1

Hello you game nerds! We're going to write a zine for zinequest!

2

Before we begin, you need a genre. Everyone share the genre of the last movie or tv show you watched.

3

Now pick two of those.

4

That's your genre. Yup, both of them. Doesn't make sense? That's the best kind.

5

We're going to go clockwise and read prompt cards. They'll tell us to make up part of a game.

6

Some things will appear out of order. That's the idea! A feature, not a bug.

7

At the end we will name our game. Don't name it now! No! Stop!

8

This game assumes you are writing a PBtA game for zinequest with your fellow players.

9

If that's not your intention, give it a moment, this might grow on you.

10

Or turn into a mess, I don't know. PLAY TO FIND OUT!

11

There's an X card, use the crap out of it!

12

X stuff!

13

X this card!

14

Felt good right?!

15

Get some pen and paper handy, or share a spreadsheet if you are online.

16

You'll be making four playbooks

17

A set of MC moves

18

A set of basic moves

19

You'll make a setting for your game

20

And some other stuff too! I don't even know what yet. I'm writing this game stream on concious after a nap ,and hope to finish it by the time I drink this cup of coffee!

21

Oh, one last thing!

22

Don't do a lot of editing!

23

By all means X stuff though! You can X this card, it's okay! It's part of the game!

24

But don't over think your answers, these are broad strokes!

25

After the game you can sort out reward levels and how to structure your stretch goals.

26

DETAILS ARE FOR ANOTHER TIME!

27

BE BOLD AND FREE!

28

Laugh a little too!

29

AND DON'T NAME YOUR GAME UNTIL THE END!

Name a basic move! If you have mecahnics, write notes, not rules! EMULATE GENRE!

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Name an MC move! Just a few words, that's all there is to them!

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Name a playbook! First thing that pops into your head!

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Name a playbook! First thing that pops into your head!

What does your game do that's different from regular PBtA? +1 FORWARD IS GOING TO ASK YOU ABOUT IT! MAKE THIS COUNT!

DRINK COFFEE!!!! OR TEA!!! OR WATER!!! BIO BREAK!!!

Grab tech from another game! Credit your inspiration! Steal like an artist!

Describe the cover illustration for your zine! OOOHHH! FANCY!!!

Name a playbook stat! One word! First one you think of!

Name a playbook stat! One word! First one you think of!

Name a playbook stat! One word! First one you think of!

Name a playbook stat! One word! First one you think of!

What happened in the past of your setting that changed the world to how it is now? NIFTY!

What is happening right now that the game concerns it's characters with? COOL!

What will happen in the future of your setting if character's don't intervene? SCARY!

Name a playbook move!
Assign it to a playbook!
It's okay if they don't
have the same number!

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Intimacy moves? Yes?
No? Your choice!

Write the title of a 'pick
list'! TITLE ONLY YOU
OVERACHIVER!'

Write the title of a 'pick
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Name a trope. Put that trope in your game. CALL IT ART!

OOOOH, yeah, edit that thing. You know the one. It bothers you. It's cool. A little editing won't hurt.

Pat your self on the back for a good idea! NICE JOB!

What is the title of our zine?