

**BITTER GAMING WITH
DYSON LOGOS**

Things You'll Be Needing

A poker table (& some chairs)

A shot glass for each player

A bottle of 190-proof grain alcohol

A flask full of gasoline

A pile of bullets

A box of matches

Disclaimer

This is a serious game. Don't sit down to play this if you are just in it for shits and giggles. This is a violent game with no bullshit dice and crap to decide if you can do some crazy shit or not. So sit down, shut up, and don't forget to empty your gun and put your bullets on the table. We don't want anyone shooting each other until after the game is over.



Players & Dealers

This game can be played by as many as you can fit around a poker table. The Dealer runs the show, and gets to decide who sits where as the game begins, and is expected to play favourites by putting the guys he's tight with near him, and the rest of you jerks at the far end of the table. If you aren't the Dealer, you are a player. That's why you have this book.

Set-Up

Pull up a seat.

Pour yourself a shot from the bottle.

Empty your gun and magazines (DON'T HAVE A PIECE? WELL YOU ARE SHIT OUT OF LUCK UNLESS SOMEONE IS WILLING TO LOAN YOUR SORRY ASS SOME BULLETS).

Stand a bullet upright in front of you.

Fill in the last page in this book.

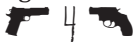


How This Shit Works

When you want to do something, or avoid doing something that the Dealer wants you to do (usually involving scratching shit out on the back of the book), you flick your bullet across the table and try to knock down the bullet in front of the Dealer.

If the person you want to do something to is someone else at the table than the Dealer, then try to knock their bullet down instead.

If you succeed, you did what you wanted or avoided getting bad shit done to you by the Dealer. If bad shit does happen to you, then you scratch off one of those things on the back of the book. So maybe you don't talk like John Wayne anymore, or maybe you lost your solid gold Desert Eagle. Sucks to be you.



A FLASK FULL OF GASOLINE

You have 5 traits to scratch off before you become a nobody, a body, just some punk. When that happens you are out of the game.

If you don't want to scratch off a trait, and failed to prevent it by flicking down the Dealer's bullet, then you can prove you are more hard-core than anyone else by taking a swig out of the flask.

You **may** want to think twice about it.

Doing it in Order

When shit goes down (a fight, or any other kind of violence), each Player gets to take a turn. Start with the player on the Dealer's left, and go around the table. If you want to interrupt someone's action, you can toss your bullet into their shot glass. If your bul-



A FLASK FULL OF GASOLINE

let lands in and stays in the glass, then they have to down their shot (bullet and all) and refill it (sans bullet) while you take your turn before theirs. If you miss, you have to down your shot and refill it and wait your fucking turn.

The Dealer may or may not go before the Players. He'll figure that shit out on his own. And you can't interrupt the Dealer.

Pictures of Matchstick Men

When you do something awesome (kill someone, blow shit up, or whatever the Dealer decides qualifies as awesome), he'll toss you a match. Once it is the Dealer's turn, check to see if you have more matches than people sitting closer to the Dealer than you. If so, switch seats with them.



Winners & Losers

Don't let people tell you there are no winners and losers in RPGs. When a game is over (either because you've finished the story or because everyone is dead), it is time to count those matchsticks again. Got the most? You win. Got the least? You lose.

The winner gets to burn something down. Winner's choice. Then everyone else makes a list of things they think should be burned down and vote on it with their matchsticks. The Dealer gets the same number of matchsticks as the winner. The loser has to burn that thing down. Tonight.

Sucks to be the loser who has to burn down his mother's house.

SO DON'T BE THE LOSER



A FLASK FULL OF GASOLINE

I am a MotherFucking BadAss

1. I walk _____

2. I talk _____

3. I own _____

4. I'm better at _____

5. People fear my _____

And I've got a Flask full of Gasoline.

