

*All Thieves
Are Gay
Anyway*



Graham Walmsley

*An entrant for Game Chef 2006 but not a very serious one.
Time: One session of two hours
Ingredients: Committee, Emotion, Glass, Ancient, Law, Actor, Steel, Team*

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Introduction

All Thieves Are Gay Anyway is a game about killing things.

To play, you need:

- A Dreidel.
- A glass to drink out of.
- One copy of the character sheet, at the back of this booklet, for each player.

Characters

Name

There are two parts to your name: your name and your honorific.

Your *name* is a word meaning “Strong”. For example, “Mighty”.

Your *honorific* is also a word meaning “Strong”. For example, “Invincible”.

So, for example, the name of your character might be “Mighty the Invincible”.

Attributes

You have one attribute: Strength.

Roll three six-sided dice. Repeat as many times as you like. The highest result you get is your Strength.

Gold

You start with 100 Gold.

Acting

You should roleplay your character fully at all times and tell stories and shit.

The Laws Of The Game

The team of characters will now go on an adventure.

Whichever player arrived last will start off as the Dudgeon Master. Whenever a player becomes the Dudgeon Master, he doubles his gold.

The Dudgeon Master begins by describing an ancient dungeon:

"You see a tunnel, lit by a flickering torch"

It is then the job of the other players to do anything but proceed with the adventure. Whatever stupid actions they come up with, the Dudgeon Master must either:

- Respond to the action
- Tell them to spin the dreidel (whatever the result, it will have no effect)
- Attempt to interest them in something else (which he won't)

DM: *"You see a tunnel, lit by a flickering torch"*

Player 1: *"What sort of torch?"*

DM: *"Beeswax."*

Player 2: *"I check for bees"*

DM: *"Spin the dreidel."*

Player 2: *"Gimel!"*

DM: *"There's no bees."*

Player 1: *"That beeswax must have come from somewhere."*

DM: *"You hear a noise."*

Player 3: *"Does it sound like bees?"*

DM: *"No."*

Player 1: "We ignore it."

The players should fire comments and stupid questions at the Dudgeon Master in an attempt to throw him.

If at any time the Dudgeon Master is lost for words or responds inappropriately – as judged by the players* – he stops being the Dudgeon Master and the player to his left becomes the new Dudgeon Master.

This carries on until someone wants to hit something.

* The players form a committee to decide this

Combat

Combat begins when any player says "I hit him!".

First, the Dudgeon Master assigns Hit Points to the monster being hit, from 1 to 10. Here are some examples.

<i>Monster</i>	<i>Hit Points</i>
Goblin	1
Big goblin	2
Orc	3
Mysterious jelly cube	4
Slimy ooze	5
Skeleton	6
Ghoulie	7
Thing That Goes Bump In The Night	8
Dragon	9
Big dragon	10

And the characters attack, with weapons which are probably made of steel.

Then, any player who hasn't had a go for a while spins the Dreidel. If nobody can remember who has had a go and who hasn't recently, the player to the Dudgeon Master's left gets a go.

As soon as the Dreidel begins spinning, the player to *his* left shouts out an emotion. The player who spun the Dreidel must describe his actions using that emotion, until the Dreidel stops spinning. For example:

Player 1: *[spins Dreidel]*

Player 2: *"Anger!"*

Player1: "You bastard! You think you're undead! I'm going to make you deader than undead! Aaaaaaaaaaaaaaargh!"

That was probably a bad example. Here is a better one:

Player 1: [spins Dreidel]

Player 2: "Pretentiousness!"

Player1: "So! You think you can kill me! Me, Strong the Muscular! But you were sadly mistaken! I laugh at your claws and your slightly warming fiery breath!"

If the Dudgeon Master decides that the player is doing the emotion in a crap way, he may stop the Dreidel spinning.

Otherwise, when the Dreidel stops spinning, the following happens:

<i>Result</i>	<i>Thing that happens</i>
Nun	Nothing! The player attempted to attack and missed.
Gimel	The monster is dead! The player takes away all of the monster's Hit Points and adds them to his Gold score.
Hei	The monster is wounded! The player takes away half of the monster's Hit Points and adds them to his Strength score.
Shin	The monster has mysteriously healed itself with healing magic! The player must take away one of his Strength or Gold and add it to the Monster's Hit Points.

If the monster is not dead, the Dreidel passes to the left, and the whole thing happens again.

When the monster is dead, the Dudgeon Master goes back to describing the adventure (as described in "The Laws Of The Game", above).

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Time Limit

The game carries on until everyone gets bored. If you find you have been playing for two hours, you should really stop and do something else.

Afterword

This game is an attempt to use all eight Game Chef ingredients in the most dull and obvious way possible. I'm really sorry about this game, but I was bored and if I had to proofread Euthymia once more I was going to vomit.

S t r e n g t h

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