

# *HUNGER*

# *GAMES*

## Disney Princess

## Edition

(based on a “what if” scenario as presented at the website io9.com)

A GM-LESS story game for the 2013 24-hour RPG contest.  
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24-HOUR  
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#### WHAT THIS IS ABOUT:

This is a game about the battle “to the death” with the 11 Disney Princesses...whoever is the last standing wins. Unlike most games, player need not control a single character, but can instead rotate across all of the characters, making decisions for all of them. In the end, the players will have created an awesome edition of the Hunger Games with the Disney Princesses as contestants.

Granted, if you wish to play in a “I control one character and one character only” fashion. Feel free to do so. The game probably doesn’t change THAT much; but don’t get too attached to your Princess...you’ll be picking a new one eventually.

#### WHAT YOU NEED:

A bunch of pennies, or small poker chips.

You need 5 standard 6-sided dice.

A pencil for marking the Princess sheets.

Leave out the 11 Princess sheets where everyone can see them. Each Princess sheet has numerous abilities that are special to each Princess.

#### THE PRINCESS SHEETS:

Each princess sheet has a list of abilities that the Princess can use to have a better chance of succeeding at whatever actions they attempt to take. However....if a Princess becomes injured, the other players get to select an ability to cross out, and describe what had happened for that player to lose that ability. Someone should make a note on the Princess sheet.

Player will need to decide if an injury is considered major or minor. Generally, this should be based on whatever the ability is that is being crossed out, and the circumstance of what the Princess is trying to accomplish. Failing a death-defying stunt is going to bring more pain to a Princess than trying to fall asleep in a rainstorm.

Obviously, when a player decides what actions a Princess is going to do, careful considerations of what injuries the Princess has should be, well, considered. For example:

*Ariel has an ability that is “creative use of shells”. She has become injured, and this is the ability that the players have decided to cancel out. Mark, a player, suggests that her wrist has been broken, which makes it impossible to manipulate shells. Everyone agrees, and Mark makes a note of this on Ariel’s character sheet. From now on, that broken wrist will affect other things Ariel might try to do, such as climbing, or punching other Princesses.*

A Princess can die in three ways.

... A “clean kill” by another Princess,

...If all the Princess abilities have been crossed out by injuries, regardless if they are major or minor.

....4 major injuries.

In addition to the Abilities, Princesses have two stats, one is used at the beginning of the game. The other is Endurance. At the start of the game, each Princess starts with her Max Endurance. Use the pennies or chip to keep track of this...stack those up on the Princess sheet.

Some Princesses have special abilities. Take note of those, and use them when they are appropriate.

#### THE END OF THE GAME:

The game ends when there is only one Princess left standing. Congratulations, Disney Princess, you've just won the Hunger Games.

#### A PLAYER'S TURN:

On a player's turn, they get the "spotlight", which just means that they start the action. All other players become "the other players" for the sake of the rules below.

The spotlight player chooses (usually) one of the Princesses that are still alive to take control of their character, and describes the spotlight Princess' attempt to do something (otherwise known as setting the challenge). In fact, the spotlight player can choose the Princess randomly, or can continue from a previous scene where the Princess was left off. The spotlight player then rolls against whatever challenge he or she has set up for the player to see if the Princess has succeeded. This may lead to another Princess taking the spotlight, or it may not. Don't worry too much about the details. This doesn't mean that the spotlight player can't pull other Princesses into the scene. If a previous scene left Tiana and Belle exhausted after a fistfight, clearly the player can say "Okay, Tiana is going to try to bust Belle's head open with a rock". So, yeah, Tiana is the spotlight Princess in this case, but he has brought Belle into the action, too.

Now, if Belle isn't around Tiana when we last saw them. The spotlight player just can't bring Belle in willy-nilly. He could however say, "Tiana is going to try and track Belle in the direction of where Belle was last seen fleeing."

Anyway, at some point, the scene will logically come to a conclusion, at which point the spotlight is passed to the player on the left, who begins the turn order again.

And just so you know, in the spirit of the game, the spotlight player WANTS his chosen Princess to succeed. Rolling to kill your chosen character off is too easy and not much fun. In fact, for each Princess your Spotlight Princess kills, you get a Hunger Point (that doesn't really matter).

#### ROLLING AGAINST A CHALLENGE:

After defining the scene, and what the Princess is trying to do, the player then rolls against the challenge. This involves rolling all five dice. A player will have a certain amount of rerolls he can take with the roll, depending on the abilities of the Princess and how tough the challenge is.

When a player rerolls, he sets some dice aside, and then rerolls the remaining dice. After all of the rerolls have been rolled, the final result of the dice determines the outcome of the challenge. (in other words, the Yahtzee re-roll rule).

Every time a player rerolls, remove an Endurance chip from the Princess. If the Princess has no Endurance chips on her sheet, a reroll is not possible.

By default, any action that a princess takes will allow for only single reroll, if the Princess has Endurance chips to spend.

However, each Princess has a set of (sometimes vague) abilities on her character sheet, and a number of rerolls assigned to that ability. If the player can make the case that the action the Princess is taking is using an ability, then that is the amount of rerolls the spotlight player may use.

A player does not have to use all of his rerolls.

A player can only claim one ability at the start of the dice roll.

An ability can only be used if the ability has not been damaged by an injury.

Once a player declares the action that the Princess is taking, all player will need to agree if the challenge is a MINOR challenge, or a MAJOR challenge. If the spotlight player is using a Princess ability, the challenge automatically becomes a MAJOR challenge.

*In the case of our wrist-broken Ariel, doing something easily, say, swimming into a cave behind a waterfall, would probably fall under the Minor challenge category. Except now, she has a broken wrist. That's going to make swimming a LOT more difficult and it probably now falls into the Major category (unless Ariel has rigged up a cast or splint or something).*

If there is a disagreement, all players can vote...and only a majority vote can make it a Major Challenge.

Anyway, the success of the action is based on the resulting dice roll after all rerolls are taken.

For every reroll, the other players and the spotlight player should alternate "telling the story" of how the Princess is trying to overcome the challenge. The spotlight player will concentrate on the Princess, while the other players should concentrate on the other forces that are working against the Princess.

*The Resting Exception:* If a Princess is attempting to rest, rerolling does not require the pulling of an Endurance chip. If the Rest is successful, roll three dice...that Princess gains Endurance chips equal to the highest die rolled, up to her Max Endurance rating.

*Eating and Cooking Exceptions:* Eating foraged food, or caught animals as a minor challenge, is treated as resting. However, if a Princess eats prepared food, *which requires the use of an ability*, then the Princess gains her full maximum Endurance.

#### FOR A MINOR CHALLENGE:

If there is a single die with a 1 showing: the Princess fails, and some natural force blocks the goal of the Princess. The other players get to decide what this is.

If there is more than a single die with a 1 showing: the Princess fails, and another Princess is interfering with the goal somehow. The other players decide who this is and how the goal is blocked.

In both cases, the Princess becomes injured. See Injured below.

Any other result will mean that the Princess accomplishes the minor challenge.

#### FOR A MAJOR CHALLENGE, OR USING AN ABILITY

In order:

A five dice straight (5-4-3-2-1 or 6-5-4-3-2) is the best of all possible worlds! If a Princess is fighting another Princess...this is a clean kill and happens immediately.

A single 1: The Princess fails and is injured by natural means.

2 or more 1's: The Princess fails and is injured. The Princess is also discovered by another Princess.

All dice are a combination of 5s and/or 6s: The Princess succeeds in her action, but cannot claim a Clean Kill. If fighting another Princess, the spotlight player can claim an injury on the target Princess (which may result in a kill-by-injuries).

All other rolls indicate no change in status. While the Princess has failed, the princess takes no injuries.

MINOR CHALLENGE	MAJOR CHALLENGE/ USING ABILITY	Roll Result	Story Result
	XXX	5 dice straight	The Princess succeeds spectacularly! If the Princess is in a battle, the spotlight player may claim a Clean Kill for the Princess against her opponent.
XXX	XXX	2 or more 1s	The spotlight Princess fails the challenge and is injured. Another Princess discovers her.
XXX	XXX	A single 1	The spotlight Princess fails the challenge and is injured by the natural surroundings.
	XXX	All dice show 5s and/or 6s	The spotlight Princess succeeds at the challenge. If the Princess is in a battle, the spotlight player claims an injury to the opponent.

Princesses that are introduced naturally into a scene due to a failed challenge get to become a secondary spotlight character, run by the player to the right of the spotlight player, and they get to take an action (following the same rules above).

### INFLICTING INJURIES:

When claiming an injury, the target Princess loses a selected ability, and gains an injury that should be carefully followed for the rest of the game (unless that Princess can heal herself somehow). So, an injured leg should hobble a Princess's ability to run, a punctured lung should inhibit, well, a bunch of stuff. A blinded eye should make spatial relationships harder, etc.

In general, when a Spotlight Princess is injured, the other players jointly decide on her fate. If the Spotlight Princess injures someone else, the spotlight player gets to choose the injury and describe the effects.

Once all of a given Princess' abilities have been replaced by an injury, the Princess is dead. Have fun looting the body! Plus human shield! Fun options abound!

### RUNNING START FOR THE CORNUCOPIA:

At the very beginning of the game, Princesses start with no weapons or supplies of any kind.

All Princesses start an equal distance away from the Cornucopia, which is a fairly large structure that contains many supplies and weapons for the Princesses to choose from. However, usually making a run for the weapons is a bad idea, and winds up as a crazy bloody battle.

So, each Princess has a Cornucopia Run value on their character sheet. For each Princess, roll a d6. If you roll under the Run Value, then the Princess (at least initially) begins the game running for a weapon. Otherwise, the Princess (at least initially) begins the game running into the woods.

# Ariel

**4** Cornucopia

**6** Max  
Endurance

*Ability rerolls when declared*

**2** Creative use of shells

**2** Unusual use of common  
objects

**2** Good with speargun

**3** Packrat

**4** Underwater breathing

## Special

*Gives up ability to speak w/  
humans, but can communicate  
with water and air animals*

Injuries:

# Aurora

**3** Cornucopia

**5** Max  
Endurance

*Ability rerolls when declared*

**2** Secret enterances

**2** The Kiss of Sleep

**3** Sticks and thorns

**3** Fire-wise

**3** Creative use of cloth

## Special

*May automatically perform a  
Clean Kill on any Princess who  
is asleep or unconscious*

Injuries:

# Belle

**4** Cornucopia

**5** Max  
Endurance

*Ability rerolls when declared*

**2** Beast whisperer

**2** Well-studied...knowledge of  
all opponents

**2** Battlefield tactics

**3** Negotiator

**3** Inventor

## Special

*Due to her studies of the human  
body, if Belle rolls a 4-dice  
straight withoout rerolling, she  
may perform a Clean Kill*

Injuries:

# Cinderella

**2** Cornucopia

**6** Max  
Endurance

*Ability rerolls when declared*

**2** Friend to small rodents

**2** knowledge of dust, dirt  
and ash

**2** Proficient cleaner

**2** Food preparation

**3** Being someone else

**4** Leaves no tracks, unless she  
wants to

Injuries:



# Jasmine

**4** Cornucopia

**8** Max  
Endurance

*Ability rerolls when declared*

**2** Large mammal empathy

**2** Comfortable at great heights

**2** Expertise with sand

**3** Dirty street tricks

**4** Master of disguise

## One Time Special

May re-roll up to 5 times on any challenge. These do not cost endurance.

Injuries:

# Merida

**6** Cornucopia

**6** Max  
Endurance

*Ability rerolls when declared*

**2** Climbing

**2** Getting her way

**2** Animal riding

**3** Following the lights

**4** Master of bow and arrow

## Special

If Merida has no injuries, she does not lose an Endurance chip on the first roll of her challenge.

## One Time Special

Merida may claim an automatic Clean Kill with a bow and arrow. No die roll is needed.

Injuries:

# Mulan

**6** Cornucopia

**8** Max  
Endurance

*Ability rerolls when declared*

**2** Unusual strategies

**2** Taking the lead

**2** Explosives

**3** Master of disguise

**3** expert with staves and swords

**3** Hand-to-hand combat

**3** Large animal riding

Injuries:

# Pocahontas

**2** Cornucopia

**9** Max  
Endurance

*Ability rerolls when declared*

**2** Claims the dead things of the Earth

**2** Every rock, tree and creature has a life, a spirit, a name.

**3** Walks in the footsteps of strangers

**3** Sings like all the voices on the mountain

**3** Runs the hidden pine trails of the forest

**3** Knows the sunsweetest berries of the Earth

**4** The rainstorm and the river are her brothers

Injuries:

# Rapunzel

**4** Cornucopia

**6** Max  
Endurance

*Ability rerolls when declared*

**2** Lantern-making

**2** Comfortable in  
confining spaces

**2** Lizard-speak

**3** Unusual ingredients

**4** Creative use of hair

## Special

*If her hair has not been cut,  
Rapunzel may automatically  
remove an injury before her  
challenge roll.*

*Injuries:*

# Snow White

**3** Cornucopia

**5** Max  
Endurance

*Ability rerolls when declared*

**2** Expert with poisons

**2** Stone, rock, and mining  
experience

**2** Darkness vision

**3** Audio and vocal mimicry

**4** Woodsmanship

*Injuries:*

# Tiana

**4** Cornucopia

**6** Max  
Endurance

*Ability rerolls when declared*

**2** Swamp-wise

**2** Good with knives and  
cleavers

**2** Injury healing broth

**3** Unusual ingredients

**4** Stars and moon lead the way

## *Special*

*If near or in a swamp, Tiana only  
loses an Endurance chip on  
even number re-rolls.*

*Injuries:*