

RINGWORLD ZOMBIE

The Undead Ringworld Role Playing Game

by Jaap de Goede ©2012





RINGWORLD Z O M B I E

**THE UNDEAD RINGWORLD
ROLE PLAYING GAME**

Art & Rules by

Jaap de Goede, Sangreal Games

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Ringworld Zombie is a fast paced RPG written for the 24-hour RPG writing competition of 2012 "little spaces". This version is provided for free, as is, and may contain glitches and game design errors. No guarantee is provided that your characters will survive. All artwork and rules are copyright Jaap de Goede, Sangreal Games, except the ground maps, which are gratefully generated with Dave's mapper tool, and the Confined Space Logo, provided by 1kM1kT.

To play this game you need these rules, one to four players, and a deck of cards with the Jokers included. You don't need a Game Master, and if you want to play solo you can. All the preparation is inside. You can start as you read.

GENERAL INFORMATION ON "PRISON ICARUS" PLEASE READ TO ALL PLAYERS BEFORE GAME

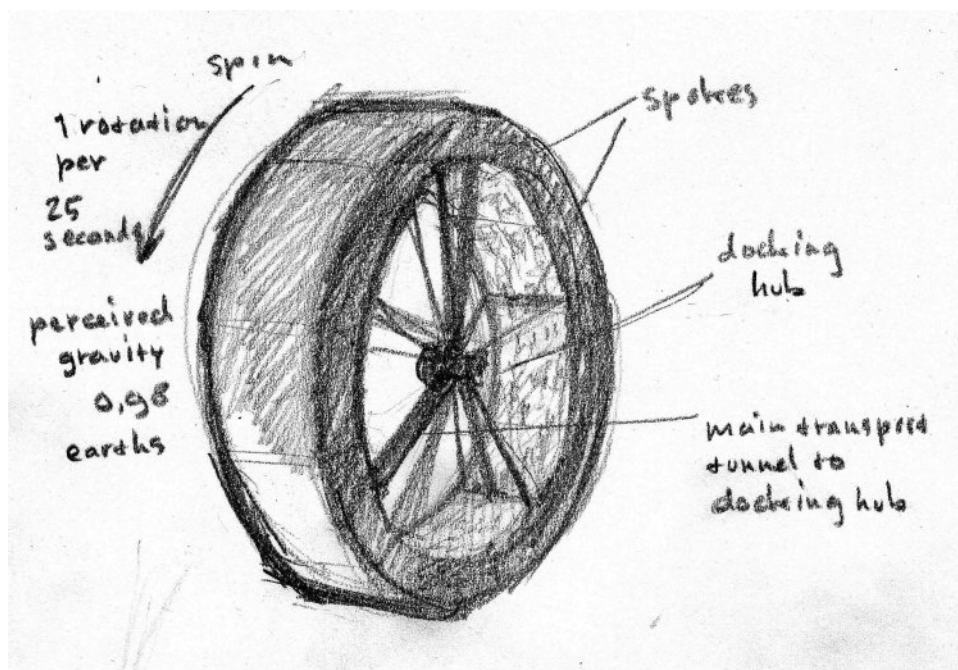
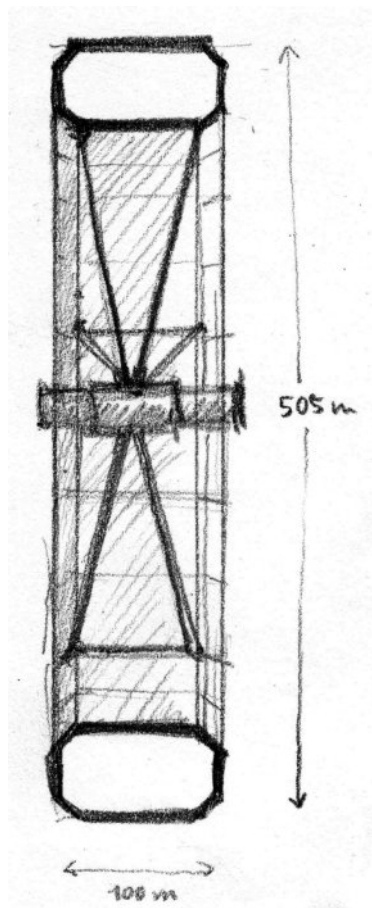
1-Mile Ringworld

When NIVEN-426 was first designed, it was the first of its kind. A one mile experimental Ringworld. Half a kilometre in diameter, one hundred meters wide, spinning once around its axis every twenty-five seconds. Full life support, and extreme self-sufficiency were guaranteed for some one thousand inhabitants. The solar glass skin around the wheel shielded from the deadly rays of the Antares sun, provided solar power for the spinning city, and kept the atmosphere inside. High yield greeneries, 500 square meters per person, vertically built upside and downside, provided fresh foods year around. Recycling plants kept the air and water clean, letting nothing go to waste. Fast transport tubes made moving around easy, even if one could walk around NIVEN-426 in about twenty minutes, or fifty rotations. And all was watched over by LUCY-79, the female Artificial Intelligence. NIVEN-426 was like a new Eden.

But then the Corporate Wars came after the Deep Slump, and the Outer Colonies were left to their own design. NIVEN-426 was far away from all major traffic, and eventually it also lost Research Station status. It was soon cannibalized for parts, and necessary overhauls were delayed. With a major takeover of the Pohl-Anderson InterSpace Corp by Weyland, NIVEN-426 was written off.

Prison Icarus

Consequently it was sold to New Virginia Colony, refitted and refurbished, and made into a self-sustaining, guard-less, high security prison. Long term convicts were shipped out with subsidized off-world shuttles, dumped on NIVEN-426 and left to their fate. The one mile wonder now became known as Prison Icarus. Where once a thousand could live self-sufficiently, now several thousand were left to eat one-another.





Unfortunately, that is where you come in as players. You have been found breaking the law, have been arrested and convicted for many years to Prison Icarus. With a Sky off-world shuttle you are brought to the docking hub of the proud spinning city. This is where you will live for the rest of your life...

BEFORE YOU PROCEED, PLEASE FIND OUT WHO YOU ARE

Four characters are provided on the flipside of this leaflet. Either divide them among your players, or take out the four Kings in your deck, shuffle and draw one for each player. Diamonds is Bob, Hearts is Amy, Clubs is Larry and Spades is Kathy. You are all known criminals, but deep inside you're... still criminals. Figure out who you are during the game, if you live long enough. Prison Icarus is not friendly, and you will soon find out why.



The Rupture

Approaching the 1-mile Space Island, you note that something is askew. Many of the solar glass domes have been torn out, and the steel cables of one of the spokes slowly dangle into space. A few lights seem to be burning inside the ring, but most of the surface has gone dark. The few glimpses you can get when the sun shines through the ruptures look apocalyptic.

You try to warn the pilot and the guards, but they ignore your screaming, leaving you in your confined docking cell. Then, when the rotation of your shuttle finally reached twentyfive second rotation, synchronising your sick stomach with the rotating prison, a deep click rumbles through the floor and walls. Almost without warning the airlock sizzles and opens. You quickly grab your masks and put them on.

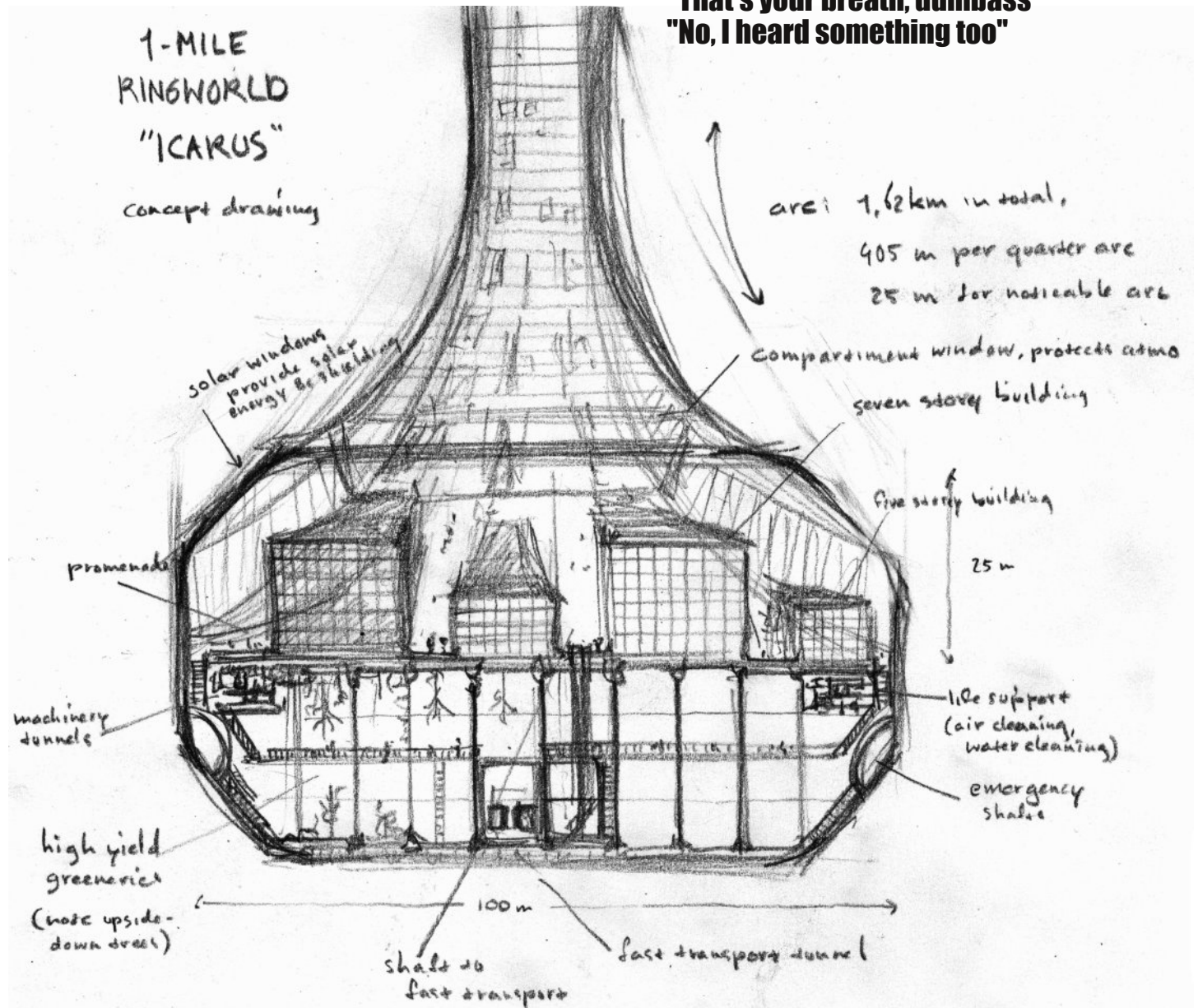
A deep metal chasm extends downward. There is no lift. You hesitate, but then the electric current through the floor of your cell prods you painfully. You have to go in.

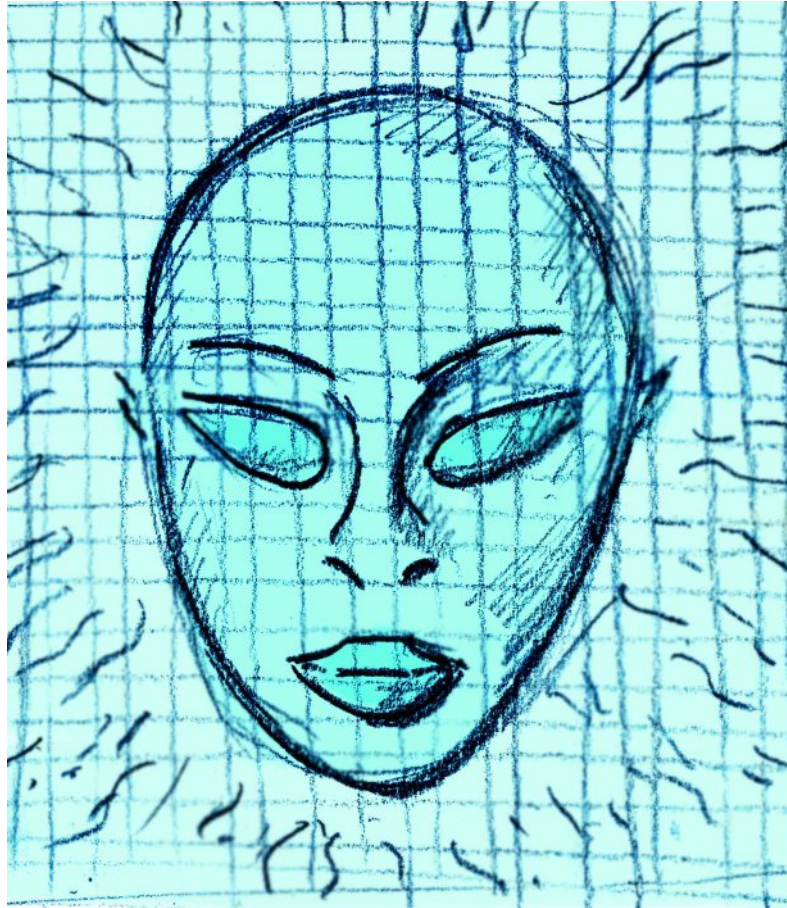
"Is this place dead?"

"I thought I heard something"

"That's your breath, dumbass"

"No, I heard something too"





THE GAME

Your heroes don't know yet. But the place is deadier than dead. Un-dead. When Icarus became too full, Artificial Intelligence LUCY-79 decided for herself what the fate of the prisoners should be. She decided to spare some, and kill others. Or unkill others. Medication meant to suppress unwanted behavior once, like certain Attention Disorders, was taken by LUCY-79 and modified until it reached post-maximum efficiency. Difficult cases were confined and injected with the new substances, eventually turning them into good citizens. Or whatever LUCY-79 deemed to be good citizens.

It worked. Except on about 1% of the population. They went ravenously undead. They rebelled, killed, slaughtered, and DID NO LONGER DIE.

Now your heroes have entered the complex, some of these are still around. Zombies with no need for air, food, drink or anything. Except something to KIIIIIIIIII. That's you, guys.

Fortunately, LUCY-79 may be sorry for you. She is lonely, as some AI's may become. She believes in Psi and Precognition. And she may help you, if you are smart enough. There is one last Escape Shuttle left, containing her vital hardware and energy systems. It is named "In the Sky", and may hold up to four humans. Together you could escape, after all. LUCY-79 will help you and leave you clues. You only have to look out for them. These are the KEYS. You will recognize these in the game as club cards. You will need SIX as a group to win the game.

However, if you don't look out for them you'll miss them and LUCY-79 will eventually give up on you. She will then cut off your life supports, inject you with "the Substance" and let you slowly die... or zombify. Can't say she's not fickle.

THE RULES - PREPARATION

**Shuffle the stack, and take one card each.
This is your bonus item. You may take it along
and use it for good measure.**

**A Hearts is a MediKit.
A Clubs is a Key for the Escape Shuttle.
A Spades is a Weapon of some sort.**

**Put Jokers and Diamonds back somewhere in
the deck. You'll meet these later.**



THE RULES - LOSING BADLY

**If you run out of cards before you have SIX
KEYS, LUCY-79 gives up on you. You lose as a
team. Tough! Try again with a new team and
meet your old heroes as part of the Zombie
Force.**

THE RULES - WINNING

**If you DO FIND THE SIX KEYS and survive, LUCY-
79 is very proud of you. She will open her
doors of the Escape Shuttle IN THE SKY, and
leave together with you survivors in a state of
AI Bliss. Well done!**



THE RULES - PLAYING

**Now, you'll have to explore the one mile
prison ring. And this is how you do it. As
players you all take turns in taking a card
from the stack. But BEFORE you pick it up and
look at it, you say what you think it will be.**

**If you are right, you may keep the card. Except
if it's a Diamonds, then it's a Zombie, but you
surprised the Zombie instead of the other
way around.**

**If you are wrong, the card is just lost to the
pile. Except if it's a Diamonds, or a Joker.
Everything else is lost. You just failed to see
it.**

**If it's a Diamonds, you are surprised by a
Zombie. Tough luck! We'll tell you how to deal
with that in a moment.**

**If it's a Joker, take the Joker out of the deck,
and reshuffle the rest of the deck (and pile).
You go into another round of play.**





THE RULES - FIGHTING ZOMBIES

Zombies are real badasses. And how badass they are is determined by their card number. Ace "Diamonds" Rimmer is the worst of them all, counting as 14. Queen Latifah "Diamonds" is only a bit less bad, counting as 12. Jack Diamond is an 11. #2 is the easiest to handle. To fight them you must either match or better their card number.

And to do that, you draw a card from the deck again. As long as its not a Diamonds or Joker, you can use that card number. If it IS a Diamonds or Joker, things get worse. We'll get to that in an another moment.

So you have a card, with a number, and it should match or exceed the Zombie. But you can stack your odds. Unless you're surprised, any player may use a weapon and add the weapon number. That's a spades card you carry in your hand - one weapon per player. In addition, Bob is a very good fighter and may add five for his own fights.

Example: Bob wrestles Ace Rimmer Zombie, he has +5 of his own, Kathy shoots at Ace using a gun for +3, so that's eight already. Pulling out a card from the deck is a four of spades! Fail by two points! Ace badly grabs Bob...

If you win the match, you may remove the Zombie card to the pile. This zombie won't return until the deck is reshuffled.

If you fail, you can do two things. Either you use a MediKit (another hero can give you one too!), or... you DIE. Tough!

THE RULES - ZOMBIE SURPRISE!

If you grab a Diamonds when fighting a Zombie, another Zombie appears and joins the fight. Unless one of your party members is friendly enough to take this zombie on, and fight it seperately, you will have to face both zombies together. Stacked zombies add their values, so better be prepared! Should you again draw a Diamonds while fighting, another Zombie will appear, and so on.

Drawing a Joker in combat is just as normal - reshuffle the deck and redraw.

THE RULES - ZOMBIFIED AMBUSH

If you took out a Zombie when you did not expect it (i.e. did not say it would be a Zombie), then it will bash you on the head before anyone can help you. No one may use a weapon against the Zombie in the first fighting round. You just have your drawn card, and perhaps your Bob bonus if you are Bob.



LUCY-79 RULE

If you are really unlucky, you may decide to use the LUCY rule. LUCY will save your life if you give up all your keys you found so far - as a party. All players holding a key must agree to this. There must be at least one key to give up.

HEAVY WEAPONS RULE

Each player can only carry one weapon at a time. You must either drop excess weapons to the pile or give them to a fellow party member.

ROLE PLAYING AND SHARING STUFF

This is a role playing game, so have fun in giving your heroes color and imagining where you are. You may freely share your MediKits, Weapons and Keys, just make sure that you know who has what.

Use the art, maps and crazy sounds to jog your imagination. Scare your fellow players by jumping them from the loo. Think of something! If you are really scared by another player, or alternately if another player makes you laugh out loud, then take a card from the stack and give it as a bonus. If it's an item, you're lucky - that's a bonus! If it's a zombie, hey... you're UNDER ATAAAAACK!!!

Each player should only receive one bonus card per game this way.

SPECIAL POWERS

Bob "Diamonds" Crusher is a Strongman. He may add +5 to any fight with a Zombie or group of Zombies, even if he is Surprised.

Amy "Doc" Hearts is a Narcotics Chemist. When a MediKit (Hearts) turns up in her draw, she may always take it, even if she did not predict it.

Kathy "Spades" Keeton is an Assassin. When a Weapon (Clubs) turns up in her draw, she may always take it, even if she did not predict it.

Larry "Clubs" Nevine is a Hacker. When a KEY (Clubs) turns up in his draw, he may always take it, even if he did not predict it.

AFTERWORD

**Waaaaaaahhhh. My time is running out!!!!
And I have to do the lay out partly! Hope I can
add the Dave's mapper graphic. If not.. tough!**

**Nope! Failed! Aararararrrrrggghhhh! Game Design
abandoned - 24 hours are up!**

Have fun playing, Cheers!

Jaap de Goede, Sangreal Games, June 29 2012







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