

The zombie invasion had swept the nation... City after city had fallen to the zombie horde... Starting on the east coast, the horde had moved steadily to the west... As the zombies descended upon the city of Oakland, the horde never saw it's defeat coming at the hands of the Hyphy Movement... One by one, the zombies fell as the words of E-40 filled the air, beats blasting out of cars as fools danced around their moving vehicles... "Tell me when to go! Tell me when to go! Go DUM DUM DUM DUM DUM..."

Dawn Of The Dumb RPG

This game requires two six-sided dice, pencils, and copies of this character sheet. When both dice are rolled, add them together.

Name: _____ Crew Name: _____
 Get Stupid: 1 2 3 4 5 Go Dumb: 1 2 3 4 5 Thizz: 1 2 3 4 5
 Thangs: Stunna Shades & Grillz & Purple & Grapes Hatin': 0 1 2 3 4 5

Dawn Of The Dumb RPG is a solo RPG that can be played with one or more players, with each player taking the role of one or more Members of a hyphy Crew. A Crew has 6 Members, with the entire Crew being created by the players who will play them. To make a Member of a Crew, a player takes a copy of this character sheet, writing in the Crew Member's name and the name of the Crew. The player then has 7 Hyphy Points (HP) to spend on the Crew Member's hyphy attributes. For each 1 HP spent, the player will increase the Crew Member's Get Stupid, Go Dumb, or Thizz attribute by 1, which is done by filling in the appropriate number using a pencil. At least 1 HP each must be spent on each of the three attributes, and no more than 4 HP may be spent on a single attribute. Once all HP have been spent, a Crew Member gets the following Thangs: Stunna Shades, Grillz, Purple, & Grapes; Fill in those words to represent such. A Crew Member with Stunna Shades increases their Get Stupid by 1. A Crew Member with Grillz increases their Go Dumb by 1. A Crew Member with both Stunna Shades and Grillz increases their Thizz by 1. The last step of creation is a Crew Member's Hatin', which starts at 0. Once all Crew Members have been created, the Crew is ready to ride. The Crew begins at their Crib, within a section of Oakland known as a Hood. To start out, the Crew will move one Hood away from their Crib. From then on, the Crew will move one Hood away from or towards their Crib as they choose. Always keep track of the number of Hoods the Crew is away from their Crib. When the Crew moves into the Hood that is their Crib, all Members in the Crew have their Hatin' become 0, have all their Thangs returned to their initial quota, and have any bugged out Crew Members replaced by newly created Members. When the Crew moves into a Hood that is not their Crib, they encounter a group of Zombies known as a Grip. Roll two dice for how many Zombies are in a Grip when encountered. After the number of Zombies is determined, roll a die one by one to determine what type each Zombie in the Grip is: 1=Zombie Shortie (Hate:1), 2=Zombie Ho (Hate:1), 3=Zombie Homie (Hate:2), 4=Zombie Honkie (Hate:2), 5=Zombie Gangsta (Hate:3), 6=Zombie Cop (Hate:3). Always keep track of the number of Zombies in a Grip and what each type of Zombie is. Add the Hate of all the Zombies in the Grip together to get the Grip's Collective Hate. Once a Grip's size and Zombies have been determined, the Crew's Collective Hurt begins at 0, then the Crew is told to go. When told to go, each Member of the crew chooses to do one of the following moves: Get Stupid, Go Dumb, or Ghost Ride The Whip. To Get Stupid, roll a die. If the die roll is equal to or less than the Crew Member's Get Stupid, roll another die and add that die roll to the Crew's Collective Hurt. To Go Dumb, roll a die. If the die roll is equal to or less than the Crew Member's Go Dumb, roll another die and add that die roll to the Crew's Collective Hurt. To Ghost Ride The Whip, roll a die. If the die roll is equal to or less than the Crew Member's Get Stupid, roll another die. If that die roll is equal to or less than the Crew Member's Go Dumb, roll two dice and add that die roll to the Crew's Collective Hurt. Once each Crew Member has done their move, compare the Crew's Collective Hurt to the Grip's Collective Hate. Before this is done, however, one Crew Member only may use their Purple before the Hurt-Hate comparison, if they got Purple. If so, that Member loses their Purple (erase it), then rolls a die and adds the die roll to the Crew's Collective Hurt, after which the comparison is made. If the Crew's Collective Hurt is greater than or equal to the Grip's Collective Hate, all Zombies in the Grip bug out and the Hood is cleared; To bug out is to be removed from play. If the Crew's Collective Hurt is less than the Grip's Collective Hate, the Crew gets a number of Hurtin' equal to their Collective Hurt, and a number of Hatin' equal to the Grip's Collective Hate minus the Crew's Collective Hurt. Before all Hurtin' and Hatin' is applied, however, one Crew Member only may use their Grapes, if they got Grapes. If so, that Member loses their Grapes (erase it), then rolls a die and subtracts the die roll from the Hatin' amount, after which all Hurtin' and Hatin' is applied. When applied, the players divide all the Hurtin' points among any Grip Zombies of their choice, and each Zombie that gets an amount of Hurtin' equal to it's Hate bugs out. A Zombie will not bug out by an amount of Hurtin' less than it's Hate; Any Hurtin' applied to a Zombie that is less than it's Hate will disappear. After applying Hurtin', the players then divide all the Hatin' points among any Crew Members of their choice, increasing the chosen Member's Hatin' by the amount they get, though no Member can get an amount of Hatin' that would increase their Hatin' to an amount greater than their Thizz. Roll a die one by one for each point of Hatin' a Crew Member gets if that Member has any Thangs. For each die roll that is 1, the Member loses one of their Thangs of their choice (erase it) instead of getting that Hatin' point. Any increase in a Member's Get Stupid, Go Dumb, or Thizz is lost if their Stunna Shades and/or Grillz are lost. Any Crew Member that has an amount of Hatin' equal to their Thizz bugs out and can only be replaced by the Crew at their Crib. After all Hurtin' and Hatin' is applied, if all Crew Members have bugged out, the game is over for that Crew. If there are any Members of the Crew and any Zombies of the Grip that did not bug out, the remaining Zombies in the Grip have their Collective Hate counted again and the remaining Members in the Crew are told to go again, resolving everything once again just as before until all Members in the Crew or all Zombies in a Grip have bugged out. Once all Zombies have bugged out, the Hood is cleared and the Crew moves one Hood towards or away from their Crib. The game continues with the Crew moving through the Hoods and clearing Oakland of all Grips of Zombies.

Optional Rule: Stomper - If the players choose at the start, Stomper will be involved in their game. If so, any time a 1 is rolled when determining types of Zombies in a Grip, roll another die. If that die roll is 1, Stomper will appear instead of a Zombie Shortie. Should Stomper appear, roll two dice and add that die roll to the Crew's Collective Hurt, after which Stomper bugs out.

Optional Rule: Zombie Tupac - If the players choose at the start, Zombie Tupac will be involved in their game. If so, any time a 6 is rolled when determining types of Zombies in a Grip, roll another die. If that die roll is 6, Zombie Tupac (Hate:6) will appear instead of a Zombie Cop. As long as Zombie Tupac is in a Grip, every other Zombie in the Grip increases their Hate by 1.

Optional Rule: Swag - If the players choose at the start, Swag will be involved in their game. If so, any time a Crew clears a Hood of it's Grip of Zombies, roll a die: 1=The Crew gains no Thangs, 2=The Crew gains one Stunna Shades, 3=The Crew gains one Grillz, 4=The Crew gains one Purple, 5=The Crew gains one Grapes, 6=The Crew gains one Thang of the players' choice. Any Thang can only be gained if at least one Crew Member does not have it. If gained, choose such a Crew Member to get the Thang.