

BIKINI PARTY MASSACRE

A Scenario For SHRIEK

By Gavin Downing

PUBLISHING NOTICE

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Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or whacking a bunch of bimbos with a hedge trimmer – even if they are vacuous nubbles. The themes of youth rebellion, occult lore and violent action are common to the movies that inspired this game, and it is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: An overnight swim meet/slumber party goes horribly wrong as the new school gardener, an escapee from a mental hospital, begins slaughtering the members one by one. This should have the feel of a bad B-horror movie, where the deaths are violent and bloody, and they should always stretch your sense of belief. One by one, the girls are lured away and killed by a homicidal madman wielding a gas-powered hedge trimmer: Murray Martin. This is another *Halloween* or *My Bloody Valentine*-type of scenario to be played with lots of screams and jiggles.

THE SETUP: The players should all have teenage characters. Most should be female members of Traumaville High's Bikini Swim Team, though people wishing to play a male character may play one of the boyfriends (an obviously doomed character). As an attempt to get to know each other better, the girls decide to hold an impromptu swim meet, followed by a sleep over on the school grounds late one Friday night (hey, you buy the premise, you buy the whole bit). During the early parts of this story, feel free to kill any characters who wander away from the group — who decide to go for a quick swim, or step outside for a smoke, etc. But leave their deaths a mystery for now. Also, feel free to toss in a few other bikini-babes, who also start disappearing one by one. But be sure to kill off anyone who realizes that they are in trouble too early. “Something's wrong! Mary's been missing for 10 minutes! We'd all better go looking for her — as soon as I get back from the bathroom!”...

THE PRANK: The boyfriends of these characters decide to hold a little prank, to scare the pants off the girls (hopefully literally). Any boyfriend PCs can either go along with it, or make a stand against the other guys, at the player's choice. It begins when the girls decide to start swapping ghost stories. At a dramatically appropriate moment, one of the guys shuts off the lights. As the girls (all still dressed in their bikinis) react to this, the guys begin screaming in torment and pain. Most are joking (but feel free to have one or two of them, separated from the others, actually being killed). When the prank is discovered, the girls can then spend some time dealing with their annoying boyfriends (any PC boyfriends who took a stand against the prank is sure to be very popular with the girls)...

THE DISCOVERY: By this time, several people should have disappeared mysteriously. But give the players some time to make out with their boyfriends (those who go off alone should be killed quickly). Pretty soon, Murry the psychotic killer will decide to make his final move. He will cut phone lines and move in for the kill. In the meantime, one or two characters might be able to get away from Murry and make their way back to the rest of the group...

THE CHASE: From here on out, the girls and any surviving boyfriends are on the run. Wherever they choose to run, be

flexible. If they try to escape school grounds and make a run for the cops, great. If they try to make it to the sports locker to make a stand, also fine. Whatever the players decide on, make it a convoluted chase. By now, Murry should have locked them into the building. Murry's preferred method of killing is with his gas-powered hedge trimmer, but he will use whatever may be handy and lying about. For example, any characters going for a swim may find themselves being slowly electrocuted, or someone may end up getting impaled by a sharpened pool-net...

THE FINALE: By the time Murry has chased the girls through the building and killed most of them, let them get out and get wherever they were trying for. You'll have to be flexible and creative — perhaps if they're trying to make it to the cops, there can be a dramatic road chase, as Murry tries to run down the fleeing girls with his car. Not just any car, but a demonically-possessed '57 Plymouth Fury with various gardening implements embedded in the grill, aiming out at deadly angles (important horror note: The PC's cars never start when they need to). Or perhaps they can lead him to the sports locker and take him on with the automatic baseball pitcher. Whatever the case, allow at least one of the girls, and possibly her boyfriend, to survive. Murry, while horribly damaged, survives and is taken into custody — leaving all the room in the world for a sequel.

Good luck!

