

Snuff Downloads of Death



www.deathpit.com

S N U F F

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ROLE PLAYING GAME

For those of you wondering what this is, it is an interactive horror role playing game of shared imagination played by two to six people. Think of it like a semi - improvised slash flick with one of the people assuming the role of the director and the others as the actors. The director (snuff producer) sets the scene and the actors (victims) react and initiate their own actions which are described rather than physically acted. What is created by this process is an interactive story with aims and objectives which is if you are into this sort of thing compelling and fun.

A roleplaying game isn't just a bunch of people talking and deciding stuff. The game uses characteristics and abilities that are rated in a scale to simulate and represent a character in the story. These are integrated with rules and dice which all help to determine outcomes such as surviving or succumbing to an ordeal. So what you have is an amalgamation of a tactical board game with character based acting and shared story telling in a truly open world environment of your imagination.

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SNUFF

In the year 2013 a sick new craze spreads through the world wide web – Murdertainment a.k.a. Snuff.

Born from an 80's urban myth that there existed somewhere on the far most fringes of the underground film scene movies featuring actual torture, rape and murder; Snuff remained that a myth. Not any longer. Now masked serial killers broadcast their sick exploits to fans live on the web, and thousands visit sites like www.twominutemassacre.com to download the latest shopping mall spree kill. Sadistic cults like The Soul Eaters spout fucked up pseudo religious messages about reaching unity and god through the practices of cannibalistic ritual. Its all out there - growing, infecting, corrupting.

It kicked off with sites like Youtube, Rotten.com and Freakingnasty.com, which featured uploaded video files of insane stunts, grotesque deformities, disgusting toilet humour, deadly cop pursuits and footage of shootings, explosions and executions from war zones around the world. The appetite was good and it was also hungry for stories of serial killers - real life Hannibal Lectors like B.T.K., The Green River Killer and Ted Bundy. Interest turned to devotion inspiring a new hybrid, the psycho celebrity. A killer with an eye to his legacy the psycho celebrity manipulates his media to create something that he controls, something he thrives off in the right here and now. No longer reliant on the press and television to portray him correctly the psycho celebrity defines his own image, his own agenda, his own performance, and he gets off on it.

The first was Dustin Mark Hines who before the law caught up with him in 2009 distributed hundreds of copies of his 22 murders as zip files through peer to peer networks entitled "The Bodies of Dustin Mark Hines - A Compilation of Murder". Copies were also sent to news organizations and magazines and the story went stratospheric. On the back of this Hines took his place in the pantheon of notorious serial killers of the 20th and 21st centuries with his handiwork widely shared by snuff rings to this day.

Where there is a market there is a profit to be had and very soon business moved into murdertainment and branded it. The Diabolic Download Network is the HBO of this burgeoning industry. It hosts 17 kill sites; each one with its own macabre flavour. Its flagship is www.cannibalisland.com and features 31downloads of kidnapped tourists being hunted and eaten on a remote island somewhere in the pacific. Only former marine Clyde Foley has managed to avoid dinner time and escape the island. Torn up by bitterness and hatred he later went on to set up The Mongoose Squad in retaliation but more of that later. Other popular sites on the network include www.deathpit.com, www.roadkill.com, and www.boobytrapmansion.com.

Emerging as serious competition to Diabolic with 11 sites are Snuff Kings. They produce www.feedingfrenzy.com and www.macheteboys.com, the notorious www.pigkiller.com where cops get capped and the very popular www.twominutemassacre.com. They have just acquired www.chainsawpete.com from an independent producer which is due to feature prominently in their existing line up.

Snuff is a dark disturbing game of horror and survival in the bowels of humanity. Players are victims, either soon to be dead ones in a serial killers hall of fame total, or survivors that may live to fight back and hunt the hunters down.

Limits

Parameters ought to be set. The intention is that the tone and content of the game should be similar to that of a slash flick exploring what would happen if murdertainment became a reality. Yes victims will be dispatched in a grisly and bloody manner but care ought to be taken that the nastiness does not exceed what are acceptable areas of play for the group. It could be like if Leatherface had a camcorder and a desire to be watched or if Jigsaw distributed his dreadful dilemmas for a profit. The players are an unwilling cast in a snuff production and must try to rewrite their ending; therein lies the point of the game. So consult with your group and find what your comfortable with. For my own part I am not comfortable role playing sexual crimes or crimes against children - period. So although they would in no doubt both feature in real snuff films they are a deliberate omission from this game.



You Are A Victim

Also euphemistically known in the trade as content. Victims will typically be a group of friends or work associates beset by a rampaging life taker intent on a fresh batch of kills. A bunch of college kids having a party on campus, a crew of Dunkin Donut workers in a busy mall, or a group of rambblers hiking in the woods. It doesn't really matter as long as they are together and have something in common when the killer or production team strikes. The game will usually last a session and concludes when one of the following conditions are met:

All the victims have been slain and trophies from their hacked bodies removed.

At least some of the victims manage to escape.

The killer is killed, really killed.

Choosing A Victim

What brought you to this point? What makes you a victim? work, passion, jealousy, partying - pure chance. Start off by writing a tag that describes what the victim is: A tag is a one line description of who the victim is, a simple recognizable handle that conjures up a certain imagery or stereotype. This needn't be obvious or clichéd however it can be anything you like. Tags provide an associated background and a related set of labels. Labels are things that can be said about the victim based on their tag like "Lab Rat" and "Gun Nut" This isn't a prescriptive process with a fixed list of labels per tag and there can be a contradiction with the tag, but rather the tag is used as a reference for what would likely be the prominent methods and labels of that particular person. Below is a sample list of victim tags:

Lazy, Sarcastic College Drop Out
Struggling Rock Musician
Prissy Prom Queen
Weird, Pasty Faced Goth Boy
Glassy Eyed Stoner
Sneaky Dope Dealer
Chatty Pizza Delivery Guy
Cautious Park Ranger
College Basket Ball Star
Out Of Work Actor
Chemistry Graduate
Internet Entrepreneur
Shopping Mall Security Guard
Patriotic Gun Nut
Rock Jawed Boxer
Hard Boiled Detective

Overworked Wall Street Broker
Gung Ho Rookie Cop
Beautiful, Icy In Girl
Arrogant Skater Dude
Aggressive, 19 Stone Jock
Embittered Army Veteran
Pedantic Local Journalist
Self - Employed Builder
Creepy Car Salesman
Tough, Illiterate Car Mechanic
Reckless Stock Car Racer
Charismatic, Lay Preacher
Burlly, Short Tempered Truck Driver
Out Of Shape Dad
Daring, Sinewy Rock Climber
Gallant Fire Fighter

A Typical Set Up

For instance a rowdy frat party where things turn murderous could include a chemistry major, a college basket ball star, his college drop out brother, a dope dealer supplying the highs and a burnt out DJ performing at the party.

Expanding The Tag

Once you've a tag for your victim its time to expand it into paragraph briefly labeling his or her background, drives, skills, weaknesses, issues and present situation. This process can help fit the



victim to a snuff site. In doing this the player may choose a specific tag related label in addition to the fixed number of labels provided in the character build. Labels can be positive, neutral or negative depending on the situation they are used in and are descriptive things we say about ourselves and other people. For example “Rough and Ready” is a positive label in a barroom brawl but is a negative one in making a good impression to a cop. Many labels are predominantly positive like “Buff Body” while others are exclusively negative like “Can’t Read”.

Victims are also allowed a hidden label which is something that the victim doesn’t know about himself and is revealed in the course of the game through an ordeal. For instance a victim could discover that he was “Damn vicious” or a “Pretty good negotiator” when these characteristics were called upon in an ordeal. The victim would activate the hidden label by saying something like “I’m much better than this than I thought” or “I never realized I could be like this.”

Joel Kergaard Tag “Out Of Work Actor”

Joel Kergaard is an angry out of work actor with an underwear model’s physique disillusioned by countless failed auditions. He suffers episodes of depression and drinks as a coping mechanism. He is passionate about performing and needs the acceptance of a distant and disapproving father.

Tag related label - Acting.

Labels - Buff Body, Dance, Work The Room, Cool Head, Complicated.

Joel’s Entry Into The World Of Murdertainment

Having been out of work for 4 months Joel is desperate to find an acting job. During a break at the theme restaurant where he works he scans the trade papers for a call. An ad for an independent filmmaker wanting fresh new talent catches his eye. Open auditions to be held at a converted loft studio in Brooklyn. Joel ponders a moment and then circles the ad, deciding he has nothing to lose by giving it a shot. Joel will get the part, every actor gets the part, then taken apart at www.lastaudition.com.

Todd Siemeski Tag “Tough Illiterate Mechanic”

Todd is a tough, independent minded mechanic with a reckless streak. He is dyslexic and reacts badly through embarrassment when forced to confront his illiteracy. He loves riding off road motor-bikes in the hills near the trailer park where he lives. He wants to be respected and believes he will achieve this as a championship freestyle rider in the X Games.

Tag related label - Grease Monkey.

Labels - Dirt Rider, Rough and Ready, Reckless, Illiterate.

Todd’s Entry Into The World Of Murdertainment

Whilst riding out in the hinterlands a bedraggled, hysterical woman throws herself in the path of Todd’s scrambler. The woman unable to make sense frantically points behind her at the clot of trees she has just burst from. Todd peers into the dense foliage and sees four bald, black clad figures tear through it in a line, the glint of long knives in their hands and rabid dog looks set on their faces. Todd has just had the misfortune of running into an the next satanic sacrifice of www.churchoftheinvertedcross.com where evil has production values.

How Vulnerable Is Your Victim

The next step is to decide the vulnerability of the victims in the group. Are they bambies or badasses, innocent, fresh faced teens still wet behind the ears, more savvy of the world and its ills, or downright fearsome in their own right. Which you choose will depend upon the tone of the game you wish to play - harried and horrified, or maniac you’ve just met your match. The three ascending character builds are Victim, Survivor and Hero and each has levels of development points which are used to purchase survival methods.



Victim

You're going to wish you didn't suck so much when the killing starts. That you weren't the sniveling, slope shouldered dweeb hiding in the wardrobe hyperventilating as a masked maniac slices through the slatting with a butchers knife. Victims are ordinary people going about their everyday business that are selected for the kill. They are college students, tourists and hitchhikers; unsuspecting and unprepared they rarely have a chance. But in those dark, terrible moments a few find they have fiber they thought themselves bereft of; revealing a new found fortitude and a strong will to live. Not all victims are created equal, some are like lambs to the slaughter while others have a little more kick and bite in them.

Born Victim	Methods -3	Labels 3	Positive/Negative 2 to 1
Average Victim	Methods 0	Labels 4	Positive/Negative 3 to 1
Potential Survivor	Methods +3	Labels 5	Positive/Negative 4 to 1

Survivor

Survivors are a tougher breed; they've already had their eyes opened to the harsh realities of the world and lack a victim's mentality. They've suffered the knocks and setbacks of an unsheltered life and had the resiliency to bounce back from adversity stronger. They are as a result typically shrewder, faster and most importantly meaner than your average citizen.

Survivor	Methods +6	Labels 6	Positive/Negative 5 to 1
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Hero

Heroes have proven that they're hard to kill perhaps as veteran front line police officers at the sharp edge of what society has to offer, or as highly skilled special operatives active behind enemy lines. Or instead they are moral heroes; committed activists fearlessly campaigning for the rights of others very often to the detriment of themselves. Heroes can also be selfish; gifted athletes and thrill seekers pushing out the envelop of human endeavour in pursuit of fame and a lasting legacy.

Hero	Methods +8	Labels 8	Positive/Negative 7 to 1
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Survival Methods

There are methods of survival; ways of dealing with a threat, problem, crisis, difficulty and any other stress choked predicament. Collectively these are referred to as ordeals and they can be avoided, tackled, misdirected and diffused as methods of dealing with them. Victims will have preferred methods of dealing with ordeals based on their individual strengths and character, as well as what is tactically in the circumstances the best option. For example it is tactically a better option for an unarmed victim to evade a knife wielding killer than to confront him.

Methods are ranked in a nine point scale from pitiful to incredible. All methods to start are ranked at average but can be improved or reduced through adding or subtracting ranks. This means that a survivor with methods +5 can improve methods by 5 ranks. Three of these 5 ranks could be put into a single method to enhance it from average to exceptional or split evenly amongst three methods to bring them up to an above average rank.

An average victim with 0 in methods to play with can leave his methods as they are or can adjust them by taking rank or ranks from one and adding the subtraction to another method. This adjusting of methods can be done with any type of victim. A born victim as the name implies is an easy kill, being below the average he is weaker, duller or slower than the rest of the herd and has to lose 3 ranks off his methods.



-4	Pitiful	(Emaciated, Severely Reduced Mental Capacity)
-3	Dreadful	(Feeble, Moronic, Spineless, Misfit)
-2	Bad	(Weak, Naïve, Obvious, Awkward)
-1	Below Average	(A Little Timid, Slightly Unsociable, A Bit Unfit)
0	Average	(Normal, Acceptable, Ordinary, Basic)
1	Above Average	(Fit, A Bit Quick, Observant, Quite Liked)
2	Good	(Tenacious, Strong, Slippery)
3	Exceptional	(Mesmerizing, Exceedingly Dexterous, Ferocious, Iron willed)
4	Incredible	(Pioneering, Legendary, Herculean, Genius)

Suspect

This is what a victim must do to identify a potential threat and in doing so take measures to avoid or pre-empt the threat. Suspicious individuals see the world through a sceptical lens and assume the worst of people and situations. Suspicious victims are observant and intuitive and are more likely to be able to avoid trick and trap. Naïve and trusting good Samaritan types don't and are far more likely to end up on a meat hook having exercised bad judgement in picking up a Charles Manson looking hitch hiker. Use suspect to see through lies, read situations and motives, notice clues, come up with hunches, detect ambushes, track someone down, locate something, and conduct questioning and investigation.

Evade

This is what a victim does when he takes action to avoid an ordeal by out running it, outmaneuvering it and outsmarting it through stealth and guile. A victim is evasive when he flees, lies, deflects, deceives, dodges and hides. Use evade where speed, agility and deception are key factors in the ordeal.

Confront

This is what a victim must do if he wants to live when trapped and cornered by a serial killer intent upon snuffing the life out of him. Confront is bravely facing up to the ordeal and advancing to tackle it head on aggressively firing every sinew of being to rip, bite, shove, heave and bludgeon a way out of the predicament. Tenacious and vigorous resistance from a large, developed physique will make the victim harder to kill and may even turn the tables on the sick fuck. On the other hand a security blanket mentality and an indolent body developed by overindulging cheetos in front of the boob tube is going to be an easy nights work.

Applicable situations include fighting the current of a raging river, lifting a heavy girder off a trapped friend, facing the menacing and horrific, hiking through a desert or struggling out of a tight choke hold. Use confront where courage, strength, determination and endurance are predominant factors in an ordeal to see if a victim crumbles and succumbs or stands firm and overcomes.

Suffer

When other methods fail or simply aren't an option the victim suffers. When fitness fails and courage breaks, when confrontation ends in defeat and when indifference doesn't shut out guilt the victim has to fall back on his capacity to suffer. Suffer limits damage, stress, trauma and other harms that the victim may encounter by accepting them, coping with them and enduring them. Conversely an inability to suffer can exacerbate harm prematurely or disproportionately causing hysteria, shock and exhaustion.

Solve

This is when a victim attempts to find a solution to the problem or threat he is facing. Solve is analysis and logical deduction and the understanding of the processes underpinning it. It involves ingenuity, insight and resourcefulness as well as an understanding of scientific principles and



methods of research. Use solve where either practical intelligence or organizational thought is required in situations such as fixing a car, cracking a code or puzzle, linking evidence, manufacturing a chemical compound, designing a game, creating law and procedure, or building a shelter.

Influence

This is what a victim does when he tries to manipulate a person or group into doing what he wants through reason, authority and charisma. Use it when making an emotional appeal for mercy, attempting to take charge of a panicked stricken group, diffusing hostility, making friends or inciting violence. Influence is also the ability to shape opinion and evoke feeling through the written word be it in article, script, email, blog or forum post.

Use

This is what a victim does with a machine, device or instrument to enable it to do his dirty work for him. Effective handling requires control and precise hand/eye coordination to make the instrument perform to its capability. Aiming a gun, steering a car, sewing a wound, operating a digger or playing the piano are examples. Use is characterized by precision and refined movement and is essentially the opposite of the strain involved in confrontation. For example using a scalpel to perform an intricate cut on someone in an operation as opposed to slashing at them furiously in a life or death struggle.

Know

This is the ability to recall information learned through education, work and media. Whether or not a victim knows the laws of a particular country, can identify a species of plant or can recognize a make and model of car. Know is different from solve in that you can't work out what the capital of Australia is, you either know what it is at the time or you don't.

Labels

Methods have aspects and uses and these can be enhanced or reduced by labels to reflect abilities and weaknesses in particular areas, but for the most part they will all perform at the level of the method and are tested on the middle value of three 10 sided dice.

Labels reflect the prominent traits, skills and experiences of the victim and the killers that stalk them. They do not represent small proficiencies, minor flaws or short term interests. They are things notable about the victim and as such are few in the number taken.

General And Specialized Labels. A general label is a broad trait that is useful in many ordeals. For example "Farm boy strength" can be used to lift, fight, endure trauma, intimidate and play a variety of contact sports. Another example is "Fast reactions" which would be beneficial in evading harm, driving, rapid shooting and playing racket sports.

A specialized label like "Gun enthusiast" is much narrower in scope and application and in this case can only be used in ordeals involving knowledge of firearms and shooting. Specialized skill based labels are more effective in their specific ordeals than general labels that are transferable to many ordeals. Sometimes general labels have a specialist application EG. "Farm boy strength" for lifting an dragging stuff and sometimes a specialized label could have a crossover application to a different ordeal as a general label EG. "Ice hockey pro" for brawling as where it is not the focus of the sport it is a regular feature of the game.

Because there are so many possible labels and so many possible applications for them there aren't any strict definitions only guidelines, and thereafter snuff producer and player interpretation. How labels work is explained in the next chapter **Lights, Action, Kill.**



Label Sizes

Small (S). A label of limited power and scale describing the the recreational ability of the amateur and enthusiast, or the aptitude of the lightly regarded professional. When specialized this awards a +3 bonus to the method being used but could possibly award a +4 bonus if the specialization is very narrow and specific. When a general label it usually confers a straight +1 bonus to the method being used but can in some circumstances if particularly useful confer a +2 bonus.

Medium (M). A label denoting a a strong, enduring trait of noteworthy or professional ability. When specialized this awards a +6 bonus to the method being used but could possibly award a +8 bonus if the specialization is very narrow and specific. When a general label it usually confers a +2 bonus to the method being used but can in some circumstances if particularly useful confer up to a +4 bonus.

Big (B). A remarkable, standout specialized label of some renown and depth denoting an expert ability. When specialized it confers a +9 bonus to the method being used but could possibly award a +12 bonus if the specialization is very narrow and specific. When a general label it usually confers a +3 bonus to the method being used but can in some circumstances if thought particularly useful confer up to a +6 bonus.

Negative Labels (N). These work the same way and scale as positive labels except they penalize the method instead. So a small negative label “Clueless about computers” would penalize the method used in an ordeal featuring computer use by -3. This negative label could also crossover to the use of other modern gadgets.

No Label. Mundane, everyday activities like driving, handling a knife or using a computer that the majority of people can do within a given society, or simple things that they could do at a basic level without any training like firing a handgun, are firstly not tested unless they are part of an ordeal, and secondly if tested are worked off the level of the method without a penalty. The exception to this is if they if they have a negative label attached to them.

More obscure and technically demanding activities like playing a guitar or flying a plane just can't be done without training and are treated like a negative label, but then after training become a positive label. Hidden labels revealed in these activities stop a negative label from being applied and allow the victim to go through the ordeal without a penalty. They do not however confer a bonus.

Multi-Labeling. Multiple labels can be applied to a method. Where a specialized label is supported by one or more general labels their values are added for a total.

Example: A medium general label “Fast reactions” can support a small specialized label of “Getaway driver” for a +5 total.

If two specialized labels are relevant in an ordeal then one label gets full size use while the other is treated as a general label of equivalent size but the top dice (victim) and bottom dice (snuffer) are taken for the result.

Example: A victim has a medium specialized label “Getaway driver” which is combined with a small specialized label “Area knowledge” for a $6+1 = 7$ total and the top value dice of the three rolled 6,8,3 is taken for a 15 result.

Labels cost a straight one point per level, so a survivor with six labels can have three medium labels or one big label and and 3 small labels.

Labels have a () next to them on victim and snuffer character sheets in which the size of the label is recorded.



Effects

These are covered in more detail in the next chapter but cover things that have had an effect on the victim like stress, injury, hypothermia, confidence, disorientation, rage, intoxication etc.

Kit

This is a list of equipment and valuables that the victim has in his immediate possession.

Snuffers

The homicidal maniacs in front of the camera and the venal, immoral perverts behind it producing snuff downloads are known as Snuffers and sometimes Kill Workers. Their shit is just different so they are not set up the same.

Creep

These are the fledgling killers and clueless fuck heads with amcams doing gonzo gore for the cheap thrill end of the market or are the flunkies and accomplices in the bigger productions. Creeps are common garden psychopaths who are only remarkable by the fact that they want to kill people on film. Fans of snuff are mostly creeps too.

Inadequate Creep	Methods -3	Labels 4	Positive/Negative 2 to 1
Average Creep	Methods 0	Labels 4	Positive/Negative 3 to 1
Super Creep	Methods +3	Labels 5	Positive/Negative 4 to 1

Killer

These are solid, proven performers who can work to order producing clean or messy kills on demand. If behind the camera they know what they are doing producing professional stylistic work. They feature strongly in better snuff productions as the lead killer or chief designer.

Methods +5	Labels +6	Positive/Negative 5 to 1
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Snuff Star

These murderers simply exude death killing with devastating efficiency and gut turning aplomb earning them notoriety and a legion of devotees on the web. As directors they are fiendish geniuses of horror creating grisly snuff art and high end terror porn.

Methods +8	Labels +8	Positive/Negative 7 to 1
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Killing Methods

Hunt

Psychopaths view ordinary people as prey, to be selected, stalked, ambushed, pursued and found. Hunt is the skill of the predator, the methodology that brings him to the point of the kill. Hunt is matched against suspect and evade and is effectively for game purposes the combination of these two methods.

Inflict

Sickos inflict. They inflict terror, they inflict pain and they callously inflict death. An efficient hands on killer has a ruthless strength and appalling labels to translate that strength into a limp victim. Inflict is much like confront except its force is malicious and sadistic and its presence in a psychopath palpable and unnerving. In summation it is the size and power mentally and physically of the



monster and is matched against evade or confront.

Mask

A psychopath must wear a mask to live undetected amongst normal people. He must learn to hide what he is, to appear like a regular, nice enough guy quietly going through the motions of life. Mask is the skill of this deceit, the deflecting of suspicion, the covering of bloody tracks, the distancing from one's appalling crimes. Mask is used against the suspicion of victims to put them at ease and against the suspect of investigators for the killer to stay off the radar of the authorities, or if being already investigated for there to be insufficient proof to pin anything on him.

Devise

Snuff productions are a natural outlet for the ingeniously twisted and where an abhorrent imagination can run rampant. Devise is the planning and execution of a concept and involves the rigging of fiendish traps, the construction of deadly games and the creation of cruel conditions that bring about suffering and despair. Devise in a wider context is also used to find solutions to problems and manage business. Devise can be matched against a victim's solve, suspect and evade.

Relentless

This is how much shit a maniac will put himself through to complete a kill and what he can withstand in punishment when victims put up a fight. It is the reserve when he has spent himself hacking through one barricaded door after another and the toughness to shrug off the shock of falling into an icy river or of being the stop of several bullets. Relentless is the equivalent of a victim's suffer but is more frightening.

Use

This method of killing employs the use and operation of tools and machinery like buzz saws, steam rollers and crossbows and requires control, spatial awareness and hand/eye co-ordination.

Dominate

Snuffers generally don't have healthy personal relationships instead they try to exert dominance over people by continuous attrition of self esteem or through subtle or overt intimidation. Snuffers can be all round control freaks and this behaviour can extend into other aspects of their lives where they have to be in control and this includes the ability to regulate urges which nearly all have a problem with. Snuffers use this method to get what they want out of people, to degrade and abuse them and to coerce them to do their bidding - in a nut shell anti-personnel skills. Dominate can be matched against confront or influence.

Know

Whether possessed by a killer or victim knowledge is the same.

Tags

Snuffers get tags too like "Homicidal Street Soldier" and "Depraved Director". They also have profiles which describes their dysfunction, lists their murderous achievements and details their career in snuff.

Labels

Labels function the same but will often be phrased differently like "Butcher", "Dispose of evidence" and "Degrade". Negative labels are also similar but should include for most "Need to kill people" which will be tested on Dominate.



VICTIM

TAG

TYPE

BACKGROUND

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METHODS

SUSPECT **EVADE** **CONFRONT** **SUFFER**

SOLVE **INFLUENCE** **USE** **KNOW**

LABELS

TAG LABEL ()

LABEL ()

LABEL ()

LABEL ()

LABEL ()

LABEL ()

LABEL ()

LABEL ()

LABEL ()

HIDDEN LABEL ()

EFFECTS

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KIT

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SNUFFER

TAG

TYPE

PROFILE
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METHODS

HUNT

INFLECT

MASK

DEVISE

RELENTLESS

USE

DOMINATE

KNOW

LABELS

TAG LABEL ()

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HIDDEN LABEL ()

EFFECTS

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KIT

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LIGHTS, CAMERA, KILL

The world of murdertainment creates terrifying ordeals which by the sick design of the snuff producers the victims are not supposed to survive. But not all productions run smoothly, there are mistakes and there are non-compliant victims who desperately want to live. Death or survival is decided with the effort roll of 3 ten sided dice. The three dice are rolled and by default the middle value of the dice is taken as the result to centralize the result spread. A 6,10,3 roll would take 6 as the result.

In an ordeal the victim selects an appropriate survival method and any relevant positive or negative labels applicable to the ordeal to deal with it. The victim adds the rank of the method used onto the value given for the labels and then adds the result of the dice roll. The snuff producer then subtracts the rank of the ordeal from that total and the number remaining is the outcome.

Example: A victim with an evade of 3 attempts to flee from a knife man with a hunt of 2 and neither has any applicable labels. A 9,9,2 is rolled and one of the nines is taken as the effort onto which the victim's evade of 3 is added and the knife man's hunt of 2 subtracted for a result of 10. If the knife man had a small sized specialized label "Chase Down" and victim was running with an evade with no labels then if the above dice combination was used the victim's effort total of 12 would be reduced by 5 (Hunt 2, specialized label 3) for a result of 7.

Result	Failure	Result	Success
-0	Spectacular	6	Draw
1	Decisive	7	Slight
2	Significant	8	Moderate
3	Moderate	9	Significant
4	Slight	10	Decisive
5	Draw	11+	Spectacular

Outcomes And Effect

In an ordeal there are six possible outcomes and outcomes allow effects to be created and applied to those involved for example "Very tired" or "Humiliated". Effects vary in scope and severity and are accumulative. Effects can be temporary or permanent. The system uses a single resolution roll so outcomes are applicable to the victim and the ordeal in a sliding converse scale. Outcomes of 7 and above are classed as success for the victim, those 4 and below for the ordeal and the 5 and 6 in between a draw. Scaled success and failure allows for more granular and accurate outcomes in ordeals involving combat, chasing and performance.

In some ordeals though all that is required or perhaps even wanted by the group is a simple, straightforward success or failure. In such cases the victim has to **Get 6** to pull it off and anything below that to fail. Where there is no possibility of a draw (Getting out of the way of a speeding car), but a scale of success or failure are wanted (amount of distance missed or in something else the time taken) results of 5 and 6 become slight failures and successes respectively.

It Does What It Says On The Tin

The effects produced are always within the scope of what is intended in that although they might exceed expectations they will not in least in terms of successes produce unintended consequences.

Example. A snuffer intends to shoot a victim in the knee and have him writhing on the ground in excruciating pain and gets a spectacular success. The spectacular success is enough if the snuffer had wanted to have obliterated the kneecap and have a bullet fragment sever the femoral



artery resulting in a furious bleed out and death. But the snuffer just wants to incapacitate the victim so produces the effect “Down and screaming” and although the outcome is spectacular limits the actual injury to moderate.

+14/-3 Spectacular *.** As spectacular and only of importance when taking into consideration suffer and other diminishing factors that can reduce the outcome.

+13/-2 Spectacular **. As spectacular and only of importance when taking into consideration suffer and other diminishing factors that can reduce the outcome.

+12/-1 Spectacular *. As spectacular and only of importance when taking into consideration suffer and other diminishing factors that can reduce the outcome.

+11/-0 Spectacular. (Effects - Dead, knocked the hell out, broken blubbering wreck) The result is extraordinary, dramatic and conclusive. The snuff producer or victim is free to apply an appropriately severe, emphatic and stunning effect. EG. A head spinning profit, stabbed through the heart, utterly humiliated, completely fooled or mesmerizingly performed. What is created is of unsurpassed quality and durability, works much better than expected or is completed 50% quicker than anticipated.

+10/+1 Decisive. (Effects - Critically injured, incapacitated, hysterical and traumatized) An equally impressive or disastrous performance leaves the victim clinging onto his life, business, pride. Injuries could include a deep stab wound to the chest that severs the aorta artery, a multiple fracture of the skull, or several lesser breaks accompanied by internal bleeding. Alternatively the recipient could be severely restricted in a pin or knocked out by a blow if the intention was not to injure. In any case the recipient or ordeal is convincingly dealt with and overcome, incapacitated and out of the action. What is created is of very good quality and durability, works better than expected or is completed 25% quicker than anticipated.

+9/+2 Significant. (Effects - Seriously injured, knocked down and stunned, panicked and disturbed) The effect applied is of consequence being serious and substantial in scope. A good profit, a debilitating gunshot wound to the stomach, convincingly conned, disarmed or caught unawares. The director or player is free to describe anything that does not severely maim or kill. The loser in the ordeal suffers through injury and error a -3 or -4 penalty, 50% chance of either or alternatively whatever the snuff producer deems appropriate. What is created is of good quality and durability, works slightly better than expected or is completed 10% quicker than anticipated.

+8/+3 Moderate. (Effects - Injured, stunned and staggered, scared and badly shaken) A good result that produces a reasonable gain. Injuries could include a worrying gunshot wound to the shoulder or sustaining two broken legs. Other applied effects could include feeling intimidated or having a point made in an argument undermined and rebutted. The loser in the ordeal suffers through injury and error a -2 penalty. What is created is of reasonable quality and durability, works as expected and is completed in the time anticipated.

+7/+4 Slight. (Effects - Slightly injured, dazed, nervous and anxious) One side achieves a small victory that is slighter in scope and margin than was probably intended. The intention to double tap a foe in the chest with a Colt .45 results in the foe being winged in the arm instead. The intention of figuring out who was behind a set up nets only a solitary clue. Generally speaking the outcome appears hurried, of poor quality, only partially resolved or possibly leaving the person with another problem. Injuries can include a broken nose, badly bruised ribs, a broken ankle or several superficial stab wounds. The loser in the ordeal suffers through injury and error a -1 penalty. What is created is of barely acceptable quality and durability, works below what is expected and takes 25% longer than anticipated.



+5/+6 Draw. The ordeal becomes a competitive struggle with neither force gaining the upper hand in the scene. Examples of this could include an exchange of gunfire that leaves both parties unscathed, or climbing the back of a building and getting stuck on a balcony. If appropriate the scene is continued but with initial edges like surprise or rear attack being lost. In some situations a snuff producer may wish to stretch the range of the draw to reflect an unlikely no win situation like two untrained people shooting at each other with handguns in darkness and from some distance away. In such instances slight successes become draws and moderate successes become slight successes and so on.

As well as both sides failing it is also possible especially in combat ordeals that both sides may succeed EG. Shoot each other. So if the snuff producer considers it appropriate a 1d10 is rolled and on a roll of 5 and under no injury to either side is caused. On a roll of 6, 7 and 8 each side sustains a slight wound and on a roll of 9 and 10 a moderate injury is suffered by both. The division of the 1d10 can be made up to suit and could include the option of spectacular injuries for both combatants.

Ordeals

Ordeals can be split into two types - the rated ordeal is a single roll ordeal and the outcome is how the victim has performed in the ordeal. The progressive ordeal works towards a decisive outcome and rolls are made until one side reaches that outcome unless the ordeal is aborted or interrupted in some way. Most ordeals are single roll ordeals the exception being violence and evade where a decisive outcome is sought.

Ordeal Ratings

When up against something other than another person with their own set of methods and labels you will have to assign a difficulty rating to the ordeal to represent how hard it is to get through.

Rating	Outcome Required
Dead Certainty	-6
Easy	-4
Straightforward	-2
Middling	0
Tricky	2
Hard	4
Solid	6
Immense	8
Extreme	10
Stupid	12
Insane	14
Nearly Impossible	16
1 in a million	18

Open Ended Rolls

Whenever two ones or two tens are rolled another d10 is rolled and the result added on. EG. 7,10,10 roll another and say get a 5 for a 15 result. Open ended rolls are freak occurrences where someone has been extremely lucky or unlucky.

Rounds

These are elastic pieces of time and are as long as they ought to be in the circumstances or are described to be for effect by the victims and director.

- * Fighting off a maniac with a shovel - 2 seconds to 30 minutes
- * Tunneling out from a pit - 3 to 20 hours.
- * Locating a kill site - A day to a month.



Initiative & Action

Because the resolution roll is shared it is not necessary to determine the order of action in an ordeal involving two participants. Both participants get to act and the action is described to fit the level of the outcome. If a brawl between a snuffer and victim is used as an example a moderate outcome for the victim could be described in the following ways:

The victim is first to the punch and wallops the snuffer with a big right cross that drops him on the seat of his pants.

The victim is cuffed about the head and face by three looping punches before rallying with a hard straight right to the solar plexus and a hurtful left hook to the jaw that causes the snuffer to sink to his knees.

The victim misses with a wild right hand and has to slip free of head clinch to avoid being kned to the head. The victim ducks a follow up straight right hand and brings up a vicious left hook that sends the snuffer reeling.

Sequencing

Where an order of action is required to segment and sequence a scene the participant with the largest size of label acts first with general labels losing out to specializations in all cases. The running order is big, medium, small, no label, and then the ascending sizes of negative labels. Where there there is equality the highest method used decides. Other factors like reach or distance can enhance or override the basic determining factors.

Example: In a scene where two victims armed with pool cues confront a killer on a slasher mission through a Frat House. The killer has a small specialized label “Knife fetish” with the knife he is wielding whilst one of the victims having played a lot of baseball has the small label “High school slugger” with a bat. The other victim has no labels with a bat. The killer wants to take out the weakest victim first and the stronger victim is going to try and prevent this. As the labels sizes are the same the rank of the method will decide if the killer will in his opening action attempt to stab the weaker victim or the stronger victim will be able to intercept him first.

Additional Actions

Additional actions that are undertaken complicate the ordeal and complications create modifiers. Consider these two examples:

- * A killer and a victim are both pointing guns at each other.
- * A killer is pointing his gun whereas the victim has to draw his gun.

In a the first example there are no complications to the ordeal. In the second example the victim has to draw his gun before he can point it and fire. The preparatory action of drawing the gun creates a delay and a complication which will modify the ordeal, and it now becomes more likely that the killer will succeed in the ordeal.

And again:

- * A victim has to fight through a snuff terrorist to get out of a bunker.
- * A victim has to fight through two snuff terrorists to get out of a bunker.

In the second example the victim has to take on two terrorists in two separate ordeals. The complication arises in having to deal with them at the same time and this will modify both of the ordeals as the victim’s attention and force is divided.



Additional Actions (Complications) can be divided into three types:

Preparatory. An action required before the commencement of the main action. EG. Removing a coat before diving into the water. The complication is the delay.

Simultaneous. Attempting two or more actions at the same time. EG. Driving fast whilst trying to use a mobile phone. The complication is the division of attention.

Consecutive. Attempting successive and alternative actions. EG. Attempting to shoot at two separate targets. The complication is compressing and rushing two actions into a set time frame.

Where there is a single ordeal with a single focus like climbing out of a 15 foot pit or facing one opponent consecutive actions within the round are not used.

Modifiers

These are factors created out of a situation by the actions of those involved, from the situation itself, from the physical and mental condition of those involved and from the use of equipment. They can be momentary modifiers like “Point blank range”, “Hidden in the shadows”, “Highly intoxicated”, “Hostile crowd”, “Got a knife and you don’t” and “Unsuspecting”, or longer lasting effects like “Nervous breakdown” and “Shot in the thigh”. Modifiers are rated in accordance with the impact they are likely to have on the outcome of the ordeal. In rating a modifier the director can, but does not have to take into account the degree of player success or failure used to bring it about.

An effect like “Got a broken ankle” can be a decisive modifier for some ordeals like Evade but only a slight modifier for shooting and not one at all when working on a code. Modifiers can be stacked on top of one another.

Example: A member of the Mongoose Squad armed with a sub machine gun confronts a snuffer who is armed with a handgun. The terrified snuffer elects to empty the magazine at the vigilante who chooses to vent his anger by letting rip on full auto. The snuff producer creates the modifier “Far more firepower” and considers it provides the vigilante with a +3 advantage in determining the outcome.

Modifier	Rating
Slight	-1/+1
Moderate	-2/+2
Significant	-3/+3
Decisive	-4/+4
Spectacular	-5/+5
Spectacular *	-6/+6
Spectacular **	-7/+7
Spectacular ***	-8/+8

Sample Modifiers

Factor	Impact	Modifier
“Longer weapon”	Reach advantage	+1
“Execution”	Vital area no defence	+7
“Hand tailored suit”	Look the part	+2
“Rifle vs. handgun at 60 yards”	Favourable range	+3
“Soft recoil from a .22”	Accurate weapon	+1
“Flat tyre”	Harder to drive	-2
“Instruction manual”	Step by step guide	+4



"Scared shitless"	Can't think clearly	-2
"Bloodstained clothing"	Raises suspicion	+4
"Hard Cover"	Harder to shoot	-4
"Two on one"	Overwhelmed	-3
"Firing more lead"	Greater chance of a hit	+1
"Close range"	Easier to shoot	+2
"Long range"	Harder to shoot	-2
"No room to swing"	Can't use the weapon	-2
"Wearing heavy boots"	Difficult to creep quietly	-2
"Wearing bright clothing"	Stands out in the woods	-3
"Swimming with a coat on"	Dragged down	-4
"Driving with a bloodied windshield"	Can't see properly	-2
"Different religious backgrounds"	Possible animosity/distrust	-1
"Running barefoot"	Feet hurt	-2
"Slippery Stone"	Hard to grip	-3
"Bullet proof vest"	Harder to kill	+2
"Wearing a crash helmet"	Harder to hurt	+1
"Wearing a crash helmet"	Harder to hear	-1

Modifiers are interpretive and not prescriptive, that is to say it is down to the group and ultimately the snuff producer to rate the impact if any at all they have in play and very often they will be variable according to the circumstances.

Equipment

A piece of equipment has a set of labels describing what people think of it and how it performs. Take a Jeep this 4 wheeled drive vehicle could have the following labels: "Rugged off roader", "Gas guzzler", "Powerful engine", "Slow and steady". A Japanese super bike could have the following labels "Blistering acceleration", "Widow maker", "Insane top speed", "Detested by outlaw bikers" "Watch rough ground". These labels become factors in the ordeal and are given modifiers from -8 to +8 which are applied to the ordeal.

Style Bonus

Clever, colourful, immersive description of proposed dialogue and actions in a scene can earn a victim at the snuff producer's discretion a style bonus. A style bonus counts as a +1 modifier to an ordeal.

Attitude

Ordeals can be approached in three different ways. A victim could take a cautious, safety first approach in an attempt to minimize embarrassment or harm to himself. He could balance zeal and caution in an even approach, or he could assume a high risk, completely committed, do or die strategy in an effort to completely overwhelm the ordeal and get through it quickly. Victims are free to decide on which approach to take with an ordeal unless the ordeal has a label from a previous ordeal placed on it like "Lost his nerve" or "Gone bananas" which then forces the victim to tackle the ordeal in a particular way.

Cautious. Failures and successes are reduced by one degree EG. From spectacular to decisive or from slight to draw.

Even. Results stay as they are.

Committed. Failures and successes are increased by one degree EG. From significant to decisive or from moderate to significant.

A draw result is unaffected by any approach, so when you get a draw it always stays that way.



Different Ways To Skin A Cat

Some ordeals can be adopted by two or more methods and reflects the different way in which the ordeal can be approached. For example in an interrogation of a snuff site web designer suspect could be used to extract the information sought through skilful questioning. Alternatively confront could be employed to beat and scare the information out of the designer instead. In a fight evade could be used offensively to counter and redirect attacks but in character with the method the approach is always cautious and defense first. "I retreat towards the wall and when the snuffer strikes I duck my head to the left causing him to smash the wall with his fist."

Combining Methods

Two methods can be combined and averaged if they could both be active within the ordeal at the same time. They are first averaged and then any abilities added on. This can be put forward by the victim by the methods he is using to overcome the ordeal and this can add a tactical level to play, but the decision to allow rests with the snuff producer. Where there is no easy average for instance between 4 and 7 then use the result of either the top dice or low dice to determine a low (5) or high (6) average - odds low, evens high.

EG. Averaging suspect and confront to get a confession the brutal way.

EG. Averaging confront and use to pitch a rock with force and accuracy.

EG. Averaging use and confront to shoot someone at close range.

EG. Averaging use and evade to shoot in and out of taking cover.

EG. Averaging suspect and solve to progress a complicated and protracted investigation.

EG. Averaging influence and solve to make a rational and compelling argument.

The Three Stages Of Resolution

There can be three stages to getting through an ordeal. The first and the last are not always applicable.

The Set Up. Before the actual ordeal takes place a victim or other character can attempt to set himself up with a favourable modifier by recruiting a different method to ambush, trick, intimidate, appraise, out manoeuvre and rig an advantage etc. EG. Using suspect against suspect or hunt to pick the right time, target area, spot and move.

The Ordeal. This is what the victim wants to do to get ahead, or has to go through to stay alive.

The Effect. Outcomes can be modified by factors that are likely to aggravate or diminish the effect. These are factors that can be applied to any situation where the trauma can be worsened or lessened by something not figured or given full consideration in the resolution stage.

For instance the ordeal rating of jumping between two high rooftops is based on the distance between them. The effect of failing the jump has nothing to do with the distance jumped and only a bit to do with the margin of failure, but a lot to do with the height of the building and the surface impacted upon.

For all things there is the "Effect as is" and for a firearm it is a .38 revolver firing regular ammunition. This means that a moderate success with this weapon is not aggravated or diminished and stays a moderate success which the victim then has to suffer. However a .25 caliber handgun is a significantly less powerful weapon and the effect of a moderate hit is diminished by a level to a slight injury. A .45 1911 Colt hand gun on the other hand is an



aggravating weapon and its power increases the effect by one level. So a moderate injury would be aggravated to a significant one.

Aggravating and diminishing factors are not limited to physical injury. For instance being soundly beaten and caught out in a argument watched by an audience in a lecture theater. The crowd isn't a factor in the resolution stage - the opponent in the debate is. The effect of the outcome is aggravated by the public humiliation.

Some factors only aggravate or diminish a level a proportion of the time being not quite so powerful or weak as factors that automatically do. Nominate a dice that is not being used as a value for the effort (EG. Top or bottom if the middle dice is used for the effort) and whether its an odd or even number will make this determination. Factors aggravate on an even number and factors diminish on an odd number. These are marked with a *. If two partially aggravating or diminishing factors are applied together they have the effect of being fully aggravating or diminishing.

Example: A victim using a gun loaded with hollow point ammunition will cause an aggravated injury if the nominated dice produces a 2,4,6,8,0 etc. If he was using .32 caliber handgun it would diminish the injury caused if the nominated dice produces a 1,3,5,7,9. A .32 caliber handgun using hollow point ammunition has both equal aggravating and diminishing factors and these cancel each other out.

Aggravating

Massive dose of cyanide	9 levels
Sitting under 3lbs of exploding semtex	8 levels
Falling 80 feet off a building	7 levels
Lethal dose of cyanide	6 levels
Run over by an 18 wheeler truck a 50mph	6 levels
15 shot burst	6 levels
Massive electrical shock	5 levels
Rocket Propelled Grenade	5 levels
Crashing a car at 100 mph	4 levels
Falling 40 feet onto the sidewalk	4 levels
.50 caliber sniping rifle	4 levels
Grenade	4 levels
Closely guarded secret exposed	3 levels
Six shot burst	3 levels
10 gauge shotgun	3 levels +*
12 gauge magnum shells 00 buckshot	3 levels +*
12 gauge shotgun	3 levels
.338 magnum rifle	3 levels
7.62 mm rifle	2 levels +*
500 magnum handgun	2 levels +*
Three shot burst	2 levels
Crashing a car at 60 mph	2 levels
.50 Desert Eagle handgun	2 levels
Point blank range	1 level +*
.762 mm assault rifle	1 level +*
Fireman's axe	1 level +*
Samurai sword	1 level +*
Falling 20 feet onto the sidewalk	1 level +*
.44 magnum handgun	1 level +*
8lb sledge hammer	1 level +*
.556mm assault rifle	1 level
Saber	1 level



Two shots	1 level
357 magnum handgun	1 level
Bowie knife/combat knife	1 level
Hand axe/machete	1 level
Shot at very close range	1 level
.45 ACP handgun round	1 level
Multiple stabs/strikes/blows	1 level
9mm parabellem hand gun round	*
Hollow point ammo	*
Flick knife/butterfly knife	*
Previously hit but not hurt	*

As Is

Run over by a car at 30mph
Falling 10 feet onto the side walk
Falling down a flight of stairs
Lock knife
Kitchen knife
Single shot
7.62mm SMG
.380 ACP hand gun
Single stab/strike/blow
Shot with regular ammunition
Shot at medium range
20' gauge shotgun

Diminishing

Seat belt and roll cage	3 levels
Military issue armour	2 levels - *
Falling onto cardboard boxes	2 levels
Fountain pen	2 levels
Moderate cover	2 levels
.22 hand gun	2 levels
Extreme range	1 level - *
Covert body armour	1 level - *
Hollow points against cover	1 level - *
Run over at 10 mph	1 level - *
Long range	1 level
Minor electrical shock	1 level
Light cover	1 level
Best friend in support when stressed	1 level
Protective clothing	1 level
Falling 10 feet onto the sidewalk	1 level
Slashed with a razor	1 level
.25 ACP handgun	1 level - *
Run over at 20 mph	*
Kitchen knife	*
.32 ACP handgun	*
Armour piercing ammo (no armour to bypass)	*

Note: Multiple combination stabs/strikes/blows and other unarmed attacks preclude any separate consecutive action within that round. This does not apply to bursts from firearms.



Hit Locations

Hit locations are determined in a successful narrative with the victor in a scene simply deciding where the injury is inflicted and the level of success and weapon used determining the severity of the injury.

Armour and Cover

These work abstractly in forcing a negative modifier onto an attacker in the ordeal stage by restricting and protecting target areas, thereby reducing the potential to inflict injury, and thus exposing the attacker to the increase risk of a successful counter attack. The size of the modifier is dependent on the cover and armors coverage, its level of resistance and the type of attack it is subjected to (For instance a covert armours ability to protect against a round fired from a high velocity rifle is negligible, but would offer protection against the less concentrated buckshot blast of a shotgun).

Where both combatants have equal armor or cover then there is no modifier to either side in the ordeal stage. A modifier is abstractly applied in the effect stage to reflect the difficulty that the armor or cover has posed to the attacker in restricting and protecting target areas.

Standard Shot Difficulty Chart

Range	HG	SG	S.M.G.	A.R.	B.A.R.	Difficulty
Execution	6 ins	6 ins	6 ins	6 ins	6 ins	-6
Point Blank	0 -1	0 - 5	0 - 5	0 - 5	0 - 5	-4
Close	2 – 10	6 - 20	6 - 30	6 - 30	6 - 40	-2
Medium	11 -20	21 - 40	31 - 80	31 - 80	41 -150	0
Long	21 - 50	41 -50	81 - 150	81 -150	151 - 400	4
Extreme	51 - 100	51 - 70	151 - 200	151 - 400	401 -1000	8

Range in Yards HG - Handgun SG - Shotgun S.M.G. - Sub-machinegun
A.R. - Assault Rifle B.A.R. - Bolt Action Rifle Difficulty based on man sized object

Note: Standard shot difficulties are applied to the target's evade when they are actively avoiding gunfire.

Weapon Practicality

It is not all about what has the greatest stopping power smaller, lighter weapons exist for a reason.

Accuracy and Recoil. Smaller caliber weapons are lighter and have softer recoils and so tend to be more accurate for pin point accuracy and use by shooters with less experience and smaller builds. Inexperienced and smaller framed shooters are likely to have trouble with larger caliber firearms creating a negative modifier "Too big to handle."

Conceal. Smaller semi-automatic handguns are easier to conceal and evade the detection of killers and other prying eyes. A .44 caliber revolver could create the modifier "Big bulging hand canon" whereas a .25 semi-auto could have the modifier "Sleek, flat, small auto." Similarly it maybe more practical for a victim to walk around with a knife tucked into his belt rather than carrying a fire axe about.

Reach and Range. Rifles are more accurate and effective than handguns at ranges of around 30 yards and over and maintain their power and accuracy over much greater ranges. Rifles are less effective in terms of speed and ease of use in close quarters fire fights inside of buildings etc. Short barreled shotguns are widely considered to be the most effective self defense weapon in terms of close range accuracy and stopping power. Similarly a shovel has a reach advantage over a knife where there is distance between the two combatants but turns to a disadvantage if this distance is closed to touching range.



Suffer

Suffer and any label attached to it is rolled against an ordeal rating of 0 with the outcome of the injury aggravated or diminished by the success or failure of the ordeal. A decisive gunshot wound means that the bullet has found a vital area. If a successful suffer ordeal reduces this by two levels to a moderate injury it still means that the bullet has struck this general area but has perhaps missed the vital organ, not for some reason delivered its full force or has hit properly and caused a serious injury but this has been taken and coped with. If a failed suffer ordeal increases a significant gunshot wound by a level to a decisive injury it still means that the bullet has hit the original target area but a fragment has perhaps ruptured a nearby artery or ricocheted off a bone causing further trauma. Alternatively the victim has reacted badly to the trauma and has been incapacitated through pain or shock.

A spectacular ***** success (+21) diminishes the injury or distress by four levels.

A spectacular **** success (+15) diminishes the injury or distress by three levels.

A decisive success (+10) diminishes the injury or distress by two levels.

A slight success (+7) diminishes the injury or distress by one level.

A draw (+5,+6) keeps the injury or distress level as is.

A slight failure (+4) aggravates the injury or distress by one level.

A decisive failure (+1) aggravates the injury or distress by two levels.

A spectacular **** (-4) failure aggravates the injury or distress by three levels.

A spectacular ***** failure (-10) aggravates the injury or distress by four levels.

Suffer can't affect an outcome that involves the restriction of movement like a restraint or a hold, nor can it affect an outcome that causes movement like a throw, push, fall or trip. Suffer can only affect the damage caused by such outcomes. So a victim pinned down in a hold cannot reduce or aggravate this outcome through a suffer ordeal.

Injury

There are two types of injury lethal and less lethal. Injuries are accumulative, so two moderate injuries will equal a decisive injury, a moderate injury on top of a decisive injury will take it to a spectacular* injury and death.

Lethal. Bullets, knives, meat cleavers, grenades, falls and vehicle assault cause lethal injuries. This means that an incapacitating injury through shock and trauma is also a life threatening injury through blood loss and major organ damage.

Outcome	Injury Level	Penalty
1. Slight	Slightly injured	-1
2. Moderate	Injured	-2
3. Significant	Seriously injured	-3,-4
4. Decisive	Critically injured	Incapacitated 1d10 x 10minutes
5. Spectacular	Dead	Dead

Less Lethal. This injury scale is used for concussive assaults such as punches, kicks, slams,



knuckledusters, bats and single handed hammers where the victim usually becomes incapacitated long before becoming dead. Injuries are inflicted but at a slower rate and require an assailant to continue to beat an unconscious or otherwise disabled victim in order to kill him. Use the standing outcomes first with stun penalties and then move onto the incapacitated outcomes if you re playing for keeps. Stun penalties are applied to the next round of action and then diminish by a level each round after that. Injury penalties are in addition to stun penalties and have to be recovered in the normal way.

Standing

Outcome	Effect	Injury Level
1.Slight	Rattled -1	None
2.Moderate	Hurt/Staggered -2	None
3.Significant	Knocked Down/Stunned -3,-4	Slightly Injured
4.Decisive	Temporarily Knocked out/Incapacitated	Slightly Injured
5.Spectacular	Knocked the hell out/Incapacitated	Injured

Incapacitated

6.Slight	Knocked the hell out/Incapacitated	Injured
7.Moderate	Coma/multiple breaks	Seriously Injured
8.Significant	Coma/internal bleeding	Seriously Injured
9.Decisive	Coma/Shock	Critically Injured
10.Spectacular	Death	Death

Aggravating

Heavy knuckle duster	*
Lead pipe	*
Baton	*
Saucepan	*
Stomp to head/chest	*
Golf club	*
Steam iron	1 level
Iron bar	1 level
Tyre iron	1 level
Small hammer	1 level
Brick	1 level +*
Baseball bat	1 level +*
Crowbar	1 level +*
Pickaxe handle	1 level +*
Hammer	2 levels
3lb lump hammer	2 levels +*

As Is

Unarmed attacks

Diminishing

Slaps	2 levels
Pulled punches	1 level
Telephone book	1 level

Deterioration & Recovery

Significant and decisive injuries will worsen unless successfully patched up at the respective



ratings. Slight and moderate successes stabilize the injury whereas significant successes and above will reduce the injury a level. A decisive fail will make matters worse and exacerbate the injury a level.

Injury	Deterioration	Patch Up	Recovery
Slight.	Nil	0	1 week
Moderate	Nil	2	3 weeks
Significant	5 hours	7	6 weeks
Decisive	30 minutes	12	12 weeks

Measuring Pain

How much pain is enough? How much do you need to carry with you to turn you into an avenging killer? The threshold is a decisive amount of pain. The below is a rough guide to confronting pain. Initially confront is used to deal with the ordeal to see if it affects the victim or he is able to shrug it off. Any failure can be modified by the victim's capacity for suffering.

Ordeal	Ordeal Rating
Pursued	-2
Slightly wounded	0
Relentlessly pursued	2
Held captive	2
Held captive in demeaning conditions	4
Mild torture	4
Guilt	4
Seriously wounded	6
Violated	8
Forced to kill an innocent person	8
Severe torture	10
Disfigured	10
Witnessing loved one killed	12
Witnessing loved one tortured and killed	14

Pain is accumulative. A victim who suffers slight distress who is already slightly distressed from a previous ordeal becomes moderately distressed. A victim who is already moderately distressed who then suffers a significant distress becomes spectacularly distressed. In point based terms here is what each are worth.

- (1) Slight
- (2) Moderate
- (3) Significant
- (4) Decisive
- (5) Spectacular

Bad Nerves

A victim who reaches a decisive amount of distress will amass enough indignant anger to want vengeance but may also pick up some other unwanted baggage from all the shit he's been through. Roll a 1d10 and on a roll of 3 and under the victim will suffer from one of the following:

Phobia. A fear of confined spaces, of the dark, of water, of snakes - the victim will suffer a panic attack with an ordeal rating appropriate to the proximity and extent of the subject matter.

Depression. The black dog gets its teeth in and won't let go. At its worst the victim ceases to wash, eat, get out of bed or otherwise can be distant and morose.



Aggression. The rage inside breaks out in ordinary day to day situations making the victim hard to like.

Post Traumatic Stress Disorder. The victim suffers from terrifying flashbacks and finds it difficult after his snuff experience to fit back in with the regular world.

Alcohol and Drug Misuse. The victim can't cope with the post snuff world sober and uses alcohol and drugs to blot out the violation and horror. A victim must successfully confront this need to abstain.

Example: Joel is auditioning for a part in a low budget horror film in a scene with two other actors. He has been directed to shoot one of the other actors named Matthew because the character he is playing is hallucinating and believes him to be a vampire. Unbeknownst to him the revolver he is about to fire contains real bullets and this is a twisted download for www.lastaudition.com. The scene unfolds and Joel levels the pistol at the fellow actors chest and saying the line, "Be gone cursed devil" fires two shots at close range. Joel is impressed with the acting - Matthew can really show pain and the anxious emotion of imminent death. Then the panicked cries for help amidst the gargling of blood starkly change Joel's reality - that he has just mortally wounded someone he had only just met 20 minutes ago. Joel is forced to confront the horror of this realization and the director rules that this ordeal will have a difficulty rating of 8. Joel's Confront is 0 and he has the small label "Cool Head". An 8,7,2 is rolled and Joel takes the 7 as his result adding the 0 of his Confront and the +3 for the small label taking the 8 rating away for a 2 and an outcome of a significant failure. Joel is disturbed and needs to see if he can deal with the distress. He has a Suffer of 1 and can use "Cool head" again and tests this against the standard ordeal rating of 0. He rolls a 6,2,3 taking the 3 as the result and adds 4 points from the method (+1) and label (+3) and is left with a 7 after the ordeal rating of 0 has been subtracted. The 7 outcome is a slight success and so the effect is diminished a level. Joel is is scared instead of panicked from the ordeal.

Recap

Create the ordeal and decide what method and label to employ.

- * Think about factors that could complicate and modify the ordeal.
- * Put a rating to the ordeal.
- * Decide whether or not the ordeal is to be set up.
- * Decide if the resolution roll is a straight method roll or a combination method roll.
- * Decide if the outcome is a simple success or fail or is scaled.
- * Decide the approach to the ordeal, cautious, balanced or homicidal.
- * Consider if the outcome is diminished or aggravated by anything.

SNUFF SITES



Snuff sites are the rats in the sewer of human experience. They exist because conditions allow them to thrive and profligate - all that was needed was an appetite for filth and blood and human beings despite their veneer of civilization aren't a spits distance from jeering around a bear pit.

Web Anonymity - The Gateway

In 2012 Dane Peder Maersk developed the Maersk Triple Proxy Server - a server that conceals through scrambling, misdirecting and piggy banking other web servers each three dozen times over to make it virtually impossible with current technology to identify and track web traffic making it the Enigma Machine of its day. It was nobly intended to prevent totalitarian governments from restricting what information their citizens accessed and to permit freedom of speech without censor and retribution. It has been used for this purpose but is equally used to commit internet crimes where the evasion of the authorities is also desired.

Two Minute Massacre

The idea came to me when I was watching some cheesy game show. A guy off the street had been given a week to practice for a studio challenge, shoot 15 hoops in two minutes. Shit I thought as I cradled my Ruger Mini -14 in my lap I wonder how many people I could knock off in two minutes, a lot I bet at the Grand River Mall. That would be a darn side more interesting, real fucking entertaining. I'd killed before, Bob and Marcus had too, but not in such a disciplined goal orientated way.

The boys and I had a beer and I laid it out for them three shooters with three camcorders competing for the most confirmed kills within 2 minutes. Bob scoffed, and then said there was no way on God's green earth that I could out kill him on a live range. I said we'd see and I put forward the first mission, The K-Mart Revolver Challenge. The traditionalist in Marcus approved and Bob was game, so it was settled. Marcus totally understood the camcorder thing; how there was money to be made from the downloads and dvds. Cannibal Island had been going for a year and it was huge; it was Cannibal Holocaust but for real, hell I signed up for a whole year and got another bitching site Death Pit for free - bargain.

I now know I could have joined the Core and done my daddy proud because I planned the operation with military fucking precision. I acquired a non-descript side paneled van with false plates for transport, we all had plenty of hardware so no problem there. Bob was keen for wearing vests, said there were a lot of gun enthusiasts in the locality as well as the renta protect that might take a shot back. That was part of the thrill, the possibility of a bit of return fire, not that some dumb fuck on \$7.50 an hour though would be up to even one of us opening up on him. But I digress. The plan was quite simple, pile out, steam in, shoot security before they could register what was happening, then start clocking up the kills. I'd drilled with the speed loader until I had it down to a fine art, I knew that was what would make the difference with the revolver, managing the reload. I was right, I notched up 11 kills to Bob and Marcus's 8 apiece. There were a shit load of wounded, but under the rules they didn't count. There was one snag, something we hadn't expected, a shelf stacker of all fucking things almost screwed up everything, when he went all hero on me with a tin of pineapple chunks. I was at the cigarette kiosk leveling the .357 magnum at a guy I'd just downed. He had a sucking chest wound, which meant he wasn't long for this world, but paramedics can work miracles these days, so he was getting one between the eyes. I was squeezing the trigger when out of the corner of my eye I saw this tin hurtling towards me from the preserved fruit aisle. Damn thing split my scalp wide open and had me pulling down the magazine rack in a ringing, fuzz of sight and sound. I was on my knees trying to regain my senses when I felt friendly hands jerk me to my feet. Alarms sounded in unison, two minutes had elapsed, and it was time to haul ass.

www.twominutemassacre.com is a spree kill site and is the brainchild of gun nut Preston Collins. A fan of the Diabolic Download Network Preston was inspired or perhaps warped towards starting



his own site. Flesh eating and machetes weren't his thing, but guns were, and Preston saw a gap in the market that he could fill.

Snuffers. Three shooters Preston Collins, Robert Trellis and Marcus Ignati going by the handles Double Tap, Full Auto and Sure Shot. The three are hardened killers and all possess the label Gun Nut.

Location. Atlanta, Georgia.

Area of Operation. Southern United States.

Targets. Any adult within the given location and time limit, though mistakes have been made.

M.O. The shooters use various side paneled vans to drive up to their targets. They alight quickly and storm into the target area wearing masks and head mounted camcorders. The clock starts on entry with their watches synchronized to a 2 minute countdown. The trio are disciplined, strictly adhering to the time limit in order to beat the response time of the local police. After fleeing the immediate scene, they dump the van with a delayed incendiary device inside, and switch to the true getaway vehicle.

Membership. The site is part of Snuff Kings and has 102,910 paid up members and a shit load of browsers. Join up for \$25.99 month. The site is hosted by Snuff Kings from their Maersk triple proxy servers in Lagos, Nigeria.

Downloads. The Massacre boys have notched up nine downloads in the last 12 months with a combined body count of 142. The bloodiest bullet fest was in Episode 5's "Bowling Alley Assault Rifle Challenge" where a total of 34 people wound up in the local obituary column.

Last Audition

www.lastaudition.com Bruce Ackerman failed as a director, failed as a screen writer. His efforts were flops, turgid, incomprehensible scripts and a complete inability to communicate with actors and producers crashed and burned projects not far after inception. The industry shunned Ackerman as a liability, a fruitcake that couldn't even make sense to himself. Ackerman withdrew from public life and crawled deep into his own head. The unhealthy introspection combined with methamphetamine abuse tipped Ackerman over the edge. Ackerman became drawn to violence watching dozens of mainstream slash flicks and trawling the web for real life death and carnage. Death started to make sense to him as a theme and muse and more so as an answer for his contempt. It just came together - he would work again with actors, with fucking ego bloated, fame hungry actors and he would give them their moment in front of the camera and get out of them the performance of their miserable lives.

Snuffers. A reinvigorated Bruce Ackerman working with escaped mental patient and fellow meth freak Eugene Volk who helps the actors with their scenes. Czech film student Josef Vojan has corresponded with Ackerman for the last two and a half years and is involved in the hosting and distribution of material with sick pornographer Jacob Niklas. Niklas peddles all kinds of specialist entertainment and is keen to meet Ackerman to discuss a new Czech based line of Snuff entertainment for his company Black Angel.

Location. Camden, New Jersey and Prague in the Czech Republic.

Area Of Operation. The states of New York and New Jersey and soon to be Prague.



Targets. Aspiring actors, the young and ambitious and the older and more desperate who see their chances of making it slipping away from them.

M.O. Ackerman places small ads in various trade papers inviting actors to try out in open auditions. Ackerman varies the ads either keeping them anonymous or pretends to be an avant garde Czech director named Kilian Nykl. Nykl is a reoccurring persona and Ackerman has created a bogus web identity for Nykl through his accomplice in Prague Vojan.

Ackerman owns three buildings situated in the New Jersey and New York areas. He owns a sound proof loft in Brooklyn, an old warehouse on the outskirts of Newark and a farmhouse outside of Camden. Ackerman wearing prosthetic make up arranges to meet the actors at a nearby mall or diner car park and collects them in a minibus registered to a dead cousin of his. Ackerman has a hidden camera in the minibus and he elicits their back story on the way to the selected film location. At the film set they are briefed before they are auditioned. Ackerman varies the audition process sometimes individually auditioning the actors or in group scenes. The style of Last Audition is to use the props and action sequence of a dramatic scene to kill the actors. Knives do not have retractable blades, guns do not fire blanks and constraints are really just that. The draw is the realization of the event - that the actor is not acting anymore and whether the actor he is acting alongside him realizes this. Actors are often used to kill each other or are dispatched by Volk. Group scenes have often climaxed with at least one of the actors tearing through a locked down film set with Volk on his heels.

Membership. The site has 3789 paid up members which is expected to increase with the collaboration with Black Angel.

Downloads. Ackerman has put out 6 releases with a combined body count of 27 dead. Black Angel is new to the snuff industry with only three current lines and 12,099 members paying \$30 a month, but for that they get to access hundreds of illegal porn downloads from its sister site www.dirtyangel.com.

Cannibal Island

www.cannibalisland.com - The premium kill site on the net hosted by the Diabolic Download Network and set on several remote and uninhabited islands in the Philippine and Indonesian Archipelagos and in locations off Papua New Guinea. The site is hardcore horror with abducted tourists, oil workers, loggers and kidnapped crews marooned on an island with only a half a dozen cannibals armed with machetes and spears for company. The islands are chosen beforehand and rigged with CCTV cameras which are connected to a control room housed in an offshore trawler.

Snuffers. The technical and creative side of the site is jointly run by prurient Australian web designers and snuff producers Greene Walker and Brent McDonald who are both executives on the board of The Diabolic Download Network. On the ground the operation is run by ex-mercenary and hunter Phillipe Dejourmes who has connections through his extensive travels with wanted Filipino Pirate Rafael Penalosa and the cannibalistic Karowai tribe of Papua New Guinea. Penalosa has a crew of eight pirates who man two speedboats and are armed with AK47 assault rifles, sub-machine guns and a rocket propelled grenade. Dejourmes has recruited six cannibals from the Karowai tribe who hunt the abducted victims with bows, spears and machetes. Also assisting Dejourmes are cameramen and technicians Chris Crawley, Carl Finselbach and Roger Ullen.

Location. Manilla, Philippines.

Area Of Operation. Uninhabited islands in the Indonesian and Philippine Archipelagos and



locations off Papua new Guinea.

Targets. Yachtsmen, coastal villages, tourists, seamen, loggers, oil riggers, fishermen and divers.

M.O. The pirates scour the coast looking for small isolated pockets of industry such as logging camps and small fishing villages which they raid and kidnap victims from. They also hijack yachts, fishing trawlers, diving excursions and scientific expeditions. The blindfolded and bound kidnapped victims are then transported to a pre-selected small uninhabited island. Here the show begins with Dejournes supervising their release whilst briefing them what is to follow. The camera pans in on the victims horrified and disbelieving faces and then draws back to them as a group as Dejournes instructs them to run. The victims are given a 5 minute head start before the mud caked cannibals smeared with war paint commence the hunt armed with spears, bows, clubs, machetes and poisoned blow darts. All of the cannibals are fitted with "Cannibal Cam" - small head cameras that provide a point of view experience whilst other view points are captured by the 50 small fixed cameras dotted around the island at strategic locations. Monitoring it all on a bank of screens at the control hub on a battered looking fishing trawler off the coast are Walker and McDonald. The cannibals pursue and brutally murder some of the victims but will try to take a couple alive by physically overpowering them or paralysing them through use of the blow dart. These unfortunate victims are then trussed up naked on a pole and carried on the shoulders of two cannibals to a camp fire where they are cooked and eaten.

Membership. The Diabolic download Network has 189,274 members who pay a monthly subscription of \$39.00 get access to all their snuff sites.

Downloads. The site has 31 downloads with a combined kill total of 134 victims and is widely regarded as being one of the top three snuff sites on the web and by many the best. Only one person has managed to avoid being dinner and that was former recon. marine sergeant Clyde Foley who brained one of the cannibals with a rock and swam two miles off the island to a sandbank and then another mile and a half to another uninhabited spit of sand and scrub where he hid and foraged for several days until rescued. Ironically this is one of their most popular downloads along with "Seven for Dinner" which featured the nubile cast of a reality desert island game show.

Satanic Sacrifice

www.satanicsacrifice.com - This is an atypical snuff site because it has twin aims: to draw followers into its satanic church and to fund its expansion as a religion. The sect worship "The Dark Lord" through the practice of of evil and foul deeds which feature satanic human sacrifice. Perversion and corruption of new souls is a pillar of the faith and the downloads are an easy and pernicious medium to preach the message and also feature many other unmentionable acts of debauchery.

www.satanicsacrifice.com is the uncensored web presence and deniable outlet for the heinous crimes of Church Of the Inverted Cross, a clandestine sect with 224 devotees divided into eleven cabals spread across the Pacific North West of the United States and the West of Canada. The sect is headed by its founder and self proclaimed anti-christ Evilyn Dark from her Waco style retreat outside of Tacoma, Washington where 71 followers attend her every need. The other ten cabals are led by her appointed tyrants. The symbol of the church is an upside down cross and its devotees in ceremonies wear a silver inverted cross around their necks and dress in black robes. In the world the devotees tend to affect a dark alternative black metal look of black nail polish, thick boots, aggressive tattoos, piercings, bullet belts and black clothing which makes them indistinguishable from fans of those musical genres.

Snuffers. Evilyn Dark is a 30 year old sadistic siren with bewitching looks and compelling



presence that enthral her followers into utter obedience and servitude. The site is driven by her sinister imagination and she is ably assisted by her oldest follower Vivian Burgess, a muscular transvestite and sex addict who directs the productions. Other notable devotees are serial rapist Carwin Pfeifer Tyrant of the Portland Cabel who is presently the only other devotee authorized to produce content for the sect independently from Dark. Defiler are a black metal band and devotees of the sect whose music promotes satanism and the church. Devotee Gaspar Ruelas has been sent back to his native Guatamala with the responsibility of hosting the snuff site from his home in Guatamala City. He is wired expenses via Western Union and mailed CDs of the snuff content to upload.

Location. Eleven locations across the Pacific North West of the United states and the West of Canada.

Area of Operation. Local to the cabals but occasionally a kill party will hit the road and kill out of temple or abduct some poor stray for brainwashing into the sect.

Targets. Normally those on the fringes of society and easily missed but for some rituals an unsullied virgin is needed and that becomes more difficult and risky.

M.O. After a forcible abduction or deceitful lure the victim is prepared for sacrificial ritual in one of the sect's basement temples. There several devotees from the hosting cabal led by Dark enact a satanic ritual dressed in red robes and wearing hellish masks. Rituals typically involve the bondage of the victim often to an inverted cross, chanting arcana, the burning of sulphur, the smoking of hashish, writhing and thrashing to music, incantations, torture and prescribed method of sacrifice be it exsanguination, decapitation or evisceration.

A roving kill party performs Mansonesque murders invading a home and massacring all those inside leaving evidence of the satanic slaughter in blood slogans daubed on the walls.

Membership. Church Of The Inverted Cross distributes free snuff content as part of a broader plan to corrupt and entice souls into their sect. The official www.churchoftheinvertedcross.com website sells merchandise such as "The Sinner's Bible", inverted crosses and other satanic paraphernalia. Once initiated into the Church Devotees pay a tithe donating 15% of their wages into the coffers of the sect.

Downloads. The site has only produced three sacrificial snuff downloads thus far and one home invasion rampage with a combined kill count of 7. The content has been downloaded over 150,000 times from Ruelas's computer.

Death Pit

www.deathpit.com. A gladiatorial snuff site produced by The Diabolic Download Network that pits victims against one another or against a snuff artist in a fight to the death using all manner of martial arms and everyday tools. In the beginning death matches took place in a plain clay pit but over time as the site has become more popular production values have risen and now feature hazards like falls, spikes and venomous snakes. The pits themselves have also been enhanced to become more maze like so that pursuits and ambushes are possible. Death Pit is is The Network's second most popular snuff site.

Snuffers. Snuff Star "Knifeman" is a hulking, ex- Spetnaz soldier who saw considerable action in the first and second Russian Chechen wars. Chillingly proficient in knife fighting and sambo this disturbed war veteran fled to Brazil after stabbing a man to death in a Murmansk bar. With no other skills to ply this detached, cold blooded killer gravitated towards the Sao Paulo underworld where he met fellow emigrant Fedor Danvoshev and his partner Braulio Jacare at an unsanctioned



Vale Tudo event. The Diabolic Download executives liked his resume and hired him for their new project. Knifeman is the lead snuffer on Death Pit and has a devoted web following with some fans even wearing his signature zip black leather gimp mask on Halloween.

New to the site is 6'5 psychotic crack addict and former Rio De Janeiro Favela gang veteran Fabricio "Spider" Machado who as a street soldier protecting his gang's drug trade murdered 26 people including two policemen and injured many more in punishment beatings. He rose to a gang Lieutenant before his escalating drug abuse made him a liability and his own gang tried to kill him. He fled to Sao Paulo where he was recruited by Jacare as a sometimes supporting and alternative killer to Knifeman. Machado under the moniker of "Smash" is ferociously wild and often sloppy with the spiked bat he favours but makes an interesting contrast to the precision of Knifeman. Braulio Jacare is the producer in charge of the sites output sourcing victims, finding locations and directing the set. He is assisted by his son Marcelo Jacare and five creeps who do all the donkey work.

Location. An enclosed house in an affluent suburb of Sao Paulo, Brazil where design, editing and formatting takes place and a farm outside of Sao Paulo, Brazil where the set is.

Area Of Operation. Sao Paulo Brazil and the surrounding countryside.

Targets. Migrant workers, the homeless and the gullible who believe things that are too good to be true.

M.O. Death pit employs a variety of methods to acquire its victims: it has forcibly using a side panelled van abducted people off the street, hired migrant labourers to work on a fictitious farm, deceived people into collecting a bogus competition prize.

The production team have a large barn on a remote farm which houses one of its death pits. The design is a square trench 8 feet deep and 6 feet wide with a cross shaped trench of the same specifications placed within the square. At the nexus of the cross is a square pit with a 16 feet radius. At various points in the pit there are fixtures for weapons to be picked up, impaling spikes in the walls and floor, a hole where there are half a dozen highly venomous Bushmaster snakes lying in wait and grill door which can hold two Fila Brasileiro guard dogs or additional snuffer. Victims are thrown into the centre of the pit and three cameramen track them from atop of the pit crossing over the trenches on thin walkways. Sometimes victims are forced to fight one another, occasionally they have to against time find a way out of the pit before the Brasileiro's are released, but usually they are faced with Knifeman or Smash in 1 on 1 to 5 on 1 ratios.

Membership. The website is part of the Diabolic Download Networks line up of 17 kill sites which has a membership of 189,274 and is hosted from Maersk Triple Proxy servers in the Philippines.

Downloads. The site has been up and running for 13 months and has proved a massive success with 5 star ratings on most of the 17 downloads. Knifeman has achieved a cult following for his work with many members voting the ear necklace he made after the carnage of "Slaughter Party For Five" as a Network favourite.

Serial Killer P.O.V.

www.serialkillerpov.com. Gary John Endicott is a genuine old fashioned lone wolf serial killer who murders people because he is screwed up in the head and killing gets his rocks off. Hateful and addicted to the thrill of the kill Endicott was one of the first serial killers to record his crimes through the use of a head mounted camera. His primary motive for doing so was to relive the moment and erotically savour the event again and again at his leisure. Endicott is a roving indiscriminate predator who has murdered 53 people over a four year period. It has only been in the last six months since Endicott has released downloads of his homicides through Snuff Kings



that law enforcement has connected these diverse murders in half a dozen states to the work of one hand.

Snuffers. As a teen 38 year old Endicott tortured and killed animals, set forest fires and burnt down a part of his high school. These activities provided a power trip and offered some relief but did not completely satisfy the acne faced misfit.

After high school Endicott took a job working with his Uncle as a pest controller and took over the business when his Uncle retired. A short marriage followed and Endicott drank heavily to suppress his feelings of rage and impotence.

One night four years ago he was out on the highway driving his car when he came across a motorist who was changing a tyre at the side of the road. Endicott stopped, got out and without hesitation shot the motorist six times with the .22 calibre handgun he used to kill trapped vermin. Physically Endicott is pretty ordinary but he is very purposeful and efficient when he sets on a hunt.

Location. Rio Rancho, New Mexico USA.

Area Of Operation. Colorado, Arizona, Texas, New Mexico, Utah and Oklahoma.

Targets. 16 - 90 of any race, gender or background.

M.O. Endicott has been careful not to signature murder like most other serial killers and not to fall into recognizable pattern that can be profiled. Endicott travels extensively sometimes on a motorcycle, sometimes in his car and other times on public transport carrying a small suitcase or rucksack with him containing a head cam and whatever weapons he has chosen for the mission. He sometimes disguises himself as a sewage worker wearing a hard hat which makes the head cam look like a torch. Endicott has no victim or situational preference and employs a variety of methods to kill which have included shooting, strangulation, bludgeoning, stabbing, drowning and immolation. He has for the most part killed hikers on wilderness trails, young lovers parked in secluded areas, the homeless in alleyways and invaded the homes of the elderly. Endicott has faked robberies and sexual motive in order to confuse the police and has also planted a vagrant's DNA at a crime scene.

Membership. The site is one of the newest in the Snuff Kings line up and managed by George Chukwu from Lagos in Nigeria. It has proved an instant hit because of the quantity of the content and because it is the authentic recordings of a true serial killer providing a stark, non staged first person point of view snuff experience.

Downloads. Endicott has provided Snuff Kings with 30 downloads notable of which is a triple slaying of female students in an Oklahoma state Sorority House in 2011.

Blood Of Jihad

www.bloodofjihad.com. Blood of Jihad is an Islamist terrorist organization that seeks to wage terror against western democracies and spread extreme Islamic propaganda through the world wide web. It has active units in 8 western countries who plan, execute, record and distribute terrorist activities in association with vitriolic diatribes and calls for martyrdom.

Snuffers. There are 86 terrorists on active duty in the organization spilt into 4 to 6 man cells operating in the USA, Britain, France, Spain, Germany, Australia, Italy and Canada. The organization is based in the Lebanon and is headed from there by radical Syrian Imam and wanted terrorist Muza Al-Kazim who is attended to and protected by 8 para-military followers. About a third of the organization have undergone proper terrorist training through camps in The Lebanon, Syria,



Sudan, Yemen and Pakistan with the others having only received instruction and rudimentary training after being recruited in their countries of operation. However what some of the organization may lack in terrorist training it makes up in conviction with all being prepared to sacrifice their lives for their beliefs.

Location. On active duty in USA, Britain, France, Spain, Germany, Australia, Italy and Canada and based in an old French town house in The Lebanon.

Area Of Operation. USA, Britain, France, Spain, Germany, Australia, Italy and Canada and soon to set up a cell in Denmark.

Targets. Any non-Muslim but preference to victims in governmental roles like police officers and military personnel on leave.

M.O. Cells conduct a variety of terrorist operations which include bombing, assassination, contamination of utilities and produce and hostage taking. What sets Blood Of Jihad apart from other terrorist organizations is their focus on recording their activities for propaganda purposes. Much of what they do is driven by the potential media impact it will have in creating terror and inspiring disaffected Muslims to Jihad. A favourite tool of terror employed by Blood Of Jihad is to kidnap a victim and hold him in a safe house, then send recordings of the captive to news organizations with political demands, victim denouncements of their immoral governments and societies, and then ultimately their execution by beheading.

Membership. The site is free and is sought out by an alarming number of Muslims with an interest in Jihad and many other non muslim creeps with a sick fascination with suffering and murder.

Downloads. Collectively the organization has produced 14 downloads featuring the murder of terrorist targets which has led creeps and critics alike to coin the term snuff terrorism.

Booby Trap Mansion

www.boobytrapmansion.com. What if Saw were real? well here is your answer. Booby Trap Mansion is a large abandoned country house fallen into disrepair which has been bought and lethally refurbished for its unsuspecting guests. Rigged with Rambo style man traps, anti-personnel mines, trap doors, electrified fixtures and a drowning room the 21 room mansion is packed with devices designed to frustrate, maim and kill.

Snuffers. Booby Trap Mansion is a Diabolic Download Network snuff site produced by Fedor Danvoshev and run by deranged trap maker Oleg Ruts koy whose snuff site alter ego is "The Catcher". Ruts koy is an obsessive and fiendishly clever designer who likes to construct intricate traps around and in puzzles and obstacles. Working on the site as lures are attractive Dutch sociopaths Anton De Jong and Sofie Janssen. Their job is to trawl the cafes, bars, stations and airport and entice tourists and backpackers with the promise of cheap accommodation, good drugs, illicit parties and sex. Assisting them in this job is driver Bernhard Van De Beer who trails the two driving a bogus taxi.

Location. Amsterdam, Holland.

Area of Operation. Amsterdam, Holland.

Targets. Drug dealers, sex tourists, backpackers, party goers and anyone looking for a good time or place to stay in Amsterdam.



M.O. De Jong and Janssen use attractiveness and charm with the offer of a good time to lure victims into the taxi driven by Van De Beer who then drives them to the country house just outside of the city. The taxi has a toughened perspex barrier between front and back seats and driver operated rear door locks which effectively turns the taxi into a cage; it is also equipped with a hidden camera that provides a little back story fluff for what is to follow. Either Janssen or De Jong will be armed with a small calibre handgun should the victims get wise and start to resist. The victims are driven into an integrated garage and taken to a reception room where they are left by their hosts.

What happens then varies but usually follows two formats each producing a different kind of tension. The first is a speaker announcement informing the victims of their predicament and what they must do to survive. This produces incredulity, abject fear and overwhelming paranoia at the start of the process.

The second just leaves the victims in the room to make themselves comfortable or to grow restless and venture out of the room. In doing either of these they will cause something unpleasant to happen. If they partake of the rooms hospitality they will sit on a spiked seat, take a drink laced with a powerful emetic, watch a DVD of a previous episode. If they try to leave the room they might find that the door is locked, that the handle is electrified or that a pendulum trap will swing down from the other side of the door. This format produces confusion, concern and then horrific realization that they are at the amusement of a madman.

Rutskoy oversees the operation from an outbuilding in the garden of the house where he has a bank of CCTV screens and a control system for the house. Although the house is extremely deadly Rutskoy has designed in a solution, avoidance or escape into each trap so that a smart, quick or just plain lucky victim will have a chance, albeit a slim one of survival.

After the show Rutskoy dismembers the victims and dissolves them in a 55 gallon drum of acid.

Membership. The website is part of the Diabolic Download Networks line up of 17 kill sites which has a membership of 189,274 and is hosted from Maersk triple proxy servers in the Philippines.

Downloads. The site has produced six downloads with a total 100% body count of 14. It is the third most popular site on the network.

Machete Boys

www.macheteboys.com. The re-emergence of civil war in Sierra Leone has created blood thirsty militias conducting atrocities in a disorganized campaign of attritional terror. One such rebel militia The Machete Boys operate in the south west of the country conducting murderous incursions into government held territory where they engage government forces, maim, abduct and kill local citizenry and kidnap aid workers for ransom. What sets them apart from any other rampaging militia is their association with Snuff Kings who record and sell their heinous exploits for mutual profit.

Snuffers. Ex-army corporal and megalomaniac Samuel Foday leads the 40 strong Machete boys with an iron fist. A heavy user of amphetamines and marijuana Foday is prone to outbursts of frightening paranoia and sudden acts of violence; a blood lust only surpassed by his love of power and money which is derived mainly from the trade in blood diamonds. Foday fights for the PRPSL (Peoples Revolutionary Party of Sierra Leone) and has honoured himself with the rank of Major, a title which he insists on being referred to.

Lieutenant John Jalloh is David's right hand man and a callous killer with hidden despotic ambitions of his own. At 6 feet 4 inches tall and 155lbs Jalloh with his stoned bloodshot eyes cuts a gaunt, death like figure earning him the sobriquet "Bone Man".

The Machete Boys are a growing concern due to Foday's forcible recruitment policy where adducted teenage boys are brainwashed with intense propaganda, harsh beatings, sleep deprivation and copious amounts of drugs and alcohol. The result is terrifying obedience and a



total disregard for human life and suffering. Ranked as a military unit they are poorly trained and ill-disciplined and prone due to their high levels of intoxication to sloppiness and oversights. The militia base themselves in a fortified compound on the outskirts of the town Kailahun in the Eastern Province.

Embedded with the militia from Snuff Kings are Nigerian production crew Ibrahim Abacha, Fela Ojukwo and Moshood Buhari. Buhari who is a key player in the Snuff Kings set up is in charge of the project and plays a part in directing the Machete Boys and putting together the footage. Buhari is a veteran internet 419 scammer and an inveterate liar which has seen him with Foday's pistol pressed at his forehead more than once. He is devoid of any kind of morality or conscience and this has made the site a success.

Location. Lagos, Nigeria and Kailahun district of Sierra Leone.

Area Of Operation. South and south east Sierra Leone.

Targets. Government soldiers, police, civilians, foreign aid workers and peace keeping forces.

M.O. The Machete Boys run fast guerilla raids into government held territory destroying and plundering the government infrastructure and attacking military, police and civilian personnel. They employ hit and run tactics using 4x4 pick ups to carry their gunmen and to house heavy weaponry such as mortars and .50 calibre machine guns. The militia are armed with assault rifles, sub-machine guns, pistols, Molotov Cocktails and machetes.

As part of their campaign of terror and to leave a living reminder of their brutality the Machete Boys amputate the limbs of their victims with machetes; others are hacked to death and their bodies left in severed piles. Machetes because of their visceral impact are the preferred method of murder. The Snuff Kings production team travel with the Machete Boys and unflinchingly record the slaughter with Buhari sometimes also giving direction with things that he thinks will be good for the site. Buhari edits the recordings on his laptop and sends completed episodes as zip files to partner George Chukwu in Lagos, who then uploads them onto the www.macheteboys.com snuff site.

Membership. The site is part of the Snuff kings portfolio of 11 kill sites with a membership of 102,910 and growing.

Downloads. The state of anarchy and lawlessness in the country has allowed the Machete Boys to produce a lot of content for the site and eleven 30 minute downloads are available with the total body count of 217.

Night Stalkers

www.nightstalkers.com. Snuff site based on the vampiric violence of lovers Saskia Malkin and Viktor Zaripov as they travel by night across Russia hunting and killing for blood and money like a blood sucking version of Bonnie and Clyde.

Snuffers. Long haired Viktor Zaripov who styles himself as "Vlad The Terrible" believes that he is a new breed of vampire who derives power from drinking blood. Tall, pale and wiry 27 year old Zaripov affects the look of the modern day vampire adorning a leather trench coat, motorcycle boots and shades. He has even gone to the lengths of undergoing cosmetic dentistry to give himself fangs. Possessed of a god complex in which ordinary people are mere meat puppets for his use Zaripov would like to found a colony of vampires with himself at its head and is trying to enthrall others into blood lust, which he has almost accomplished with occultist Anna Kissin. He also desires a legacy which he believes will be achieved through the snuff site.

Deep, troubled and introverted the 26 year old Goth Saskia Malkin had lived a quiet, desperate existence marred by depression and self harm until she met the enigmatic Zaripov.



He showed an overpowering interest in her and after enthraling her to become a vampire with the giving of his blood opened in Malkin a Pandora's box of darkness. Now the tall and athletic Malkin releases all the rage she used to inflict upon her self on other people.

The third person in the set up is the very unpleasant Nikolay Deripaska a pornographer, drug dealer and ambitious junior producer in the Diabolic Download Network. Deripaska facilitates the killings by supplying weaponry, payment and creepy fat cameraman Gregori Boujinsky who covers the Night Stalkers murderous activities.

Location. The couple are from Krasnoyarsk a large city in central Siberia where they have a lair of sorts in an abandoned warehouse which they return to occasionally.

Area of Operation. The couple travel extensively by car and train in between the towns and cities of central and eastern Russia.

Targets. The pair have a rich taste in blood believing it to have superior properties to the abundant low rung, vodka sodden cattle that they usually are forced to prey upon. The better the blood the higher the risk of capture but the vampires have become enamoured by their own power over life and death and are beginning to believe that they are untouchable.

M.O. Zaripov and Malkin own a converted Volkswagen van in which they sleep by day and travel by night. Other times they will use the rail networks and stay in hotels. They hunt by cruising the city looking for street people and barflies; unimportant people that the authorities aren't bothered about. Underneath bridges or in parks Zaripov uses a hammer to bludgeon them senseless and and push knife to cut their throats, or the pair will both attack a hapless victim with knives, stabbing and slashing him to death and drink from the wounds.

Gourmet dining is on doctors, businessmen and other wealthy professionals who are trailed from fine restaurants and their places of work to where they live. There they are either attacked whilst getting out of the car to the front door, or Malkin will knock at the door pretending to be in a distressed state and needing help before pulling a gun on the occupier. The two will then invade the home subduing those inside before robbing, killing and drinking their victim's blood.

The killers have in arms a Markarov PM 8 shot 9mm handgun, a flick knife, a push knife, a hammer and a special blade hidden inside a pendent that Zaripov wears around his neck.

Boujinsky takes the captures to Deripaska who who edits the content into a coherent format at his seedy porn studio in down town Krasnoyarsk before dispatching it to Manilla for music, effects and branding. Deripaska works closely with rough, misogynist porn stud Yuri Nasenko who goes by the trade name of "Dick Stabber". Former convict and body builder Nasenko practically lives at the studio and readily straightens out problems for the pornographer in his illegal enterprises. Deripaska keeps a couple of handguns in his desk draw and a sawn off shotgun in the cabinet beside it.

Membership. The site has yet to be launched on the network.

Downloads. The network has just produced its 5th download and work is under way to launch the site now that there is sufficient content to sustain it. Presently the body count stands at 14.

Diabolic Download Network

The Diabolic Download network is comprised of several snuff producers who have pooled their nefarious talents and resources to create a slick murderentertainment brand synonymous with quality and sick ingenuity.

The network is multi-national with sites produced across the globe but is based and hosted in an old three storey Spanish colonial house in Manilla. The network has a board of eight directors and producers that meet every four months to discuss issues and to set objectives for the network.



The board is chaired by Chief executive Fedor Danushev who was instrumental in founding the network nearly three years ago. Danushev has links to Russian organized crime and is involved in other illegal activities with a gang of Russian criminals in the city.

The executives travel extensively and on a day to day basis there is maybe only computer whiz Fuji Haramata and his three man technical team which are responsible for the programming, maintenance and security of the network. Haramata works closely with money man Alexander Kharlampiev who collects Western Union money transfers from Russian pay points that change on a frequent basis. Haramata provides potential customers with a disposable pay as you go mobile phone number which puts them in contact with Kharlampiev, who then provides them with an identity that he is using and a Western Union agent to transfer the money to. Once payment has been made Kharlampiev provides the customer with a code to access the network.

The house is guarded by two armed Russian thugs who live in four rooms on the ground floor. Often they are joined by other members of the gang in drinking and poker sessions that can last for hours.

Snuff Kings

This Nigerian outfit is a cheaper, nastier version of the Diabolic Download Network. The sites it hosts are more basic and raw with less design and lower production values. The company was formed by murdering cousins George Chukwu and Moshood Buhari a little over a year ago in emulation of the success of the Diabolic Download Network.

Chukwu is a Pastor in The Liberty Church of Reverential Saints an Evangelical Christian church that specializes for a very lucrative fee in exorcizing child witches of their evil. A worrying and growing phenomenon that sees children denounced as witches who can curse and destroy their families if not cured. Exorcisms first involve starving and beating children into confessing their witchery, violently shaking the possession out of them with oaths and pouring a potion of alcohol and blood into their eyes to cleanse them. The rituals are savage and sometimes the children are killed when the witch inside them is too stubborn, or more often in Chukwu's case to satisfy his own murderous urges.

Buhari is his business partner and promoter; a former 419 internet fraudster with a relish for bloodshed it was he that thought of combining their appetites for violence and cruelty into snuff. The germ of the idea was the filming of the successful exorcisms that were used as promotional material to increase business, which obviously also had a strong sadist element that they were both into. Buhari owns a crocodile farm and it wasn't such a large step for him to feed a pestering journalist who was poking his nose where it shouldn't be to his prize crocs. Buhari filmed the murder and this became the basis for www.feedingfrenzy.com their first snuff site. The next snuff project was the short lived www.lagosboombye.com a drive by murder site featuring callous dimwits Carlton Okeke and David Ojo cruising around the streets of Lagos firing at people. During the making of the fifth episode the pair were cornered by police and killed in a shoot out.

This close shave with law enforcement led the cousins to look further afield for snuff material and to work with other producers that didn't want the hassle of hosting their and managing their own product.

Buhari brought in his brother Ogbodo an active 419 fraudster to help with establishing the network and a few other criminal associates to act as couriers and production crew. Snuff Kings use the Maersk Triple Proxy method to evade detection and a bogus action against poverty charity "Embrace" to channel payments through.

Snuff Kings are based in a 2nd floor office above a night club called the "The Swing Bar" in the Yaba district of Lagos. The night club is secretly owned by Chukwu through a front man called Samuel Kuti who does not have access to the 2nd floor and does not know what is being run from there. Kuti takes his orders from lawyer Moses Ayuba and has never met Chukwu.

Chukwu is personally guarded by blubbery 6'5, 320lbs former professional boxer Friday Lawal who was responsible for lowering the screaming journalist into the croc pond.



Private Collections

Bespoke snuff - the pinnacle of perverse pleasure for the wealthy indulgent sadist. The client submits a set of requirements to the contractor who may or may not be an actual snuff producer who then for a substantial fee creates the content, which sometimes will involve the participation of the client.

Italian industrial tycoon Rigaberto Zoni is a connoisseur of snuff with a collection spanning back almost 25 years. Zoni has procured through his wholly unscrupulous lawyer Tomasino Crelli 41 murders for his voyeuristic pleasure in which he himself has featured 14 times as executioner. Crelli has used his criminal clients to fulfil Zoni's contracts and has in recent years settled on two sources. An Albanian sex trafficking gang headed by Armend Berisha that work out of the southern Italian port city of Bari on the Adriatic sea supply kidnapped and debt bonded young men and women for the bisexual Zoni. Giovanni Pirandello is a professional hitman that Crelli got acquitted in a murder trial. A somewhat lazy sociopath the heavy set Pirandello is more than happy to carry out regular low risk work and has performed 10 murders for Zoni. He is assisted by his equally abnormal younger brother Valentino Pirendello who handles the recording duties. The murders take place in an old disused abattoir on land that Zoni owns 20 miles out of Bari in the country. Zoni keeps his collection in a hidden combination safe in his study.

PRODUCING SNUFF

The Hitch With Horror

Non-supernatural horror can be a difficult genre to emulate especially when the participants are aware they are playing a short game entitled "Snuff", and as such the necessary ingredients of suspense, shock and fear can be hard to create with a knowing group around a living room table with the traditional adversarial GM/player set up. These elements can also be easily foiled by the players acting in a rational, detached manner by huddling together and not taking risks. Many of the plots in the slash flicks we love wouldn't have advanced very far or have been that entertaining without acts of stupidity and friction within the group.

What is the alternative? Well encourage players to play that way.

Creating Pain

The players make a bunch of victims, some they have an interest in playing as possible survivors of the horrific ordeal that is to follow and others that are more than likely to be slash fodder. The idea then from a player's perspective is to collaborate with the snuff producer in traumatizing the victims. By creating sufficient pain in the form of disfigurement, bereavement and deep emotional scarring the victim acquires the necessary bitterness and hatred that sets him on a path of vengeance. To this end the players must do two things: create internal tensions in the group and invest emotion and commitment in ideals, needs and people. Tensions cause conflict and the disruption can derail the group and expose them to harm when they fail to work together as a cohesive unit. Tensions can arise from animosities, ulterior motives, competing interests and weaknesses.

Investments are a nasty catch 22; they compel a victim to protect or acquire the investment e.g. protect a loved one or acquire wealth - the sister will turn back at great personal risk and go look for the missing brother. The catch is if she does she places herself in jeopardy (pain), if she doesn't the investment turns on her and she is consumed with guilt and self loathing at failing her sibling (pain). Pain - the body can be maimed and violated and the mind can be traumatized and disturbed through the loss of faith, the crushing of ideals and the death of friends and loved ones. Without pain survivors won't feel the need to vent their grief, direct their anger and whet their hatred. They die or escape but they don't get to play on as members of The Mongoose Squad.



Tensions And Investments

The following are a few ideas of typical tensions investments the victims could create. Players are free to expand upon these and make their own.

Crush - One victim has a romantic crush on another in the party and feels the need to side with that person and protect them. The pain is caused by seeing them suffer or die and by trying to save them.

Greed - The victim is a product of a material world and will given the opportunity try to profit out of a situation. This could involve accepting a too good to be true cash deal, or endangering the safety of the other victims by dangerously cutting corners to pocket money e.g. A tour guide that doesn't maintain his boat, or the organizer of the trip booking the group into a questionable hotel.

Complicit - The victim to a point is an accessory in setting up the show. It will be most likely that he isn't aware of the true intentions of the snuff producers but has been deceived himself into thinking he is delivering them to be robbed or used in some other way. When it turns nasty he too becomes part of the production being a loose end that needs tying and killing. The guilt is his pain.

Duty - The victim has a strong sense of duty and social responsibility that defines who he is. The victim will feel compelled or obligated to help and save others. If he doesn't act and opts just to save his own skin he will suffer an emotional crisis eliciting feelings of shame and disgust, that will ultimately need to be put right.

Friendship - The victim has a strong bond of friendship with one or more of the other victims in the group. Losing them or failing them causes pain.

Addiction - The victim is a closet addict who needs to get drunk or high and in order to do this he has to slip off on his own to pop, snort or swig. The influence of the substance may also impair the ability of the victim to function and cause him to fail a vital task.

Faith - The victim is a devoted follower of a religion and has their faith shaken to its very core by what they experience. The victim may be forced into murky moral areas that go against the tenets of the faith.

Phobia - The victim suffers from some kind of aversion and starts to panic when confronted by it. It could be a fear of heights, of confined spaces, of the dark or of water. This would likely cause friction in the group if a means of escape involved the subject of the phobia.

Leader - The victim has to get their own way and be in charge and will argue and even fight to see that this happens.

Animosity - The victim has a strong contempt and dislike for another victim in the group. This could be over a perceived wrong or a disapproval over the way in which they lead their life, or just maybe down to plain old green eyed envy. In times of tension this animosity may boil over into overt hostility and intra group violence. It may also play out covertly with the victim neglecting to warn the other victim that he is in harms way or taking the opportunity when one presents itself to put him there.

Self Preservation - The victim has an out for himself attitude and in his desperation to survive will resort to cut throat measures that could endanger the other victims. It could be that he steals supplies to make sure he has enough or he might cut someone loose if they were slowing him down. If captured he may offer to give up the rest of the group if he were spared or push someone aside so that he can make it to the door.



Possession - The victim has a strong sentimental attachment to a possession. It could be an expensive car, a passed down family ring or a laptop containing a precious 100,000 word manuscript. The item could get lost or taken in which case he will do all that he can to retrieve it. If it damaged or destroyed he will be beside himself.

Example. One victim has a bad drug addiction which endangers the group. Another victim has a strong friendship with the addict and does his best to care for him. A third victim despises the addicts behaviour and wants to cut him loose.

The snuff producer should consult with the victims and agree a couple of tensions and investments and jot them down on a notepad.

The Mongoose Squad

These are the pain racked survivors of such an attack that have thanks to the net accessed support forums where they now share their grief and anger. Many formed strong friendships and a bond that only those that have shared death can experience. On one such site www.survivorsofserialmurder.com a private forum titled "The Mongoose Squad" exists for those past just grieving. Inside a cadre of eight vehement on vengeance led by the squad's founder Clyde Foley swore to track down the joy killers and put an end to their blood soaked careers. Pooling resources they investigate a psycho's crimes, analysing the modus operandi for a pattern and prediction of where he will perform next, examining his web presence for clues to identity, tracing possible witnesses and law enforcement officers that are willing to provide information. Initially they were unsuccessful but they improved their methods to the point where they have now traced spree killer "Chainsaw Pete" to an apartment block in Pittsburg. Four of them have met up in Scranton armed with shotguns, kevlar and a camcorder. Justice will be done, justice will be downloaded.

Deadly Auditions

There will likely be several preliminary games of Snuff to get the eventual line up for the forum featuring different snuff sites. In each game there should be around half a dozen born and average victims and a couple of potential survivors (**See how vulnerable is the victim**). Two of the players play the potential survivors while the others in the group assist the snuff producer in playing born and average victims. Each game is an audition for a place on the forum and membership of The Mongoose Squad. Players take it in turns until there are enough pained survivors for the group to play. When potential survivors make it they become survivors and improve to that level increasing methods and acquiring and up sizing labels.

Spanners

These are what the snuff producer and players use to throw a spanner in the works and the result is at someone's or everybody's expense. Spanners make things go wrong and situations turn bad; they are there to hinder, frustrate, infuriate and endanger. Their purpose is to prevent a quick and easy conclusion to the game by placing further obstacles in the victim's way and allowing the killer to catch up to the victims. The snuff producer and players each get a spanner at the start of a game; they may then throw one into a scene and say:

"Rod you can't get a signal on your mobile."

"Joey thinks it is a good idea to go off and get help, he's adamant that it is the best option."

"Phil, as you run frantically down the embankment your shoe flies off and you tumble."

"Beth the engine turns over but then splutters and dies on you."



“Tim, as you speed around the corner you are confronted by a large tree lying across the road.”

“Your brother Luis has slipped away. Perhaps he has gone back to get the laptop you told him to forget about.”

“Gary snaps and shouts abuse at Tim who he blames for making him go on the trip in the first place.”

Players and snuff producer should revel in inflicting mishap and suffering on their victims. Screw them badly, be complicit in gore and see which ones, if any survive.

Reprieves

This is a momentary let off, a good break that temporarily gets the victim off the hook in some way. This could be a loose restraint, the killer getting distracted and moving to search elsewhere, or a killer dropping his axe in the middle of a pursuit. A potential survivor or any other prospective candidate for the Mongoose Squad gets a single reprieve that can be narrated into the story to frustrate the bloody aspirations of the killer. A reprieve can usually only be brought into play after a few spanners have been thrown into the works first except when it is needed to save the potential survivor from serious harm. The snuff producer decides and narrates a reprieve.

Running Snuff

Snuff sites if they are the simple roving low production type either track and hunt the victim or just hit the place where they are at. More complex game type snuff sites with higher production values and sets lure or abduct their victims to their base of operations. The first is easier to set up and tends to be a shorter, simpler less involved game. The second requires a degree of player buy in to accept the lure or to succumb to the abduction and this is achieved through the collusion of the born or run of the mill victims. It is the job of these victims to cooperate with the snuff producer whether they are controlled by players, or as non playing characters by the snuff producer. The potential survivor may suspect that something doesn't ring true but will he leave his girlfriend and his friends go it alone? Perhaps he maybe able to evade the abduction but won't he surrender with a knife to his brother's throat? or having escaped won't he try to set those that have been captured free?

Leads

In coming through a snuff ordeal the survivor may through intelligence or chance find a clue on who is behind the production which he can share with the Squad as an investigative lead. This could be a mobile phone with incriminating contacts, messages or photos, a credit card or company invoice. It could be noting a registration of a car or finding the driver's licence of a snuffer, seeing a face or overhearing a name or future appointment. Drop a lead in somewhere into a preliminary game that the potential survivor may discover and take with him to the forum as an offering to the squad.

The Network Strikes Back

Down the road if the survivors succeed in axing a few productions they may find themselves victims of the snuff industry again but this time on strictly business terms. The squad could be baited into a trap or the forum could be infiltrated by a wolf in sheeps clothing. The hunters could have the tables turned on them with the network's webmasters poking around the internet to try and identify them to their killers.