots with all characters involved, and that will make you rack up Angst very quickly.

Metagaming. Another ruthless tactic is to play on people's need for character portrayal and sensible dramaturgy. You can initiate love scenes with others so they'll feel bad about hunting you later, which lets you keep body parts and increase Image. (Of course it's a good tactic to hunt people who initiate love scenes with you, but a lot of players will be inclined to follow the story, without reflecting on the fact that the cold of the Valley of the Shadow of Death is merciless and that you can't be concerned with narrativistic ideas in a gamist industry of necrotic porn).

You can also count on how people, completely in line with the conventions of the industry, will repeat successes and make sequels so that you won't have to spend your turn initiating movie shoots. And if two players are cooperating too well with each other, make sure to narrate things that can split their characters apart, by playing on jealousy and envy, for example.

But when all is said and done, the most important tactic is this one:

Make sure to entertain. Play for fun, tongue firmly in cheek. Get into your narration, and play it like a game. Make sure to involve the other players in your colorful descriptions, knowing that everyone loves to be noticed, and certainly use humor. That makes the game fun for everyone – and that's also to your tactical advantage. Because no matter how much you hunt for other characters' body parts, play the primadonna or cheat them of Image points, they'll invite you to love scenes and movie shoots again and again... as long as you're a *good* primadonna.

Design Notes

My plan was to make the most horrible game for the R.I.S.K. 2007 competition. I tried a few concepts; some were horrible in content, others in execution. Then this thing appeared one Thursday morning after a night of wine, illness and crying children.

The game has many influences. I've heard of a few Danish scenarios that might be similar in concept: "Tropical Zombies" and "Helt i bund" (though I've never played them). But the game's structure is based on things I've heard about the boxing game "Contenders" and – importantly – on playing Skjalg Kreutzers "Downtown" and Paul Czeges "My Life with Master".

In many ways, this is a friendly parody of the Forge trend: Narrativistic role-playing games with strong rule mechanics, especially if you consider with the focus on resource management and using points as a "carrot" to lead the players. I think these games are fun, and some are very good; most have some huge, gaping holes in them that I can never quite get around. The ones I think are possibly the most promising, but incomplete or incomprehensible, are "Under the Bed" and "Nicotine Girls". With both of these I've had good, sometimes excellent games, which at the same time were marked with great uncertainty as to how they're actually supposed to be *played*.

At the same time, we're obviously deep inside White Wolf country. Not only is there an attribute for Angst, it's a dreadfully pretentious game about love and death and all that.

The game was originally written to be a fun read – but it provided unexpectedly fun play. After the initial scene, which can often be pretty uncomfortable, you quickly get into a mode where competition drives the story forward – until it ends with a scream. And applause.

Appearance-wise I've chosen not to use illustrations, except for the flowcharts. I think the game is better served with letting people picture blood, gore and interacting genitals in their own heads.

It's strange to put down so much work in something so thoroughly rotten. But it's a blast to play, and gives people a good laugh – so why not?

Amputee or amputator. Yeah, why not?

Thanks to my playtesters:

Magnus, Jo, Ole Peder, Michael and Tor Kjetil

Zombie Porn

Movie log

Movie

Scene

Scene

Scene

Scene

Scene

Scene

Success

Total success

Use the movie log if you'd like to record a fun game to look back on later.