

DEAD BY MORNING

A Scenario for
SHRIEK™: The Game of Teen Horror

By Stan Wankowski

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Disclaimer: DEEP 7 and its personnel do not in any way endorse occult practices, underage drinking or illegal dumping of toxic waste near the town graveyard. 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: While digging a new pool for the Traumaville Family Campground, construction workers accidentally discover a secret government chemical dump by puncturing a barrel of nauseous green gas with a bulldozer. The gas made all of the construction workers sick and they immediately went home to rest and recuperate. Being Friday, they left the phone calls to officials for Monday's work in the hope that everything would blow over by then anyway. Meanwhile, the gas has seeped into the neighboring graveyard bringing flesh-eating zombies to life...

THE SETUP: Players may have any contemporary character type they like, complete with any ordinary equipment. All characters are on vacation at the Traumaville Family Campground and have arrived prior to the release of the gas. The last player to get to the camp (arbitrarily chosen) will have seen that the bridge to the camp was being removed after their crossing and also that a green gas was seeping out of the ground next to a bulldozer. The time is now nightfall and the campers are gathering for the mandatory Friday evening song fest (either sing camp songs or speed through with character introductions). Campers should also be able to outfit their personal camp areas with whatever special equipment that their characters brought along, i.e.; science equipment, booby traps, camera equipment, etc...

SNIPE HUNT: After the song fest is the snipe hunt, where all the characters are equipped with faulty flashlights and bags and told to bring back as many snipe (mythical small birds) from the dark woods as they can catch. The camp guides usually use the snipe hunt to give the campers a thrill by running them along in the forest in low light conditions. On this occasion, the campers should be frightened by the camp guides two or three times, or until the players get cynical about the screams, flashlight strobes and quail. At this point assassinate the camp guides (as well as the first player to say "there's no such thing as snipe") and replace them with walking dead, who will endlessly pursue the players, at first clumsily and slowly, but eventually finding clever ways to get at the players. The players should be given a thirty minute head start on the zombies, allowing them time to get back to the camp and begin to organize a defense...

THE CAMPGROUND: The Traumaville Campground is a well equipped, state of the art facility. Telephones, computers, food, shotguns and ammo are available at the office. Behind the office is a gas pump (which is fed by a large tank that sits on the outside wall of the office. This in no way offers any real hope for the players, but instead provides a wide variety of props for the players to enjoy on their way to their doom. The road from Traumaville is a narrow one lane dirt road that winds through impassable brush laden mountain sides and both the cemetery and the new pool. The road is out at the construction site, as the road crews did not replace the temporary bridge in their rush to get home. Isolation is key here, vehicles should malfunction or crash in the road, and a crevasse at the construction site entrance should keep them in the cemetery or the campsite. The campsite is located on an otherwise unoccupied lake that is known for a number of mysterious drownings...

THE ZOMBIES: The zombies are the animated corpses of the previously living and can range from humans to deer. They feed on the flesh of the living, whose scraps then become contaminated with the mysterious substance and animate themselves. The zombies have no compulsion to eat animated flesh, only fresh meat is considered. The zombies will not run into fire or away from devastating attacks. In fact, the zombies will tend to gather at the places where the most action is occurring. The zombies will endlessly attack any object that is put between the living and themselves, eventually breaking through at a dramatic or slow moment. There are an endless number of zombies at your disposal, but never an overwhelming number unless the players somehow get too far from the camp or you run out of playing time. As players get injured and die, they eventually become zombies in whole or in part (a maniacal arm or leg can be a lot of fun). Once the player is dead, they no longer control their zombie, and you need not reveal that fact until it is too late for the surviving players to react in time. Pieces of the dead become animated and attack the living. Being shot slows zombies, they are easily knocked down individually, and disintegrate in ten minutes when set aflame. ..

THE FINALE: The players will find that all of their communications equipment is in working order but none of them are being taken seriously by anyone. The local police get the player's call and send a deputy out. The dispatcher dies to zombies soon after the first call and she is therefore unable to answer further incoming calls. The deputy will arrive at the other side of the construction site crevasse where he is dramatically eaten by zombies as the players arrive on the far side of the crevasse. If the players climb into the crevasse at the construction site, they will find an oil drum stenciled with a phone number that is leaking green liquid into an uncrossable rapids. The players will feel nauseous upon breathing anywhere near the crevasse area. Calling the number on the canister will cause the town to be barricaded by morning and all of the people in the town and surrounding area will be shot and then burned by the Military to keep the disease in check. The players should all die by the end, in either fiery explosions, by sneaky zombies or being shot by the Army just when they thought they were saved...

Good luck!