

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!

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

Name a playbook!
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into your head!

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!

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you think of!

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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!

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

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

Intimacy moves? Yes?
No? Your choice!

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

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

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'pick list'! TITLE ONLY
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Write the title of a
'pick list'! TITLE ONLY
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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?