

All  
Grewed  
Up

# All Grewed Up

What happens to teenagers in suburbia?  
What happens to the rest of their life?

A game  
by  
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Written between 6 & 7 September 2005  
as a 24 Hour RPG.  
This game was entered for the Ronnies.  
It uses the keywords 'Hatred' & 'Suburb'.

# All Grewed Up

## What's this game about?

Teenagers growing up in suburbia. Teenagers who **hate** their surroundings and their lives. In this game, they have 3 ways to express that hatred: by rebelling, by pretending it doesn't exist, or by turning it on themselves.

Your job as a player is to try and keep the three in balance – and to share your personal experiences with the other players.

The stories you'll be telling in All Grewed Up go from when a group of friends in a suburb all turn 13 till the end of their 19<sup>th</sup> year. Basically, from entering high school to moving out from under your parents' control and starting to figure out life on your own.

## What do I do?

Your Character Sheet (on the next page) has 3 Pools: Rebellion, Suburbia & Self-Hatred. The basic strategy of the game is to keep the number of dice in those pools as equal as possible.

There are 7 rounds in the game. Each round represents a year in the life of the teenager you're controlling, starting at 13, going through to 19. Each round has 2 phases. In Phase 1, you draw out a dice, allocate it either to yourself or another player and tell a story or short anecdote to justify the allocation. In Phase 2, you find out how many dice actually get added to your 3 Pools.

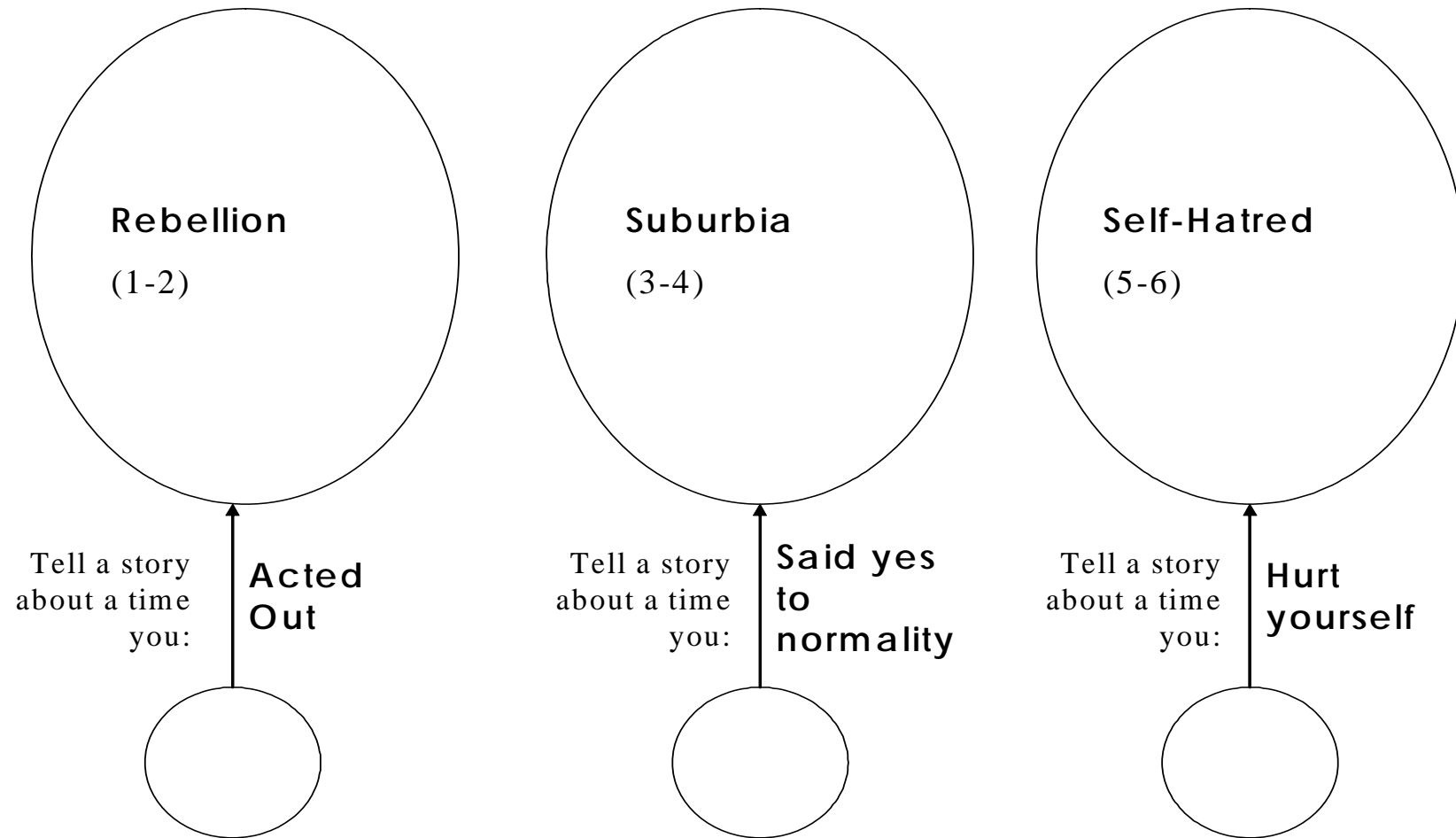
## How do I win?

There are 2 ways to win. First, at the end of the game you figure out which of your 3 Pools has the least number of dice in it and then you compare that to your fellow players. The player with the most dice in their smallest Pool wins.

The other way to win is to give an honest & raw portrayal of the teenager you're pretending to be. At the end of the game, a player is chosen who created a story of growing up that people found pitiful, disgusting, truthful and embarrassing. Basically you win if everyone agrees you created the character they'd most hate to be.

Up to you which victory's more meaningful.

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### What do I need?

A number of dice = number of players x 7 (**Game Dice**)

A single dice that's the same size and shape as all the others but visibly different. I call that the **Odd Die**. Just because it looks odd.

A dice bag you can't see into. Fit all the Game Dice & the Odd Die into this.

Get a whole load more dice – and somewhere to store these **General Dice** so everyone can reach them easily.

Photocopy or hand copy the Character Sheet from the previous page. One for each player. The Character Sheet's going to be explained through the rest of the rules, so don't worry about it now.

### What's a 'die'?

This game uses 6-sided dice, the ones you find in any board game around the house. If the rules talk about just one dice, I call that a 'die'.

If it is about more than one of them, I call them 'dice'. There you go. That's all the grammar you'll need to know to play this game.

### What do the dice represent?

Trouble. Trouble that you get into as a teenager. Each Game Die you pull out represents an anecdote you have to tell about trouble you (or someone you know or can imagine) got up to in the suburbs.

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### How do you start the game?

Set yourselves down in a circle from the oldest player all the way round to the youngest. The oldest player starts. They say "My name is," and then make up a name for the character they're playing.

The person on their left asks, "What do you want to be when you grow up?"

At this point the original player describes a fate that's consistent with one of the 3 Pools on their character sheet. You say "I want to be," and then describe something either **REBELLIOUS** (escape to the city, live an unconventional life), something that shows your character ended up settling down in the **SUBURB**, or something that shows your character turned their **HATRED** in on themselves (drugs, suicide, whatever – a dark sticky end). ... Remember this choice. It'll be important for the end.

### How do you play?

Once you've gone round and introduced yourself, the oldest player starts the first round. Each round represents the single most important event in each of the characters' lives for that year. A round is divided into two phases: first you draw the dice and then you roll the dice.

You draw a dice. Now you can either keep that for yourself or give it to another player.

If you keep it for yourself, put the die in the **Small Circle beneath the Arrow** on the way to whichever of the three pools you want. As you do, you have to justify it with a small anecdote, either in about a time you rebelled, a time you accepted your life in suburbia or a time you couldn't take it any more – it all depends on which of the three pools you choose. Phrase this anecdote as something your character is going to do. For instance, if you draw a die and put it on the Rebellion circle, you could say, "So this is the time I decided to steal clothes from the charity bin at the mall."

Alternatively you can give the die to any other player. Roll it and put it straight in whichever of their 3 Small Circles you want. As you do, justify it with an anecdote about how your character made their character do something appropriate to whichever of the 3 Pools you have selected.

If you draw the Odd Die, you allocate either to yourself or another player as normal ... Play passes to the next oldest player and they draw a die and make the same choices.

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### That's Phase 1. What happens in Phase 2?

This is where you roll the dice. It represents whether you got away with what you did or if an extra bit of trouble hit you.

The oldest player rolls any dice in their Small Circles. Keep the numbers you roll face up for the rest of the game.

You'll see each pool has 2 numbers in brackets below their description. For instance, Rebellion has (1-2). If you roll the die in the Rebellion small Circle and it comes up with either a 1 or a 2, then you: a) draw a General Die, b) roll it, c) keep the number face up, and d) push both dice - with the numbers you just rolled face up - into the big circle at the end of the Arrow.

That **Extra Die** represents things going horribly wrong, an unanticipated outcome. If you started a fire, then it spread ... if you dated, it ended badly and scarred you (or you ended up trapped in a relationship that wasn't fun).

However, say you roll the dice in the Small Circle and you don't roll either of the numbers in that bracket (with our Rebellion example, this'd be if you rolled 3,4,5 or 6). In this case, you just move the die along the Arrow into the Big Circle. Again, keep the number you rolled face up. In fact just assume you do that for every die in the game and I'll try not to mention it again.

If you drew the Odd Die, things are slightly different. You still roll. If you get within the numbers in the brackets, you still add an extra dice to the Big Circle as normal. In addition, you can take one die **from any of your pools** and set it down in someone else's pool permanently – just straight in any one of their Big Circles. Keep the same number you rolled facing up. Crap. Did it again.

Then return the Odd Die to the bag – so it can be drawn again, maybe by you, maybe by someone else. The Odd Die never stays on the table.

Everyone in turn rolls their dice and goes through the same process. That's the end of the round. The next oldest player becomes the starting player for the new round.

### When's the game over?

When there's no dice left in the bag except for the Odd Die. If I've done my calculations correctly (and by this point in the 24 Hour RPG, I haven't had much sleep), that should be at the end of 7 rounds. Your character just turned 20. Now it's time to find out what happened in the rest of their life ... and, incidentally, which player won.

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### How do you win?

There's 3 parts to the end of All Grewed Up. First you determine your fate (which of 3 pools dominates your character's life), and from there you can determine who won. Third & finally there's a group vote on who gave the most accurate (and hateful) portrayal of a suburban teen.

### How do you Determine your fate?

Each player has to do this individually. Who you become when you've grown up **equals the lowest number of dice in the 3 Big Circles**. For instance, if I have 4 dice in Rebellion, 7 in Suburbia and 2 in Self-Hatred, then Self-Hatred is my fate.

If your pools are tied – say I have 2 dice in both Rebellion & Suburbia - then add the numbers on the dice in each tied pool together and the pool with the lowest total is your fate. Alternatively, remember back at the beginning when you nominated what you wanted your fate to be? Well, here's where it pays off. If you want, if the number of dice are tied between 2 Pools and one of them's the fate you nominated, then you can simply choose it.

If you're **still** tied, roll all the dice in each tied pool – until you get a lowest total. Say the 2 dice in my Rebellion and Suburbia Pools are both tied at 7. I reroll them and now they're both tied at 5. So I re-roll again. This time Rebellion gets 4 (lower than 5), and when I reroll Suburbia I get 8. So Rebellion is my fate. Yay!

If you need to re-roll, then afterwards keep the numbers face up. They're still important for the next phase. Damn! I did it again!

As soon as you've determined your fate, you can give a little narration about where you think your character headed off and what they ended up doing in their 20s.

### Who won?

It's the player with the highest number of dice in their lowest pool. Got that? If my lowest pool is 2 dice in Rebellion, and your lowest pool is 1 die in Self-Hatred then I win because my 2 dice beat your 1.

If players have the same number of dice in their lowest pools (Steve has 2 dice in Rebellion, Ron has 2 dice in Self-Hatred), then add the numbers on the dice together. Highest total wins. Again, if your lowest pool is the same as your nominated fate you can reroll the dice once if you want. And if you're still tied after all that, everyone re-rolls once until there's a clear winner.

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**There's one final way to win ...**

It's a group vote. Everyone shuts their eyes, points to the player they feel created the character, story of growing up that made them feel the most pity, disgust / repulsion, fear, whatever ... the character you'd most hate to be.

Then you open your eyes and figure out who's been pointed at the most.

That's it.

**Inspirations for this game:**

Those of you familiar with the frustrating Tigris & Euphrates boardgame by Reiner Knizia, will recognise my basis for the scoring mechanism.

The card game that I know as Black Bitch gave me the Odd Die.

Visual inspiration for the dice pools comes from Tony Lower-Basch's as-yet-unpublished Misery Bubblegum

For mood, listen to Lose Yourself by Eminem or any song from when you were in high school (especially melancholy and angry ones).

Alternatively you can watch the high school sections of Bowling for Columbine by Michael Moore or Elephant by Gus van Sant to get an idea of how emotionally sterile and oppressive life for kids in suburbia can be. Or – and this is more fun – watch the most awesome Freaks & Geeks TV series on DVD.