

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 mechanics, 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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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!

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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?