



THE PLAGUE YEARS

In the last years of the old century a terrible plague swept the land, a horrible wasting sickness that ended not in death but undead. The living desperately sought a solution. This game follows the adventures of one small band of heroes on a single day in the plague years.

Everyone is looking for a cure for the plague but pick another reason why the heroes are braving the underworld: True Love, Betrayal, Blind Ambition, Revenge, Hubris, or Refuge. The rest of the game builds on this theme.

Each player picks a hero to champion and decides if they want good or bad things to happen. In this game you don't run a single character, you run all the characters. Good players make good things happen for them. Bad players make the hero's lives harder.

SO HOW DO I PLAY THE GAME?

The Plague Years is not a typical dungeon game. Instead of exploring a dungeon minute by minute, action moves from scene to scene. Each scene is linked to a picture. The first scene is "Daylight". The game ends when the players pick "Daylight" a second time.

One player acts as the game host. Their job is to keep the game moving and make certain everyone has a good time. They pick who takes the first turn.

A turn consists of the player making up a little story about what happens in the scene. This automatically happens unless another player challenges it. Challengers make up what happens instead. The two players do a round of Rock-Paper-Scissors to see which action happens. Everyone gets one challenge per turn. The turn ends if there are no challenges or when all the challenges are resolved. The next player to the left starts the next turn.

The host can end the scene after everyone has had a turn. If they do this, they pick the next scene picture. Alternately any player may end the scene after any turn by picking a new scene picture. This player goes first for that scene.

The joy of this game is in dragging the heroes through their sad miserable lives, all the while tearing them down, making them eat dirt and in the end maybe allowing them to win.

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EXAMPLE OF PLAY

Bad: The floor is covered in mud and slime.
 Good challenges: No, there is mud but no slime.
 Bad picks rock, good picks paper. There is no slime.
 Baddie challenges: No, there's slime.
 Good picks paper again, baddie picks scissors. There is slime.
 There are no more challenges so the turn ends.
 Good starts the next turn: The party moves carefully through the slime.
 There are no challenges so this turn ends.
 Baddie picks the corridor scene picture. This ends the first scene and starts another one.

Baddie goes first: The fighter goes first. The others let him get farther and farther in the lead.
 Bad: This is good because he intends to ditch them.
 Good: The feelings mutual!
 Bad is the game host. He could end the turn here but decides to let it continue.
 Baddie: I wonder why they hate him so much?
 Bad: Hum... Incompetence, poor hygiene, you name it.
 Good: The fighter is now totally out of sight.
 The host steps in now and ends the turn. He picks the corpse as the next scene.