



QUEERZ! クィアーズ TTRPG

FREE DEMO GAME

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CITY of MIST

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INVOLVED!**



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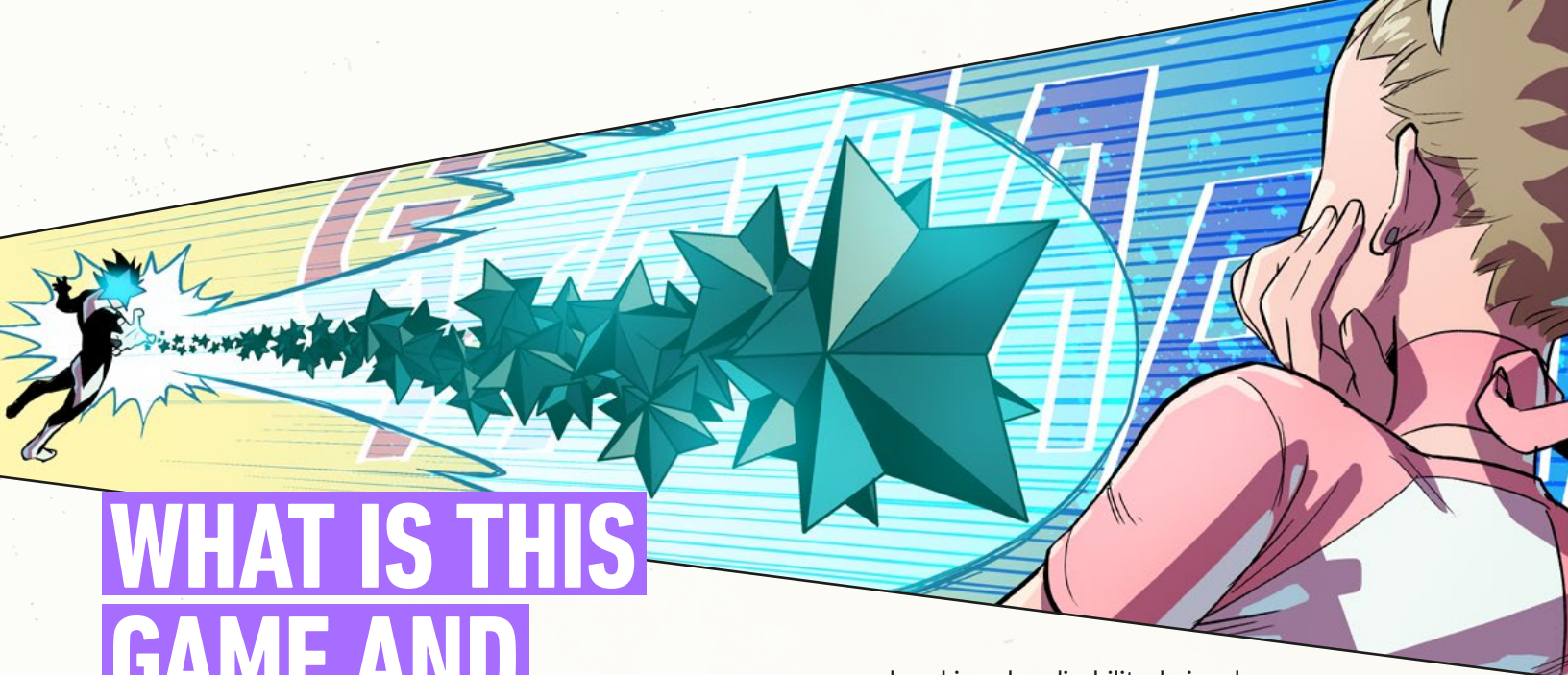
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WHAT IS THIS GAME AND WHO IS IT FOR?

On the surface, *QUEERZ!* is a Super Sentai power fantasy against bigotry.

In this universe, Ignorance is an evil, almost alien, substance that appears as dark crystals — which you can smash, shatter, and obliterate. Your Super Sentai moves against Ignorance and its followers range from classic martial arts and energy weapons to whatever makes you unique as a person: your art, your passions, and your style.

However, *QUEERZ!* is also about understanding ignorance and its causes, and about reaching out to each other, especially to those you see as enemies.

As a hero you don't only stop Ignorance, you talk to your enemies and discover what made Ignorance take root in their hearts. Perhaps, if they're up to it, you can help them heal. This is reflected in the Inner Space, a hidden dimension of thoughts and feelings the Queerz can access with their Rainbow Empathy.

What if I'm not queer?

You can still be a *QUEERZ* even if you don't identify as LGBTQ+. If you've ever been labelled and mistreated because you're different — be it because of your

gender, skin color, disability, hair color, or even your strange tabletop hobby — and you wanted to create a world where no one else felt this way, then you are *QUEERZ*. Even if you were privileged enough not to experience bigotry, but you want to be an ally on the journey of making the world better, you are welcome in House Rainbow.

What if I don't get this?

That's okay. *EVERYONE* is affected by Ignorance in *QUEERZ!*, including the heroes, because we all have something new to learn. If you know that you don't know, that's already a step in the right direction. Be curious and bold.

What if I've been told I am a bigot?

That depends. If you're here to listen, talk about it, and open your mind — welcome. If you're here to just hold your ground or spew hatred and become more and more rigid, beware: smashing Ignorance is the most common move in this game!

What if I don't want to reach out to ignorants?

We hear you. Ignorance is responsible for humanity's most inhuman deeds and the scars are fresh. Maybe you just want to play the tank that busts through all that Ignorance and leaves the talking to others. Be aware that finding a way to build bridges is always the endgame in *QUEERZ!*, but only by honoring our differences, never by justifying bigotry.



セッティング THE SETTING

HERE COMES QUEERZ!

Welcome all to the fabulous world of *QUEERZ!* — a game of high-flying action inspired by Super Sentai shows, where you will take on the challenge of fighting the consuming, dark powers of Ignorance. You'll be making the world a better, more open-minded place. A place where everyone can be free to be themselves!

This won't be easy, as Ignorance and its followers are all around you, and change is difficult. But you won't do it alone, since by your side are other super-powered individuals who share your dream of a better world.

Together you'll fight Ignorance and its lackeys, juggle the challenges of everyday life, and strive for a tomorrow where anyone can strike their own unique pose!

INSPIRATIONS

QUEERZ! is based on the eponymous manga by artist Isago Fukuda, which combines two beautiful sources of inspiration: the Japanese genres of comics, film, and television known as Sentai ("Task Force"), and queer culture. From the ball scene of 1980s New York to modern political movements all over the world, queer people have been fighting against prosecution, a fight which has turned into a quest for a better tomorrow for everyone. In the manga (and in our hearts!) this idealism isn't treated as foolhardy or unobtainable, but a goal that *WILL* one day be accomplished. This game encourages the same level of hope and idealism, as do Sentai series such as *SAILOR MOON*, *MIGHTY MORPHIN' POWER RANGERS*, *VOLTRON*, *G-FORCE*, and many more.



“QUEERZ” VS. “IGNORANTS”

In *QUEERZ!*, you will take on the role of someone blessed with magical powers. Specifically, you are a **Queerz**, and your powers come from the **Rainbow Empathy** — a magical force that empowers and embodies ideals of humanity, compassion, joy, and wisdom, offering those who can wield it unimaginable power that sparks from their love.

Queerz are tethered to it by their **Runway**, a unique and personal pursuit that they are passionate about and through which they can inspire others.

Against them stand super-powered individuals of a different kind, an army of villains fueled by **Ignorance**, a rigid glasslike substance made of negative feelings and hateful, constricted world views. These so-called **Justice Knights** are determined to make the world adhere to their constricted image of order, forcing Queerz into their twisted idea of justice. In this game, you will show them the Rainbow and melt away their Ignorance. Watch out world, here comes *QUEERZ!*

THERE IS IGNORANCE IN EVERYONE

This game uses “Ignorance” and “Ignorant” not as derogatory words but as descriptions of a magical condition. In *QUEERZ!*, there is no shame in being ignorant, in not knowing, and Queerz never vilify those blinded by the black glass — even if sometimes they’re flabbergasted by their opponents’ reluctance to accept and acknowledge other views. In fact, even the heroes of *QUEERZ!* sometimes have their own Ignorance shattered, as no-one is all-knowing or immune to learning something new. Keep asking questions! Be curious! And help others on their journey of discovery.

GAME SYSTEM

QUEERZ! runs on the award-winning *CITY OF MIST* engine, a cinematic tag-based system that allows players and game masters to create completely unique characters and play a narrative gaming experience without being bogged down by hardwired limitations — the perfect ruleset to support this diverse universe.

When you play *QUEERZ!*, you can use any aspect or description of your character, from “fierce drag queen wardrobe” through “energy beam of empathy” to “bullied as a kid” to empower your character’s actions. You develop your character and change their power set through choices that lead to personal transformation. Read more about the game system starting on page **18**.





THE WORLD OF QUEERZ!

RAINBOW & RUNWAY

Being a Queerz is more than simply being a superhero — though, it certainly is that, too. You are empowered by the Rainbow Empathy, the energy that flows through all of humanity. It has been called the Wyrđ, the Ether, the Collective Unconscious. Regardless of its name, being a Queerz means you are tied to it in a way other people can't begin to understand. You gained this connection not through luck, but through love — when one day you connected with something deep within yourself and awoke your Runway, a pathway that guides you closer to the Rainbow. It's your connection to the beating heart of humanity.

Q-POWER! ACTIVATE!

Supercharged with the Rainbow Empathy, Queerz are capable of extraordinary feats:

- They are trained in unique fighting styles
- They can have enhanced agility, stamina, and strength
- They are equipped with gear that can enhance their attacks
- More than all of the above, their very presence and words exude the Rainbow Empathy, which they can shape into energy blasts of love, smashing through Ignorance and reaching the person behind it. Rainbow blasts only harm Ignorance; when they hit a person, it fills them with acceptance and love!

IGNORANCE & TWISTED JUSTICE

The Rainbow has a natural counterforce in **Ignorance**. Ignorance is a tangible thing in the world of *QUEERZ!*, a crystalline psychophysical substance that seeps into everything, obscures the truth, and keeps your view of the universe narrow. While not inherently evil, it is **blinding**. Ignorance is what keeps humans away from each other and builds up walls that don't need to exist. Assumptions and bigotry are all edicts of Ignorance, bolstering it and empowering it and those who wield it.

Ignorance can even affect those who are blessed with a Runway, blinding them to what others are dealing with or to the truth of a situation. Those who are deeply affected by Ignorance can have their very minds corrupted, turning them into what is known as an **Ignorant**. Ignorants are not evil — although their actions certainly can be, and they are accountable for them regardless of being Ignorant. They do the things they do because Ignorance has warped their vision of the world into their own **Twisted Justice**, and they believe this is the only way to “save” the world and humanity from “Anomalies”, their word for anyone who is different. Like any good Sentai team, you're dealing with someone who has been corrupted and hurt, and as Queerz, it is up to you to stop their hideous plans and, if possible, save them!

CAMPY SURFACE, HIDDEN DEPTHS

Super Sentai shows use the aesthetics of simplistic morality to tell their stories. The good guys — Sailor Scouts or Power Rangers or the like — face the bad guys, who are always in the wrong. On the surface, *QUEERZ!* is no different: The Justice Knights are wrong, the Queerz are in the right. You can play the game this way and just have fun kicking Ignorance butt!

It's important to remember, however, that the real world isn't so simple. No group is a homogenized monolith, and even those with the best intentions can act in harmful ways. In *QUEERZ!*, this is reflected in the fact Queerz can be infected with Ignorance too, and adopt rigid world views that gradually turn them into Ignorants. The attacks of other Ignorants, painful life events, or trauma can chip away at a Queerz's connection with the Rainbow Empathy and encase it with Ignorance. Queerz then have to help each other by entering their friends' Inner Space and help them stay bright. (This is briefly explored in the second issue of the comic and in future issues in Volume #2 and beyond). If you want to play a more nuanced game, you can introduce these hues of complicated morality by making your Queerz explore their own Ignorance.

SHATTERING IGNORANCE AND ENTERING THE INNER SPACE

The Rainbow Empathy of *QUEERZ!* has the most amazing power: to illuminate, broaden horizons, educate, and open one's mind. When Rainbow powers come in contact with Ignorance, a struggle of forces occurs: either the Rainbow is bright enough to shatter Ignorance, or it is obscured by it.

All new Queerz soon master a focused blast of Rainbow called **Rainbow Flash**. If a **Rainbow Flash** is strong enough to momentarily free someone from their Ignorance, a moment of **Rainbow Empathy** occurs, allowing the Queerz to go a step further and enter the **Inner Space**, the dimension of thoughts, feelings, and memories within each of us where Ignorance strikes roots and obscures our Rainbow. There, the Queerz can discover what originally caused an Ignorant to become encased in the dark crystals, and free them, **turning a foe into a friend**.



THE CITY

Queerz and Ignorants clash within **the City**. While the QUEERZ! manga City is based on London, you can use any city or a generic city setting. If your stories require it to be close to the beach, it's a coastal city like In-hambane or Napoli. If you want a sprawling metropolis, the City is more similar to a place like Tokyo or Atlanta. Regardless, the City is always a beehive of culture, a magnificent monument showcasing the richness of humanity, where all walks of life come together. The only consistent rule of the City is that it has a lot of people of different kinds. Their lives and their struggles are what really matters, after all.

THE PUSH AND PULL OF RAINBOW AND REALNESS

When they're not saving the City, Queerz have private lives away from the battle between Rainbow and Ignorance. Maybe you're a doctor who runs a small clinic and thinks everyone is deserving of care regardless of income, or a fashion designer who wants to remove the idea of "labels" from all facets of life. There's that old comic book saying about great power and great responsibility, but it's important to remember that your responsibilities sometimes include going to visit your grandma. In QUEERZ!, players will juggle between the battle for the Rainbow

and their everyday life, as both are equally important.

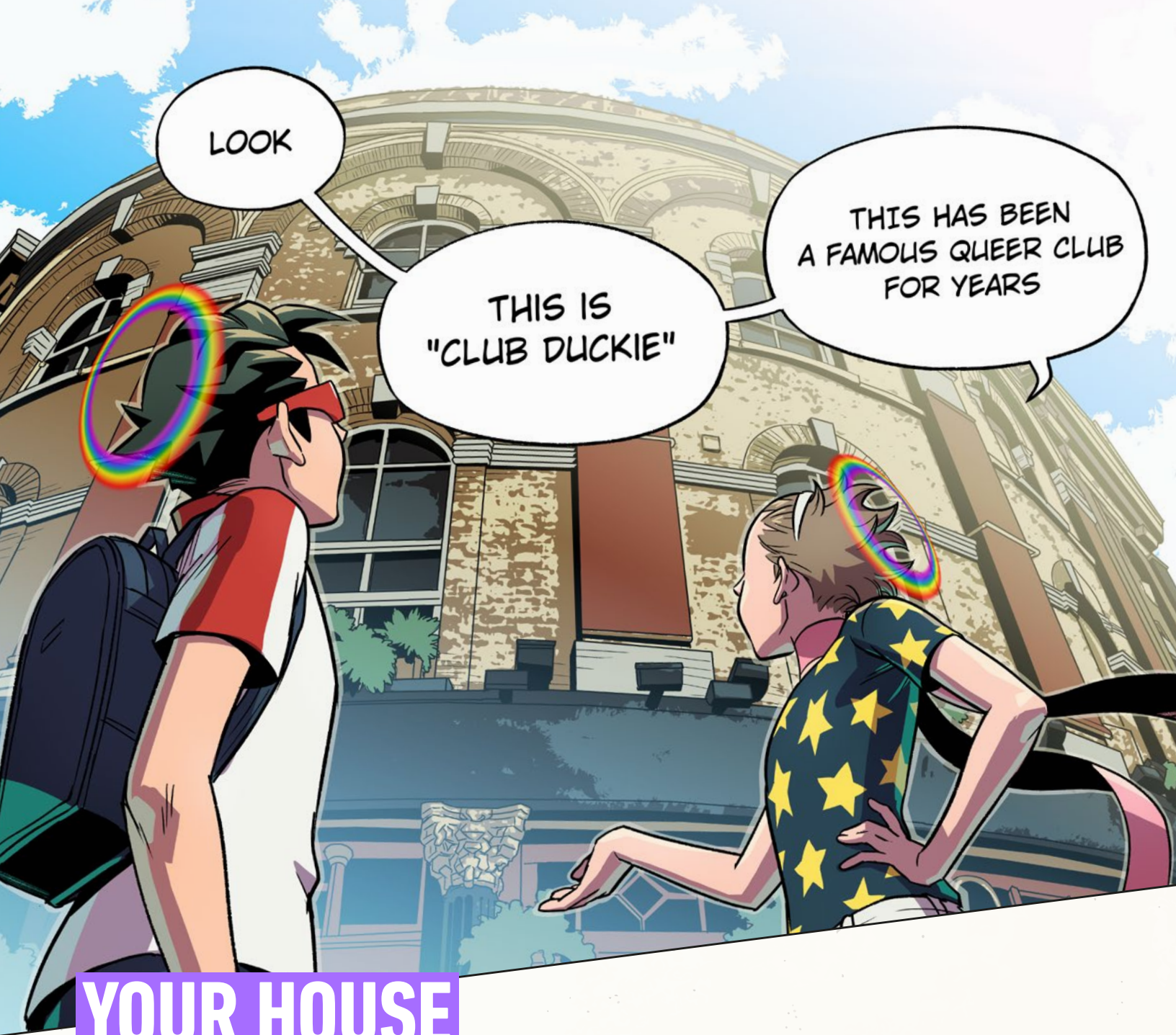
Where's the balance between real life and super battles? That's up to you. This is the duality of Rainbow and **Realness**. Realness is what you do in your everyday life: your job, relationships, friendships, and personal projects. It's about **"me, personally"**, and what's important to you individually.

In contrast, your Rainbow might be pulling you towards finding out what is good for **everyone**, and how you can help make the world better as a superhero. While you express your Rainbow in your own special way, it also draws you beyond just yourself. This back and forth will change depending on the choices you make throughout your game of QUEERZ!, as leaning one way or the other will invariably affect what type of person you become and what kind of world you will uncover.

ANOTHER CITY, ANOTHER STORY

If you're a fan of City of Mist, you might have a very different idea of what the City looks like. While it's true both games feature an urban setting, we promise QUEERZ! is at least 500% less murder mysteries and 600% more color-coordinated explosions. On the flipside, the cinematic mechanics are virtually the same, so you'll pick up QUEERZ! easily!





YOUR HOUSE

Queerz gather together in what is known as **Houses**. Bonded together by a shared ideal, Houses are more than just a social club or a title: they're a family. Houses sometimes argue within themselves, people can get angry or feel left out, but being part of a House means you will always, always have someone who loves you and will have your back when things get rough.

Here and now we'll focus on **House Rainbow**. Founded by **Mama Jay Rainbow**, House Rainbow are united by their understanding of the Rainbow. Consisting of several members, House Rainbow works out of **Cafe Greenwich** and hands out at the iconic nightclub **Club Duckie**. With members ranging from aspiring musicians to doctors to those who simply wish to be heroes, being in House Rainbow means you shoulder the responsibility and joy of generations of LGBTQ+ members.



HOUSE QUEERZ!

MAKE THEM YOUR OWN!

The five demo characters follow the QUEERZ! comics, but you can make them your own. Change their backstory, names, pronouns, and details as you please!



HARVEY M.

QUEERZ RED
HE/HIM

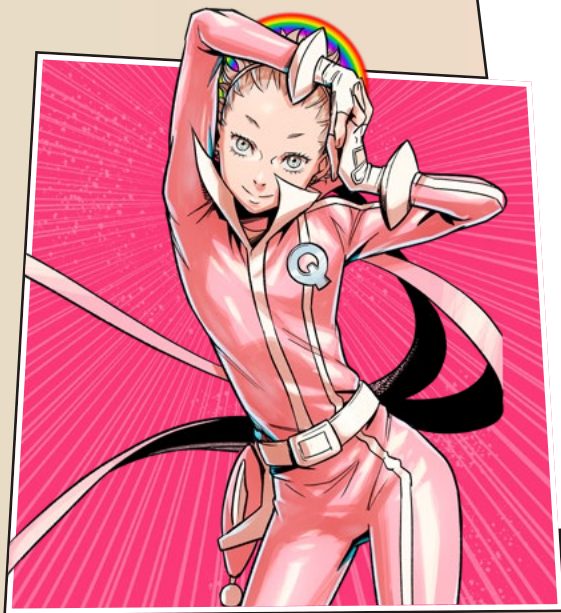
Harvey is the youngest member of Queerz and also the newest, and while he struggles to figure out how to manifest his Rainbow as successfully as his teammates, he's already proven himself to be not only a capable fighter but also compassionate and loving.

ABSOLUTELY FABULOUS

QUEERZ PURPLE
ANY / ALL

Fabulous doesn't suffer fools and she doesn't suffer the gender binary, either. A drag queen, artist, fashion designer, make-up artist, and performer, Fabulous does it all, and while wearing 7" stilettos. Even though she is not the formal "leader" of House Rainbow, everyone knows that Fabulous knows what he's doing and follows his lead.





TWINKIE CAMP

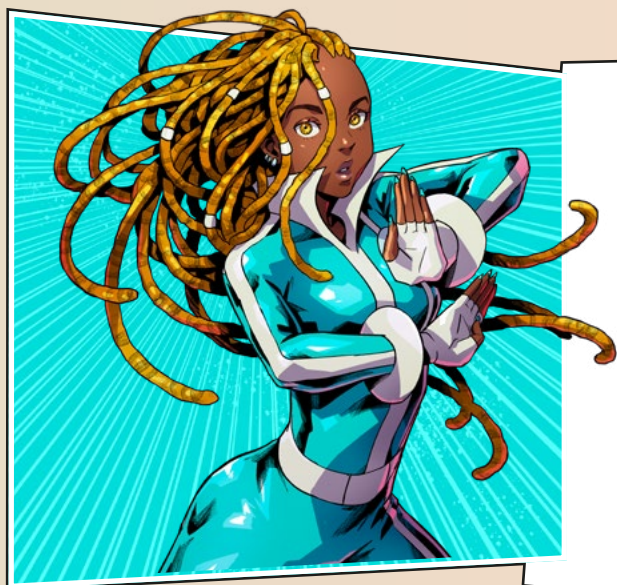
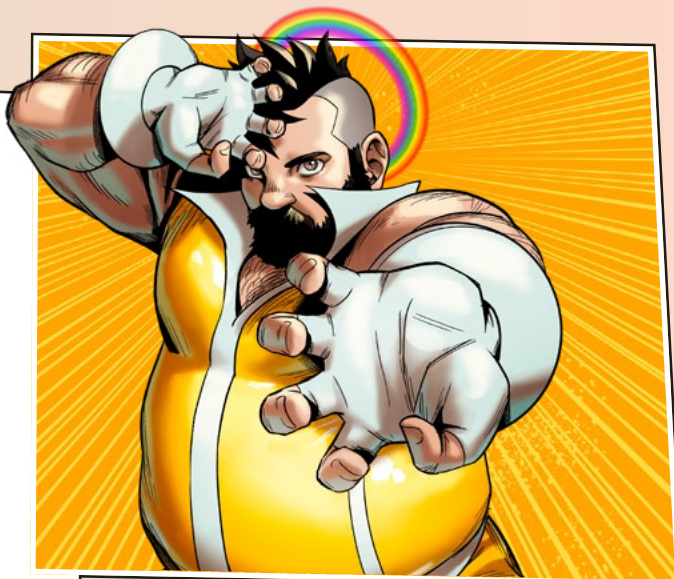
QUEERZ PINK
THEY/THEM

Twinkie is a vivacious, excitable, romance-driven member of Queerz who is unapologetically themselves at every moment. Twinkie is excitable and joyous to be around, but keeps their history close to their chest. They dream of becoming a gay icon like the ones that inspired them as a child.

TEDDY WOOF

QUEERZ YELLOW
HE/HIM

The first thing that comes to mind when people see Teddy is "dad." Teddy takes care of everyone, and likes being known as a dependable and loving man, whether he is giving a stern talking to or a big bear hug. Having realized he was gay at an older age, he is still on good terms with his ex-wife and is a loving father to his little princess, Marie, who he would move heaven and earth for.



WILLI

QUEERZ TEAL
SHE/HER

After inheriting her grandfather's dance studio, Willi juggles her time between her love of dance, her love of ninjutsu, her love for the 80s, and her love of House Rainbow. A hard worker and small business owner, Willi is incredibly busy and responsible for a woman of her age, and while sometimes she wishes she could goof off and just dance, she relishes in being relied on.

TYPICAL DRAMA

The members of Queerz live exciting lives, in any of their personas. Let's explore what it's like!

YOUR EVERYDAY LIFE

Away from the costumes and the Ignorants, you are... Well, you. Perhaps you work at a cafe, perhaps you're a doctor or a private investigator, or perhaps you design games! There's no single way to be a Queerz, and everyone's day is different.

Your ordinary life presents constant challenges, such as:

- Making a performance that will wow the audience at Club Duckie
- Confessing your feelings to your love interest
- Organizing a fun beach day without mishaps
- Helping a friend move their overloaded apartment

The responsibilities and joys of your everyday life are your **Realness**, grounding you through your **Identity**.



Teddy Woof has a busy day ahead of him — he's introducing his daughter to his new boyfriend tonight! He also promised to help Absolutely Fabulous with her new costume today, which wouldn't be a problem if her costume didn't literally involve him rigging pyrotechnics!



CLASHING WITH THE JUSTICE KNIGHTS

Queerz should seek out a fight only when someone else is in danger. All too often, Justice Knights will show up and interfere in a Queerz's everyday life, trying to enforce their worldview on the situation — and they have the power to do so.

When a Justice Knight attacks, they first get others involved in their Ignorance by announcing their **Twisted Justice** and creating **Pawns**. Pawns are innocent **Basics** (people without superpowers) who fall for the Justice Knight's ideas and become infected with Ignorance. They will do whatever is demanded of them by the Justice Knight, spewing out the toxic rhetoric that the Knight subscribes to. They can be dangerous, but they also are (usually) not too scary to deal with! Shatter their Ignorance to free them, whether it's with words, a dance, a pose, a Rainbow Flash, or whatever you have.

Once you clear out their lackeys, it's time to take on the Knight themselves! When a showdown is about to take place, it's best to **Strike a Pose** and open with your best fighting stance.

Knights attack with both scathing words and **Constructs**, creatures and items they can create out of crystalline Ignorance. Sometimes these are human-sized ninja stars, other times they're multi-headed snakes! This is where your **Rainbow** themes come in, allowing you to **Resist** these attacks in myriad ways, from gymnastic evasion to an Ignorance-shattering punch, and to summon all your pride and blast them with a Rainbow Flash — to literally smash their Ignorance to smithereens!

("But wait," you might be asking, "why shouldn't I just beat them up? I want to beat them up!" Well, first of all, violence is never the answer, but more importantly, you're not going to fix their Ignorance with your fists! Remember: they're not monsters, they're people who are in the wrong. Only by shattering their Ignorance can you stop it from infesting them, and those they harm.)

Once you shatter through a Justice Knight's Ignorance-made Constructs, you'll be able to perform the most amazing Queerz ability ever — **Rainbow Empathy!** — which will transport you into their Inner Space.



While getting some fabric from the store on behalf of Absolutely Fabulous, Teddy runs into a crowd of angry Pawns protesting against queer art outside a local gallery, led by a Justice Knight known as Lovely Court. Using his love-infused bear hugs he's able to snap the Pawns out of it, but then has to battle Lovely! With his Rainbow powers, he is able to resist her heart-shaped Construct bazooka. He then uses his XXL Bear Bash to shatter it, opening his opponent up to his Rainbow Empathy!

UNPACKING THE INNER SPACE

Everyone has a rich internal landscape unique to them. Some of us explore it through art, others through therapy, and others still through exercise or mindfulness. Ignorance, however, has our Inner Space emotionally trapped in a moment of trauma. For Ignorants, it's the exact moment their Rainbow Empathy became obscured and they lost their love. This is where the responsibility of a Queerz becomes even more pertinent because you can save them from this fate!

After cracking through a Justice Knight's Ignorance using your Rainbow Empathy, you enter their Inner Space. You'll find yourself altered to fit their emotional landscape, taking on the role of someone who can save them, though you have mere minutes — their psyche and Ignorance will try to push you out! You'll have to find their moment of trauma, the **Ignorance Core**.

Sadly, you can't actually change what happened in their past — it's not time travel, after all — but you CAN help them process this moment and grow from it. Doing so not only destroys their Ignorance but heals them and, maybe, helps you get a new friend.

Inside Lovely's Inner Space, Teddy sees the moment her Rainbow became obscured by Ignorance: when a piece of art she made about her late husband was declared "trite" and "unskilled." Teddy takes it upon himself to assure Lovely that her art does have merit, and that it's okay for her to process her feelings however she needs to. He offers support, and shows her a new way to heal — drawing an art piece dedicated to her husband, to be given to his parents, they are sure to appreciate it and share in her grief. This is enough to destroy the Ignorance Core, and Teddy has completed this unexpected mission! Now it's time to rush back to Club Duckie for Absolutely Fabulous, and scurry home — he still has a date tonight, after all!

GLOSSARY

Anomaly: A person with superpowers. Also used by Ignorants as a derogatory term for Queerz.

The Rainbow Empathy: The force of universal love that powers the Queerz.

Queerz: Anomalies who are powered by the Rainbow Empathy.

House: A family, circle, or community of Queerz working together. The most famous is House Rainbow.

Runway: A unique passion, pursuing it connects a Queerz to the Rainbow Empathy.

Icon: A Queerz that followed their Runway all the way, emanating the Rainbow Empathy in all its glory. This state is hard to maintain, and Icons often burn out.

Rainbow Flash Attack: A blast of Rainbow light. The basic Ignorance-shattering attack used by Queerz.

Rainbow Empathy Attack: An obliterating, full-power Rainbow light attack. Used to finish an Ignorance barrier and reach through to the person inside.

Q-Gear: A weapon used to smash through Ignorance.

Q-Factor: An object Queerz use for battle transformation that symbolizes the Queerz Runway. Stored inside a Q-Pin.

The Inner Space: A dimension of thoughts and feelings within each of us where the Rainbow Empathy and Ignorance reside.

Ignorance Core: The hard shell of Ignorance around an Ignorant's Rainbow Empathy. If small, it simply obscures it, keeping the individual unaware and Basic. If powerful, it turns them into an Ignorant. Penetrating it frees one from misconceptions and liberates their connection with the Rainbow Empathy.

Ignorance: Crystalline psychophysical matter that restricts and limits one's worldview.

Ignorants: Anomalies in whom Ignorance has taken root and who spread Ignorance.

Twisted Justice: The warped perception that drives Ignorants to attack those different from them.

Order: A group of Ignorants who work together. The most infamous order is the Justice Knights.

Fanatic: An Ignorant who has fully succumbed to Ignorance, gaining immense power but losing themselves and what they care for.

Constructs: Objects and energy blasts that Ignorants can shape from Ignorance and use to infect others or to block attempts at reaching them.

Star of Ignorance: The most common Construct used by Ignorants. Covers the faces of those affected but can also be thrown as an attack.

Pawns: Basics temporarily brainwashed by Ignorance, aligning themselves with the Ignorant who controls them. They can perceive the true form of Queerz and use Constructs to attack them.

Justice Force Attack: A stream of Stars of Ignorance. The basic Ignorance-spreading attack used by Ignorants.

Justice Propagation Attack: A powerful Ignorance move that summons a huge Construct.

Realness: The everyday life of a Queerz.

Identity: Beliefs and attachments through which the Queerz maintains contact with their Realness.

Empaths: People without superpowers, but who can perceive Queerz.

Basics: People with no superpowers, oblivious to the existence of Anomalies.

The City: The setting for this game. Can be generic or based on a real world city.



プレイヤー・ルールズ PLAYER RULES

WHAT MAKES A QUEERZ SUPERHERO?

THEMES

Player characters (PCs) in *QUEERZ!* are made of four **Themes**, each representing a major aspect of the character. Each theme can be either of **Rainbow** or of **Realness**:

- **Rainbow Themes** represent powers that stem from your Runway and connection to Rainbow, or elements which empower this connection. There are three initial Rainbow theme types: Signature, Fighting Style, and Q-Gear.
- **Realness Themes** represent your personal life beyond being a Queerz superhero. There are six initial Realness theme types: Goal, Memory, Occupation, Personality, Relationship, and Stuff.

The number of Rainbow themes vs. the number of Realness themes your character has says a lot about them. Characters with more Rainbow themes shine brighter as they are more connected to their Runway, blasting the world around them with universal love but with little to ground them in the real world others experience; while characters with more Realness themes are down-to-earth and focused on the drama of their lives, still exploring their Runway.

The more your character is connected to Rainbow, the greater the Ignorance threats they will attract and the less time they have to develop deep, meaningful relationships, enjoy their lives, and to just be. If you go all the way in the direction of Rainbow and become an **Icon**, you risk burning out. It's difficult, taking the burden of the world on your shoulders, unrelenting, no time for yourself. On the other hand, if you don't follow your Runway, you risk becoming **Basic** again, abandoning the life of a hero.

In *QUEERZ!*, you choose how your character's story and power set will evolve.

TAGS

Themes have **power tags**. These tags both describe your character and power the actions your character takes. They can describe qualities, abilities, gear, allies, or assets. The more power tags you can use in an action, the better, but they must be relevant to the action you're trying to achieve.

Each theme also has one or more **weakness tags**, which impede your actions but also earn you Growth when they come into play.

To get a feel of your abilities, check out your character's **tag combos** — predefined combinations of tags that represent your best moves!

GROWTH

Each theme has a **Growth** track with three boxes, indicating how close this theme is to evolving. Every time you mark the third Growth on a theme, you choose a **new power tag** for that theme (see under New Power Tag Options) and reset Growth to zero. You can gain Growth (a) by using weakness tags, (b) by spending your Downtime developing a theme (training, meditating, spending quality time with an ally, etc.), or (c) when you go against the motivation of one theme for the sake of another theme.

THEME IMPROVEMENTS

The *QUEERZ!* Basic Box and Character Creator will allow you to advance your character in several new ways, including changing weakness tags or choosing Theme Improvements that give you special benefits or enhance your moves.

CHARACTER CREATION

With the *QUEERZ!* Character Creator, you will be able create your own custom characters using helpful questionnaires that guide you through the process, called Themebooks, enabling you to customize all the themes for your character. The Character Creator also provides you with the option for a quick-start character creation process by picking-and-choosing themes from a multitude of predefined themes.

The *QUEERZ!* Character Creator will be available on the *QUEERZ!* Kickstarter, launching September 14th!

Follow the Kickstarter and get notified



RUNWAYS AND IDENTITIES

The make-up of your character in *QUEERZ!* is dynamic and can change based on the decisions you make as a player.

Every Rainbow theme has a high ideal, called a **Runway**, which calls the character to be a hero and serve as an Icon of love and empathy to others, as well as a **Shade** track with three boxes. When your character's Runway comes into play and you ignore it or act against it, you mark Shade. If your character continues to ignore her Rainbow and marks the third Shade box, you replace the theme with a new Realness theme.

Every Realness theme has a statement, called an **Identity**, describing something your character believes about her personal life, and a **Crack** track with three boxes. You mark Crack when your character's Identity demands something of her, but she fails to deliver. If your character continues to ignore her Identity and marks the third Crack box, you replace the theme with a new Rainbow theme instead.

If you ever replace all your themes to Rainbow you become an Icon for a short time and then burn out. If you ever replace all your themes to Realness you become Basic and lose touch with the Rainbow. Read more about this in the *QUEERZ!* Basic Box!

STORY TAGS AND STATUSES

During the game you may receive **story tags** which can be used as either power or weakness tags, as well as **statuses**, which represent conditions that affect your ability to act. These elements are not part of your themes but are still part of the character, as they affect your actions.



HOW TO PLAY THE GAME

QUEERZ! is a cinematic role-playing game that is played as a conversation between the Master of Ceremonies, or MC, and the players, who take the role of the protagonists.

The conversation starts with the MC setting the first scene (time and place), describing what is happening around your characters. On your turn, called **the spotlight**, you respond by (a) saying what your character does, (b) saying what your character says, and (c) asking for more details about the scene. The other players do the same for their characters when they have the spotlight.

Sometimes you roll dice and use **the rules** to determine the outcome of your actions. The MC follows up by saying how the other, Non-Player Characters (NPCs) respond and what else happens in the scene, to which you respond again and so on until the scene is concluded and the next scene begins.

There is no defined order to the conversation. As the host and director of the game, the MC passes the spotlight among the players, making sure everyone gets to talk and take actions as their characters. When a player

WHAT, NO INITIATIVE ROLL?!

That's right. **QUEERZ!** is played as a flowing conversation between the MC and the players. The MC as the host governs which character acts next by giving the stage to one of the players. However, if a player wants their character to take action before something else happens, the MC can ask them to make a **Be Vulnerable** move (see below) to see if they got the drop on the competition.

has the spotlight, they can take actions as their character. Think of it as moving the camera between the protagonists to make sure all of them get some screen time in the story. The MC can even cut between different scenes or action shots to add more suspense by switching between the players, just like in a TV show.

TAKING ACTIONS

Players, as the drama in your story unfolds, you'll want your character to take actions and influence the story in various ways.

Player Moves determine the outcome of your actions. Each move fits a different type of action or situation such as fighting, supporting, inquiring, etc. These matching actions are described at the top of the move box, under the title. Whenever your character takes an action in the story that matches the move, the move is triggered and you need to roll for the move and follow its description to determine the outcome. That's called "making a move". The opposite is true as well: Whenever you want to make a specific move, your character must take an action in the story that matches the move.

To make a move:

1. DESCRIBE WHAT YOUR CHARACTER IS ABOUT TO DO.

You can get some ideas from your tags (what your character is good at) or you can simply think of what is the most suitable or exciting thing to do at this point.

2. CHOOSE A MOVE THAT FITS YOUR ACTION (OR ASK THE MC).

There are seven core moves in the game.

CORE MOVES

When you, as your character, use your abilities...

- ... to do something risky, you **Become Vulnerable**.
- ... to heal someone or calm their Inner Space, you **Care**.
- ... to understand what is going on or what someone is feeling, you **Get a Clue**.
- ... to avoid harm, attacks, or cruel words, you **Resist**.

3. INVOKE RELEVANT TAGS TO DETERMINE THE POWER OF YOUR ACTION.

Scan your character playbook for tags relevant to this action (see text box).

- Each **power tag** that directly helps you carry out your action increases your Power by 1.
- Each **weakness tag** that directly impedes your action decreases your Power by 1, but you get to mark Growth on the theme of that weakness tag. The MC can also choose to activate one or more of your weakness tags this way.
- **Story tags** can either increase or decrease the Power by 1 each, as befitting the situation.

The result is the **Power** of your action.

4. FACTOR IN BENEFICIAL AND IMPEDING STATUSES:

If your character or the target of your move has statuses that help or detract from your action:

- Add the tier of the highest beneficial status to your Power.
- Subtract the tier of the highest impeding status from your Power.

5. ROLL TWO SIX-SIDED DICE (2D6) AND ADD YOUR POWER TO THE RESULT.

This is called **roll+Power**. Compare the total to the move as explained in the moves sheet to determine the outcome.

- ... to make a big, flashy attack or speech, or otherwise impose a status on someone, you **Slay**.
- ... to enter a fighting stance or boost an ally's confidence, you **Strike a Pose**.
- ... to work things out amicably with someone, you **Talk it Out**.



OUTCOME CATEGORIES

Different moves have different outcomes, such as giving statuses to your target, empowering your teammates, discovering clues, or even allowing you to temporarily create new tags. However, all moves follow the same pattern:

Both 10+ and 7-9 are considered a **hit**, or a success.

- Scoring **10 or more** (10+) is a great success.
- Scoring **7-9** is a mild success, or a success mixed with a complication.

Scoring **6 or less** is called a **miss**. It implies something disadvantageous happened instead of what you tried to do or that things got a lot more complicated. A miss allows the MC to make one of her “hard” moves, usually against you. For example, the MC could tell you that your character got into trouble or give you an impeding status.

BURNING A TAG FOR A HIT

When your character performs a dramatic action that really matters to you, you have the option to **burn a tag for a hit**. Choose one tag relevant to the action you are taking and scratch it out (or mark the Burn icon next to it). You cannot use it again until you recover it using the **Downtime** move (page 33).

HOW TO DECIDE IF A TAG IS RELEVANT

A tag can only be invoked in a move when it directly helps or impedes the move's action. For example, when throwing a punch, being **strong** helps the action, being **clumsy** impedes the action, while being **blue** is irrelevant so it does not apply. Being **smart** or being **brave**, while related, do not directly help the act of punching; they can be used in a separate action, before punching, to find an opponent's weakness (**Get a Clue**) or to shake off fear (**Care**).

If you still find you need more structure, the MC can introduce the optional rule of capping each roll at a maximum of 3 power tags per roll.

More tips and pointers on how to play with tags are included in the *QUEERZ!* Basic Box available on the *QUEERZ!* Kickstarter, launching September 14th!

[Follow the Kickstarter and get notified](#)

Burning a Tag for a Hit gives you a guaranteed result.

Instead of rolling+Power for this move, treat the move as if you rolled a total of 7, with a Power of 3. No power or weakness tags can be applied to these numbers, but statuses may still increase or decrease your Power, as in Step 4 above. Then, follow the move description as usual.

STATUSES

Statuses reflect temporary conditions that affect your character such as **sad-2**, **sticky-1**, or **hypnotized-5**. Each status is composed of a **tag** and a **tier**: the tag defines the nature of the status, while the tier defines how limiting and debilitating (or how enhancing) the status is.

- **Tiers 1-4** represent increasing levels of intensity for the status: mild, minor, major, dramatic.
- At **tier 5**, the status is so damaging or intense that your character is **out** — you can't even attempt to take any actions affected by this status.
- If a status reaches **tier 6**, marked as **MC**, the character may turn into a villain, enter a coma, permanently add or lose tags or even themes, etc. The MC will decide what happens to your character, and it may not be good.

The tag of a status should more or less match its tier and represent how debilitating or enhancing this status is: there cannot be **dead-1** or **scratched-5** statuses, unless in a bizarre situation where being dead is a very mild nuisance and being scratched is incapacitating. When the tier of a status changes (e.g., if it cured or worsened), change the tag accordingly to match the new tier.

Most statuses are **ongoing**: they remain in play until removed (see below). Note that some statuses are **temporary**: they affect only the next relevant action and then they are removed.

Statuses can **compel** your character to act accordingly. If your character is **sad-2**, and they try to take a happy action, the status reduces their Power by 2. If your character is **depressed-5**, they **can't** take happy actions.

GIVING STATUSES

Some moves allow you to give a status to a target you are trying to affect, for better or worse. The move determines the **tier** of the status, while you choose the **tag** of the status, based on the nature of the action you took to create it.

- To give yourself or your allies a positive status, use **Strike a Pose**.
- To give your opponents a negative status or to make an impression or influence others, use **Slay**.

To overcome some challenges, you will need to give them statuses, using **Slay** — enough to reach their **Limit**. For example, to win the hearts of your audience, you **Slay** to give them **wowed-4** or **impressed-2**, and to overcome a Justice Knight you must Rainbow Flash their Ignorance, by giving them **shatter-3**, for example. Each challenge has a different Limit only the MC knows: some are overcome at tier 1 (Pawns and small challenges), others only at tier 6 (superbosses), or anything in between.

TAKING STATUSES

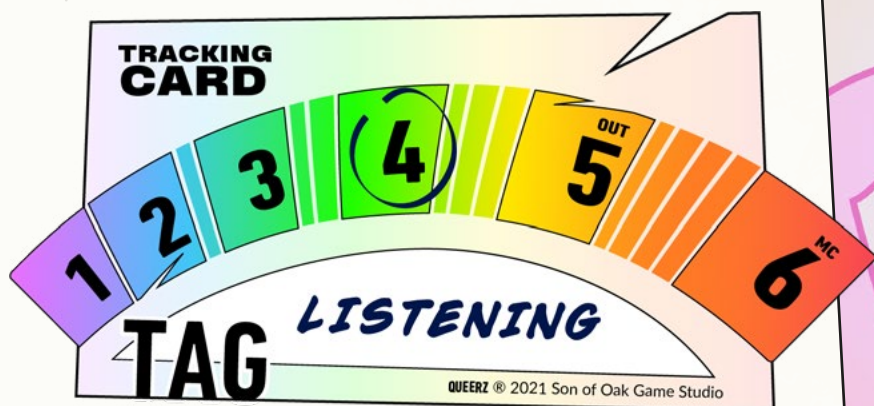
When your character is about to take a status, if she can somehow avoid it or protect herself from it, you can use the **Resist** move to reduce the tier of the status or completely ignore it. Otherwise, or if you fail to **Resist**, you take the full tier of the status.



TRACKING STATUSES

When you give or take a new status, take a tracking card, write down the tag, and mark the tier:

If you already have a status similar to the one you received, they stack:



If the new status has a **higher tier** than the one you have, **it replaces the existing status**. For example, **drowsy-3** replaces **tired-1**.

If the new status has **the same tier** as the one you have, it **bumps up the existing tier by 1**. So **shamed-2** bumps up **shamed-2** to tier 3, presumably **humiliated-3**.

If the new status has a **lower tier** than the status you have, **it slowly adds pips to the existing status** until the next tier on the scale is reached.

For example, if you were already **shocked-3** and then take three **zapped-1** statuses one after the other, you would first mark the box on the right side of tier 3. (This does not affect the tier, yet.) Then the next box to the right. (This still does not affect the tier.) Then the next box to the right, which is tier 4. From this point on, the status has been upgraded to tier 4. The tag changes accordingly, presumably to **electrocuted-4**.



RECOVERING FROM STATUSES

Statuses can be reduced or removed by using the **Care** move. This can represent shaking off fear, healing an ally, etc. Statuses can also be removed during downtime, using the **Downtime** move: the MC determines which of your statuses you can reduce and by how much. Finally, statuses can be removed by the MC when they “narratively expire”, that is, when they no longer make sense in the story, e.g., the MC can remove **prone-1** once a character has the chance to stand up unhindered.

STORY TAGS

The move **Strike a Pose** allows you to create new tags called **story tags**. The MC can also create story tags whenever it seems appropriate. Story tags are used just like power and weakness tags: if they're relevant to a move, they affect its Power for better (+1 Power) or worse (-1 Power) in whatever way seems most appropriate (unlike weakness tags, however, they do not earn you Growth, even if they decrease your action's Power).

Story tags are used to describe two types of story elements:

- Temporary abilities, qualities, perks, and items possessed by your character, like a **new outfit** you picked up, a **battle stance** you adopted, or the ability to **read minds** bestowed upon you.
- Independent objects, beings, concepts, or effects included in a scene: a quality of the environment such as **blinding stage lights**, a person or entity who is present at the scene, such as **a gaggle of Drag Queens** or **the bartender**, an item that is readily available such as a **disco record** or a **pink convertible**, or even a force or a concept present at the scene such as an **aura of protection** or the **hard-knock life**.

When you create a story tag, write it on a tracking card and hand it to the person who owns it, or place it in the middle of the table, if it's communal or exists independently in the scene.

Most story tags are **temporary**, which means they can only be used once and cannot be burned for a hit. Story tags that are made **ongoing** (by the **Strike a Pose** move, for example) can be used multiple times and expire when it makes sense in the story. They can also be burned for a hit like power tags, but when burnt they are removed from play.

IS IT A STATUS OR A STORY TAG?

When you need to describe something from the story using the rules, it's almost always either a story tag or a status. How to decide which is which?

Tags are used to describe people and objects and their essential qualities and nature, such as abilities, strengths, weaknesses, possibilities, etc. Tags never represent the current state of a person or object.

Conversely, statuses always represent conditions: the current state of a person or object. Statuses never represent a person, object, or essential quality. There cannot be a status of **shoes-2** or **smart-5**.

THE CORE MOVES

The Core Moves are also available in a summarized sheet for easier use during play, included in this Free Demo Game folder.

BE VULNERABLE

Put yourself on the line with an action that could end badly for you.

COMMON ACTIONS

- **REACH OUT:** Get an enemy to stand down and talk instead of fight.
- **PROTECT SOMEONE:** Get between an attack and its target, or move the target out of harm's way.
- **HEART ON SLEEVE:** Confess your feelings to someone or beg them for help.
- **FANTASTIC FEAT:** Jump, climb, dash, slide, flip, steer, etc.

NAME YOUR TAGS AND ROLL+POWER

On a 10+, you do it and it's wonderful.

On a 7-9, you do it, but the MC chooses a complication.

COMPLICATIONS

- **SIDE EFFECTS:** You take a negative status (*sweaty-2*, *laughing-stock-1*, etc.). You cannot Resist.
- **BURNOUT:** One of your tags is burnt.
- **DRAMA:** A dramatic story complication (e.g., you're seen by your love interest).

Be Vulnerable is a versatile move that can be invoked whenever you need a clear yes-or-no answer on whether a risky action succeeds. To **Be Vulnerable**, you need to be able to put yourself out there in a way that could result negatively for you. For example, jumping heroically off a building to save a falling person qualifies for a **Be Vulnerable** moment but so does confessing your feelings.

The move has three simple outcomes: you either do it (10+), mess it up (miss), or you do it but pay a price (7-9). On a 7-9 result, the MC chooses a complication, which should reflect the feat you were attempting. If you were trying to ask someone out, a narrative complication could be that their ex arrives, or you could take *hiccups-2* as you suddenly develop a bad case of hiccups.

Be Vulnerable should not be used when you want to withstand something that is represented by a status; that is represented by **Resist**. However, you might roll to **Be Vulnerable** in order to take the bolt of Ignorance meant for someone else, and then roll Resist to see how you withstand the bolt.

EXAMPLES

Twinkie Camp wants to ask out someone they've been interested in; Teddy Woof has to jump from a moving platform onto a vehicle and makes it on, but gets banged up for his troubles (*lots-of-bruises-2*); Harvey M wants to follow a Justice Knight secretly to their headquarters.



CARE

Remove an existing negative status or story tag from you, an ally, or around you.

COMMON ACTIONS

- **SELF CARE / BE THERE FOR THEM:** Remove negative emotional status from yourself or another.
- **CREATE A SAFE SPACE:** Remove negative emotional statuses or tags from the environment.
- **REPAIR:** Fix up wardrobe, gear, equipment, or machinery that is damaged.
- **CALM THE INNER SPACE:** Buy more time in someone's Inner Space by calming them and removing tiers from the countdown status.

NAME YOUR TAGS AND ROLL+POWER

On a hit, you remove a number of story tags or status tiers equal to your Power.

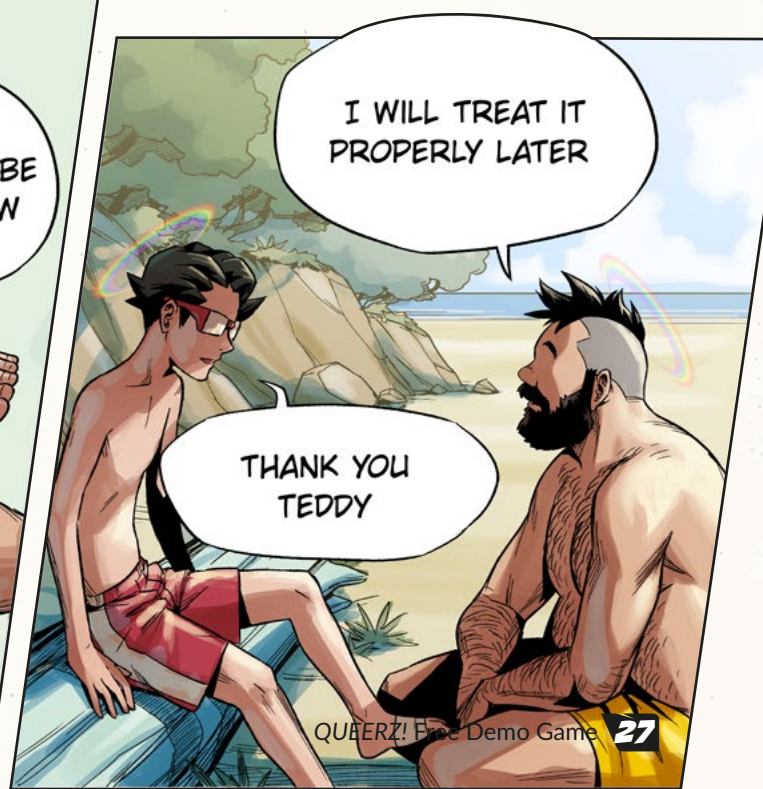
On a 7-9, the MC gives you a tier-1 negative status as a side effect, such as **concerned-1**, **tired-1**, **saddened-1**, or **dirty-1** (you cannot **Resist**).

Care is used to remove negative statuses and story tags from your allies and from yourself. In *QUEERZ!*, it's very common for characters to gain emotional, social, and even physical statuses in the course of play. Effectively this is your "self care"/"care for others" move that allows you and your friends to heal from the trials and tribulations of superhero and personal life. You could also use it to remove problematic story tags such as **sticky Stars of Ignorance** from your buddy or **gloomy** from a bedroom.

Care can also be used to calm someone, friend or foe, when you are within their Inner Space. Time in the Inner Space is tracked with a countdown status (e.g., **running-out-of-time-2**) and **Caring** can buy you more time in the Inner Space to find and resolve their Ignorance Core by keeping the countdown status from hitting its Limit and striking its final tick.

EXAMPLES

After her girlfriend had a family fight, Carol calms her down but is now **late-1**; Micha Klark dons their rubber suit to feel more in control and removes **panic-attack-3**; Dorothy Spice decides to spruce up her apartment removing **messy**.



GET A CLUE

Learn new information.

COMMON ACTIONS

- **WHAT'S UP?** Learn what's going on in the current situation.
- **HOW ARE YOU?** Find out what someone is thinking or feeling.
- **WHAT'S BEST?** Come up with a solution for a problem.
- **WHO STARTED THIS DRAMA?** Figure out who is behind it all.

NAME YOUR TAGS AND ROLL+POWER

On a hit, you get a number of Clues equal to your Power. Spend each Clue to ask the MC a question or ask another player a question about their character.

The answers must be honest, but they don't need to be direct.

On a 7-9, they can also choose one complication.

COMPLICATIONS

- **COUNTER QUESTION:** They can ask you a question for each Clue you spend. Your answers must be honest, but may not be direct.
- **SIDE EFFECTS:** You take a tier-1 relevant status (*muddy-1*, *infatuated-1*). You cannot **Resist**.
- **DRAMA:** Any dramatic story complication (e.g., your bestie sees you spying).

So, fun fact, you don't know everything going on at all times — that's why sometimes you have to **Get a Clue**. When you need to learn more about the world around you, be it in a big way (what are the Justice Knights planning to do next) or a minor way (where was my friend last night when we were supposed to be Raiding) — you need to open up your mind and figure things out!

On a hit, for every point of Power you roll with, you'll get one Clue that you can spend by asking a question (usually you ask the MC, as they know most of what's going on). The answers you get will always be honest but that doesn't mean direct. For example, asking a fellow PC about where they were last night can be as direct as "at the Lord Gaga concert" or as indirect as "out on the town" — both are honest, though the amount of obfuscation can be raised or lowered depending on how honest the MC or other player desires to be. Of course, this goes both ways — you can give honest but indirect answers on a 7-9, if they choose to ask you questions.

EXAMPLES

Mama-Jay wants to know where Twinkie was last night; CK-gogo is inside a Knight's Inner Space and wants to know where exactly the Knight is hiding within it; Tommy Finland wants to find out how a Knight knew he was working today.

RESIST

Avoid a status someone is trying to impose on you.

COMMON ACTIONS

- **RAINBOW BLOCK!** Strike at an incoming Construct attack to shatter it.
- **RAINBOW DODGE!** Move out of the way of a Construct attack.
- **TALK TO THE HAND:** Resist the influence of another.
- **SURVIVE:** Save yourself from impending physical harm or everyday problems.

NAME YOUR TAGS AND ROLL+POWER

On a 10+, you fend off the effect and take no status.

On a 7-9, you take the status but with one less tier.

On a miss, you take the full status.

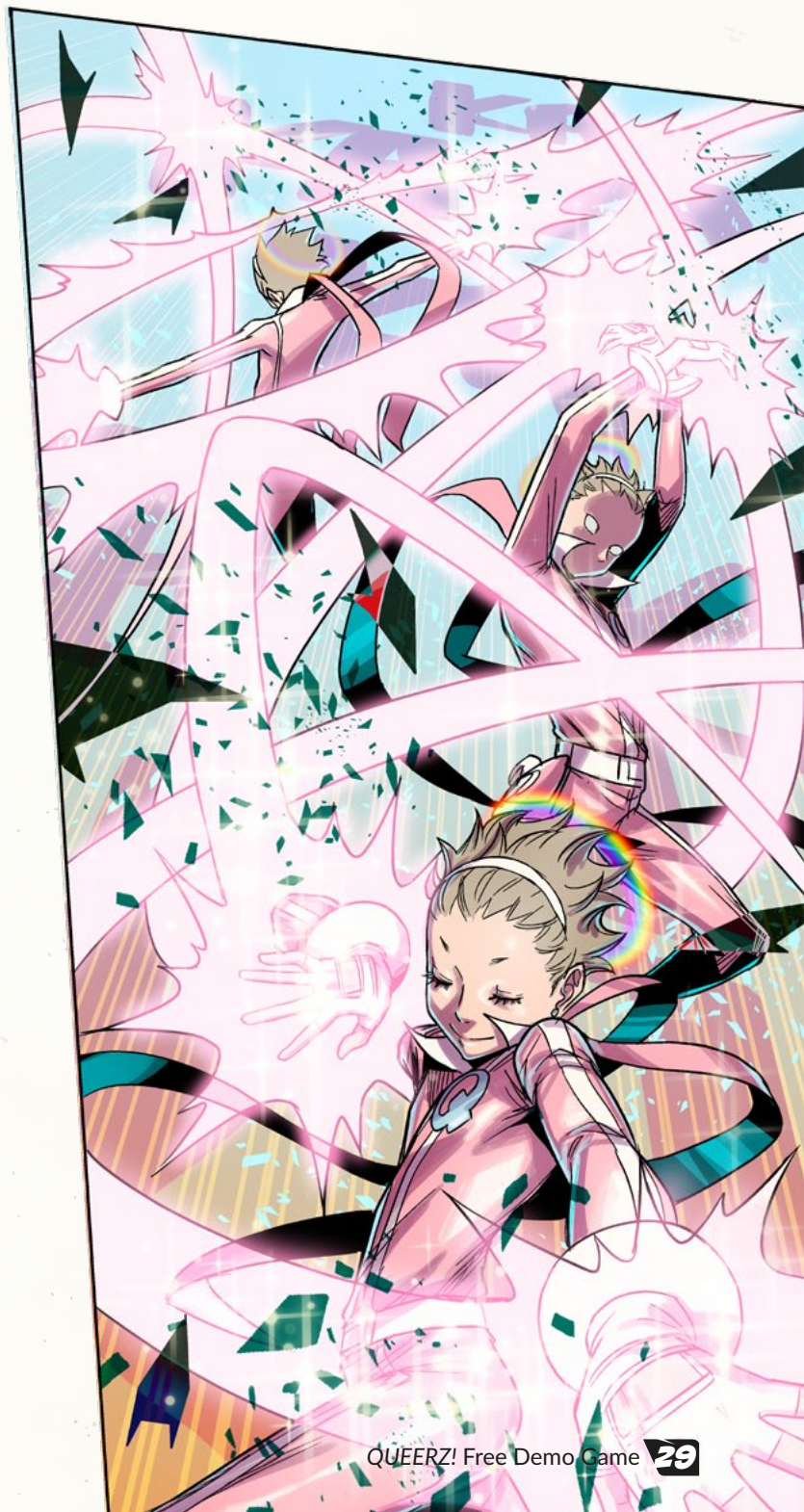
Unlike other moves, **Resist** is a reflexive action — when something is thrown at you, be it from the narrative or from someone **Slaying**, you can roll to **Resist** it. You can **Resist** not only incoming blasts, Construct attacks, or hate speech but also barbed insults or statuses from friends trying to compel you into acting foolish.

This is the only move where a miss does not result in a Hard Move by the MC; a miss simply means you take the full status as stated.

The act of **Resisting** can take many forms, some of them more dramatic than others: blocking a Construct star with a punch, a Rainbow Flash, or a vogue; shutting down an individual making nasty comments or simply ignoring them; or dodging sparks when a frying stage light gives you **outfit-on-fire-3** mid-performance.

EXAMPLES

Teddy Woof needs to resist the siren call of the last piece of cheesecake and the status **bloated-2**; Twinkie Camp has to resist a Justice Knight's Ignorance Construct blast and the **status blasted-3**; Absolutely Fabulous resists the comments from a bigot, avoiding the status **self-conscious-4**.



SLAY

Impress or kick someone's butt, giving them a status even if they don't want it.

COMMON ACTIONS

- **RAINBOW BLAST:** Use Rainbow powers to smash Ignorance.
- **RAINBOW WORD:** Give a superpowered speech that shatters Ignorance.
- **WOW AUDIENCE:** Make your audience feel or think something.
- **DRAW THE LINE:** Warn someone that they better stop what they're doing, or else.

NAME YOUR TAGS AND ROLL+POWER

On a hit, you may give them a status of your choice with tier=Power.

On a 7-9, choose one upgrade.

On a 10+, choose two upgrades.

UPGRADES

- **Killing it!** In a fight or an argument, they can't counterattack. If you're threatening them, they get no concessions.
- **More power** (+1 status tier)
- **More coverage** (affect a small group)
- **You take something from them** (remove and/or get a story tag if relevant)
- **You keep them focused on you**
- **You make a comeback** (reduce a negative status by 1)

In combat situations, **Slay** is your main attack move, whether you use Rainbow Flash, your Q-Gear, or a classy argument (yes, your very words can shatter Ignorance!). Use it to shatter any form of Ignorance, whether by Rainbow Flashing the Pawns' **eyes-open-2** to free them from a Justice Knight's ideas, swinging your fan to **slice-and-dice-3** a Justice Knight's Construct, or making a winning argument against the Knight's Twisted Justice, giving them **listening-5**.

Your opponents each have a **Limit** of how much they take, and when you give them a status that hits that Limit, you win. Specifically with Justice Knights, when you max out their **Shatter-Ignorance** Limit, you can use your **Rainbow Empathy** to enter their Inner Space.

Outside of combat, you **Slay** to make an impression on others who may or may not be cooperative, even if you want to influence them in a good way. For example, give a crowd of excited fans **head-banging-good-time-4**. If you're buffing your allies, use **Strike a Pose** instead.

When you try to **Slay**, you put yourself out there, where others can take a shot at you (sometimes literally!). You must choose the Killing It! upgrade to avoid a counterattack.

Because it's up to you whether to eventually give the status or not, you can leverage it to threaten or entice another character by telling them: "Do as I say, and I will / I won't give you this status." For example, if you want a Justice Knight to beat it, you can threaten them with **scram-or-instagram-4**. The target can choose whether to take the status or do as you want; if you're not Killing it! they can choose to do as you want, but still have certain concessions.

EXAMPLES

Teddy Woof uses his XXL Bear Bash to **obliterate-4** Zackary's swordfish Construct; Robyn wants to bring the noise against Carol Butch and blasts her with **drop-the-base-3**; Absolutely Fabulous wants to give all the drag race judges **gooped-and-gagged-5**; Harvey reaches out to a bully, making them feel **guilty-2** if they don't stop.

STRIKE A POSE

Prepare for action and boost yourself or an ally with a positive status or story tag.

COMMON ACTIONS

- **Q-FACTOR, ACTIVATE!** Boost yourself with your Runway item.
- **FIGHTING STANCE:** Prepare for battle by assuming a flashy stance.
- **STYLE & EQUIP:** Make a new outfit, gear piece, hairdo, whatever.
- **CONFIDENCE BOOST:** Say or do something to embolden yourself or another.

NAME YOUR TAGS AND ROLL+POWER

On a hit, you get a number of Juice equal to the Power. Spend your Juice to create:

- A story tag, one per Juice
- A status with one tier per Juice

Your effects are topical, temporary, and forgettable.

On a 10+, you get a minimum of 2 Juice and can spend Juice on upgrades, one per point.

UPGRADES

- **Prolong the effect** (make it ongoing)
- **Scale up the effect** (affecting a larger group or area)
- **Make the effect flashier** (keeping the focus on you)

Strike a Pose is how you give you and your allies a one-up in the form of positive statuses and tags (while **Slay** is a way to impose statuses that the target may not want). This can range from giving everyone an inspiring speech to strike a Sentai pose and making the Justice Knight realize he's in the wrong part of the neighborhood.

Unlike the **Slay** move, which creates ongoing statuses, **Strike a Pose** creates temporary (single-use) statuses by default. For example, if you choose to **Strike a Pose** to give yourself the story tag **new clothes**, it's only a matter of time before they end up dirty, or just lose their spark. If you roll 10+, you can Prolong the effect and Make it flashier for more than just first impressions!

Strike a Pose makes your superhero moves feel bigger and more dramatic and allows you to hand out bonuses to your friends like candy. Remember, positive statuses increase the Power of your upcoming actions, so take a moment to **Strike a Pose** and buff up. This can range from creating combat maneuvers that will give your hard hitter friend a better shot at the Knight, to making your entrance THAT much cooler to intimidate the big bad.

EXAMPLE

Going into a back alley dance-off with a rival house, Diana wants to make sure her Housemates are ready for anything. Scaling the effect to give them all the story tag **on-top-of-this** (boosting their upcoming **Get a Clue**); Madame Divine just gave Bambi a makeover for the big show, and now they start the concert with the status **looking-fierce-1** (boosting **Slay**); Twinkie Camp somersaults into a fight with Elton and lands in a dramatic battle pose, giving themselves **can't-hit-me-2** (boosting **Resist**).

TALK IT OUT

Resolve a problem by talking about it.

COMMON ACTIONS

- **HEART-TO-HEART:** Talk honestly with someone about your feelings.
- **NEGOTIATE:** Find an amicable solution to a conflict or a disagreement.
- **LEND AN EAR:** Reach them by simply listening to them without judgement.
- **SPARKLY EYES:** Be super cute about something you want.

NAME YOUR TAGS AND ROLL+POWER

On a hit, choose one:

- You make progress; they see things more your way.
- You strike a deal or agree to a trade.
- You bond. Give them a relationship status with tier=Power.

On 7-9, the MC or the target PC also chooses a complication.

COMPLICATIONS

- They have a condition or a price you won't like.
- They want you to show them you understand their perspective.
- You get attached. They give you a relationship status with tier=Power.

Sometimes, all the magic weapon fighting in the world isn't as effective as listening to another human being. You just need to have a conversation with another character that doesn't involve exchanging blasts or statements. **Talk it Out** allows you to solve a disagreement by talking about it. If successful, you can reach them, bargain, or even make a friend.

To **Talk it Out** with someone, they must be willing to talk. If they are acting violently, as Justice Knights often do, you must first reach out to them by **Being Vulnerable** and try to get them to talk. However, note that those still affected by Ignorance have statuses (such as **entrenched**) that weaken your ability to reach them (reducing your Power) and **Being Vulnerable** around them may often end badly.

Talk it Out is relevant when you and the other party disagree, whether it's a bouncer who won't let you in the club, a Justice Knight in the Inner Space who won't let go of their Ignorance Core, or even another Queerz who wants to do something different tonight. If you're talking with another character to help them overcome their trouble, use **Care** instead.

Most of the outcomes of **Talk it Out** are narrative: characters change their minds or come to an agreement without using statuses and tags. The bond/attached options allow one party to give the other a relationship status, such as **friendly**, **fatherly**, **crush**, which ensures the receiving party will stay amicable even if they don't agree. At their option, the MC can assign game effects to an outcome. For example, if a Queerz strikes a deal and agrees to pay for someone's cab to the other side of town they could be **broke-2** or if a Queerz lovingly embraces a Justice Knight and makes progress, the Justice Knight may take **loved** with a tier equal to the Power of the action.

EXAMPLE

Harvey M begs his mom to let him go on a beach day with House Rainbow; Teddy Woof has to work out his daughter Marie's conflicting schedule with his ex-wife; Absolutely Fabulous wants her background dancer to quit stealing her light; Willi tries to reach a Justice Knight to turn them away from their destructive path.



OTHER MOVES

DOWNTIME

When you get some time for yourself, choose one way you spend it from the list below. The MC can choose to have you play out the scene in question, or the table can treat it as a montage.

- **Train your Rainbow powers or pursue your Runway.** Tell the table how you do so and mark one Growth or remove one Shade from one of your Rainbow themes.
- **Give attention to your personal relationships, pursuits, and interests.** Tell the table how you do so and mark one Growth or remove one Crack from one of your Realness themes.
- **Take some time for self care, or to care for another.** Tell the table how you do so. The MC will decide which statuses you can reduce/remove and by how much, as they see fit, according to the situation.
- **Deepen your relationship with a PC or NPC.** Tell the table how you do so. Divide 3 points between Clues (as in **Get a Clue**) and Juice (as in **Strike a Pose**) to learn new things about them or to bolster your friendship with (e.g., *besties-1*).
- **Prepare for action.** Gain 3 Juice (as in **Strike a Pose**) to create something awesome for your next activity (*striking ducky costume*, *Rainbow raygun*, etc.)
- **Recover from action.** Restore all your burnt tags.

MAKE A MEANINGFUL CHOICE

When you **forsake a Runway for one of your Identities**, mark one Shade on one of your Rainbow themes.

When you **forsake an Identity to pursue your Runway**, mark one Crack on that Identity's theme.

If you do so to uphold one of your other themes, mark Growth on it.

A dramatic development can occur when your character is facing a difficult dilemma, a situation where they must choose to turn their back on the passions that powers their Runway, thus marking Shade, or act in a way that goes against one of their Identities, making them mark Crack. This is referred to as **Making a Meaningful Choice**.

When you are torn between your Runway and one of your Identities, the theme you favored gains Growth, while the other gains Shade/Crack.

You decide when your character is facing a dilemma and when to mark Shade or Crack. The MC can only introduce the complications in a way that they think will be interesting and interact with your Runways, Identities, and the circumstances.

WHAT'S NEXT?

We hope you enjoyed this demo version of **QUEERZ!**
To continue the adventure, follow the Kickstarter and
get notified when it goes live!

Follow the Kickstarter and get notified



You can also follow QUEERZ! on



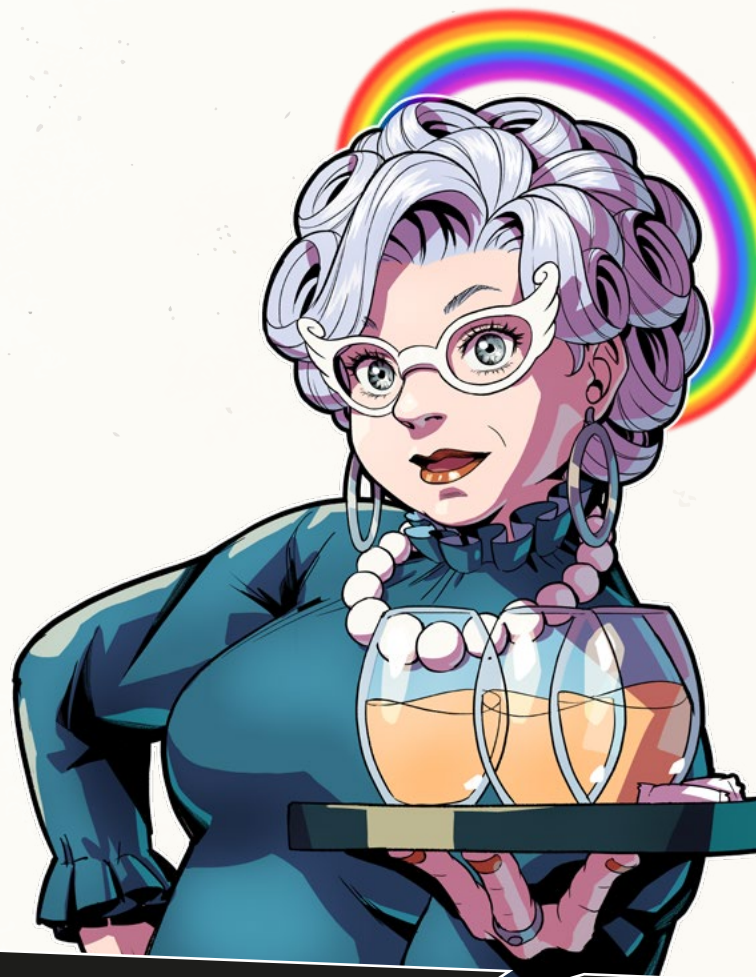


When in the role of the Master of Ceremonies, or MC, you are the host, referee, and narrator of the game as well as one of the storytellers.

As a **host**, you prepare the story elements which will be used to create the story, namely **adventures** made of characters, motives, locations, clues, and Challenges. During the game, you manage the conversation, allowing different players to take actions with their characters.

As a **referee**, you ensure everyone understands the rules of the game and make some of the final calls about how to use the game system, like when interpreting tags.

As a **narrator**, you introduce the elements you prepared as well as improvise new elements in order to create scenarios that engage the player characters, allowing the story to take place. This does not mean you are the sole storyteller, as you'll soon see.



ADVENTURES

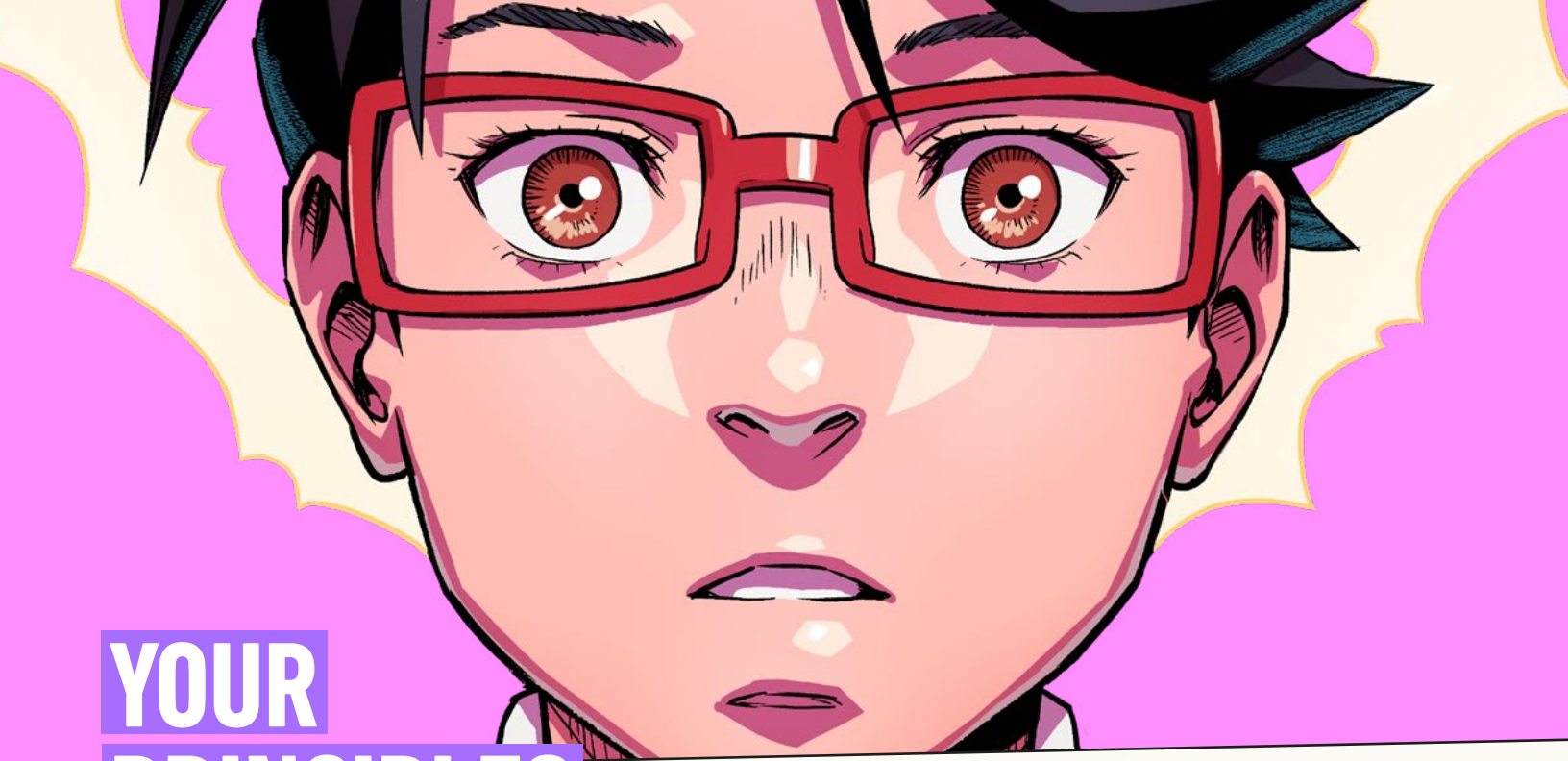
Adventures are open-ended scenarios that you can run for your Queerz played by the players. They involve scenes where the Queerz (a) pursue their everyday passions and lives, (b) confront Justice Knights and Ignorance, and (c) explore the Inner Space (see page 15).

A pre-written adventure contains the background story, scene information, and game details so you don't have to write it from scratch. This demo game includes a short sample adventure, Heroes in the Park.

MORE ADVENTURES

The *QUEERZ!* Basic Box will contain a full-length learn-as-you-play adventure with accessories like maps and character cards. The Adventure Anthology book will include several additional full-length adventures. It will be available on the *QUEERZ!* Kickstarter, launching September 14th!

[Follow the Kickstarter and get notified](#)



YOUR PRINCIPLES

As an MC, here is what you should keep in mind as overarching principles:

- **Keep the game table a safe space for your players.** We recommend defining “[Lines & Veils](#)” (a safety tool by Ron Edwards) with your group before you start playing, as well as some of the other tools provided in the [TTRPG Safety Toolkit](#), curated by Kienna Shaw and Lauren Bryant-Monk. The Basic Box will include built-in safety tools.
- **Communicate with the group** about what works for everyone and what doesn’t.
- **Be the player characters’ biggest fan, and make their lives interesting.**
- **Play to find out:** don’t limit the players’ impact on the plotline.
- **Think cinematic:** plan and describe the game as if it was a Super Sentai movie, TV show, or comic book.
- **Promote the Rainbow Empathy:** In your *QUEERZ!* stories, have barriers collapse and people come together through acceptance of their differences.

RUNNING THE GAME

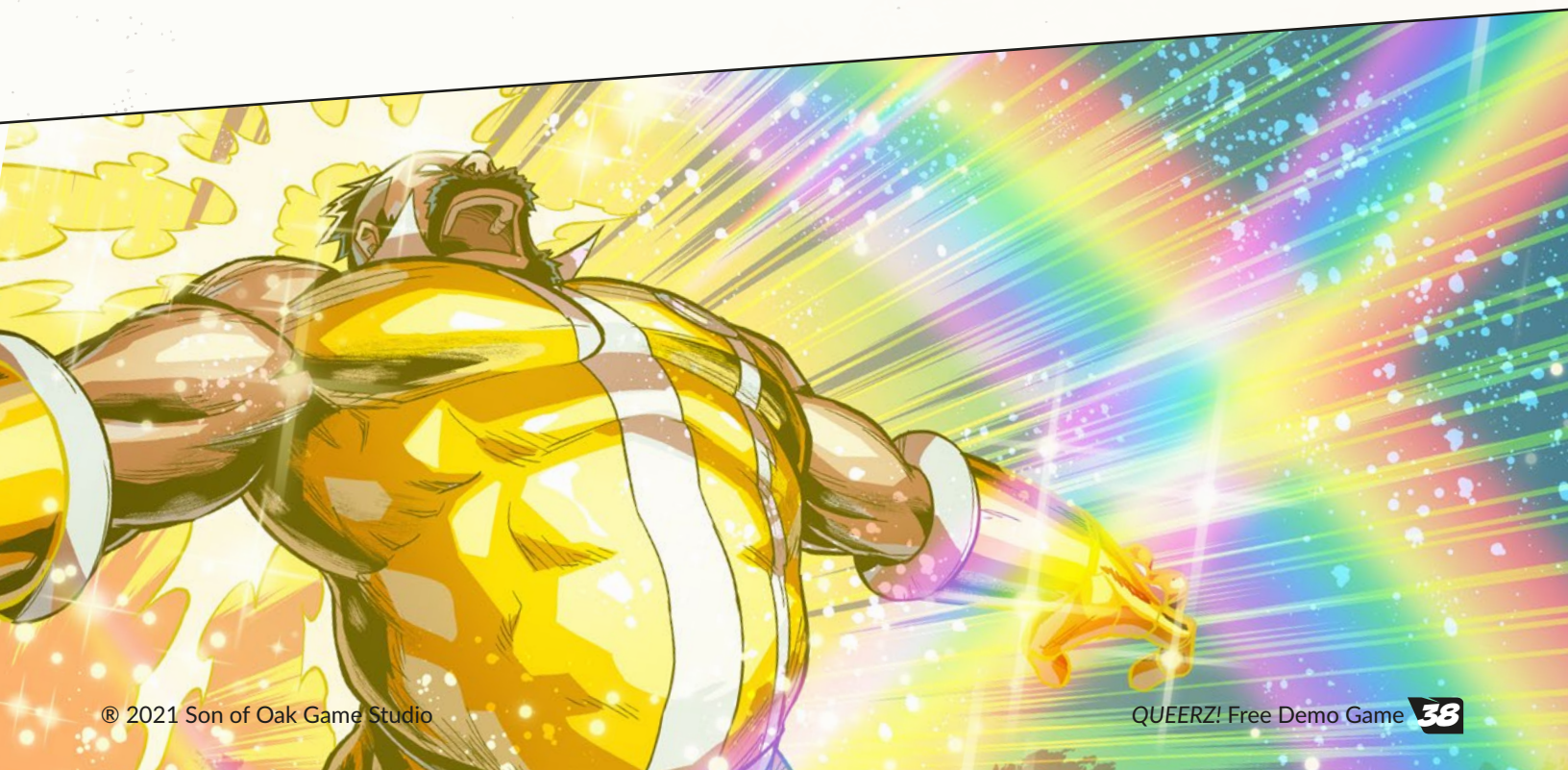
When narrating a game of *QUEERZ!*, you will be presenting the players with open-ended scenes that include locations, characters, events, and Challenges. Some of the scenes will arise from the adventure you are running; others - from the actions and choices of the players’ characters. The players will respond by describing their characters’ actions in the scene and making moves, to which you will respond by describing the outcome and repercussions of their actions. Scene by scene, your shared story will unfold.

QUEERZ! focuses on creating an engaging and interesting story. Your role as the MC is to use the prepared details of the adventure, such as clues and Challenges, as well as improvised elements, in ways that will make the story more interesting, stimulating, and ultimately gratifying for the group. You can introduce these details at certain points in the game using MC moves or other game rules.

HOW TO NARRATE QUEERZ!

QUEERZ!'S tone and atmosphere are inspired by queer experiences and the sentai genre. The following guidelines help you capture the essence of QUEERZ! when you narrate your game.

- **Avoid Real-World Hate Speech:** The Ignorants call their targets "Anomalies"; they do not use other names, and do not employ derogatory or hateful language. It's important to keep the game fun and entertaining, and even if it might "make sense" for the Ignorants to use hate speech in the game world, there's nothing fun about it in the real world, for the players who'll need to hear it from the mouth of their MC. Note that also in the manga and the sentai genre in general, villains rarely swear.
- **Be Diverse:** In your choice of characters and places to include in your story, embrace all that is different and unique and represent as many hues of humanity as possible.
- **Make it Colorful and Flashy:** Call out the Justice Knights' moves by name, have them create incredible, oversized Constructs, and describe how the player characters shatter them in the most colorful way. Same goes for the Queerz' everyday passions. There's no such thing as "too much" in regards to posing, glitter, or LGBTQ+ pride.
- **Remind them of the Rainbow Empathy:** In the end, QUEERZ! stories should lead barriers to collapse and people to come together through acceptance of their differences. When appropriate, remind the heroes what they're fighting for.
- **Touch their Hearts:** Ask about player characters' feelings and describe the non-player characters' feelings. Make it about the PCs and their struggle for acceptance.
- **Juggle their Lives:** Force the players to choose between doing the heroic and doing the mundane. There's no "right" answer, but always make it clear that they're giving something up.



YOUR MOVES

MC moves are different from player moves — they represent your narrative tools, the ways in which you make things more interesting for everyone. You choose which move to use when, according to your dramatic sensibilities.

SOFT MOVES

A soft move introduces an imminent **threat** or challenge to the PCs or their allies. You can make a soft move before and after each player move and whenever you have the spotlight.

Your soft moves are:

- **Introduce a new obstacle or challenge**, superpowered or mundane, interpersonal or environmental. Just describe how it's looming closer or, if it's already there, what new threat it presents (if you want it to have an impact, you'll need a hard move).

A Justice Knight creates a Construct out of sheer Ignorance, and commands it to attack; Pawns approach, ready to flank from all sides; a truck is rushing down a crowded street, with an unconscious driver; a PC's cooking lesson is about to begin, but they forgot all about it!

- **Present Twisted Justice**: A Justice Knight shows their narrow-mindedness in a villainous monologue. This gives the players context for their current predicament, and hints at how to approach the situation.

- **Hit Them After a Fair Warning**: If the characters ignore or neglect a threat you introduced for long enough, you can make a hard move instead of a soft move (essentially upgrading a soft move to a hard move).
- **Shatter Their Ignorance**: Shock the heroes by revealing new information that shows how they have been Ignorant. If you hinted at it but they didn't see it coming, Hit Them After a Fair Warning with a hard move, e.g., Give Them a Status of **stunned-2** or **self-doubting-3**.

HARD MOVES

A hard move represents a major complication or a significant setback for a player character or the team. Usually it shouldn't come out of nowhere, instead being received as the expected **consequence** of taking (or failing to take) an action. You can make a hard move whenever a player takes an action and scores a miss (6 or less). You can also make a hard move if you **Hit Them After a Fair Warning**.

Choose the move that makes the most sense in the current situation, or the one that adds the most interesting development to the scene. You can combine hard moves, for example, **Make Something Big Happen** and then **Give a Status** of **shocked-2** to everyone in the scene.

Your hard moves are:

- **Burn a Tag:** It's no longer usable. If it's a power tag, it can be recovered during Downtime.
- **Complicate Things, Bigtime:** Introduce a new and immediate crisis.
- **Deny Them Something They Want:** You declare that something that the characters want is no longer within their reach, for this scene.
- **Force Them to Choose:** Describe a development that forces a player to choose between two undesirable outcomes, each a hard move in itself.
- **Give a Status:** Impose a negative status on a PC (they usually get to **Resist**) or give a positive status to a villain.
- **Make Something Big Happen:** Describe a shocking development for emotional effect.
- **Reduce or Remove a Status:** Take away a positive status from a PC
- **Turn Their Move Against Them:** Whatever the character tried to do, it backfires.

INTRUSIONS

An intrusion is a short interruption you can apply at any time, even when a player has the spotlight.

When a player is taking an action, you may intrude to:

- Ask them for more details about their action
- Tell them which Core Move most applies to their description of the action
- Rule which of the tags they invoked are relevant (and which aren't)
- Rule which statuses, theirs and others' in the scene, affect their action (and which don't)
- Invoke their weakness tags

After a player rolls:

- If the move says you choose the outcome, you may intrude to describe it (this occurs on **Be Vulnerable, Care, Get a Clue**).
- If the player **Slays** but isn't **KILLING IT**, the MC can counterattack by making a hard move.

When a Challenge custom move is triggered:

- Intrude to reveal its outcome



OBSTACLES & CHALLENGES

As the MC, it's your role to keep the story interesting by presenting obstacles and challenges for the PCs. The players then make moves to overcome them. In game terms, **obstacles** are minor setbacks that can be resolved or overcome with a **single player move**. For example:

- A failing costume piece in a live show can be repaired by someone bravely running to fix it on stage (**Be Vulnerable**)
- A PC caught in a ball Construct of sheer Ignorance can **Slay** to smash out of it
- Inside the Inner Space of an Ignorant, a suave PC can get the childhood bullies to leave their victim for a while (**Talk it Out**)

You can make these obstacles harder by **adding negative statuses and story tags** on the fly. These reduce the Power of the PCs' actions and make complications more likely, making things more interesting (but don't overdo it, as it will get frustrating):

- On the stage, it can be **too-bright-to-see**
- The ball Construct can be **extra-tough-2**
- The bullies can be **intimidating-3**

Challenges in *QUEERZ!* represent more complex, ongoing problems, usually ones that involve multiple obstacles and therefore require multiple moves to resolve. The most obvious example of a Challenge is a Justice Knight, an opponent who rarely succumbs with just one successful player move. Beyond its narrative aspects of background and motives, a Challenge is defined through its **Challenge moves** and **Limits**.

CHALLENGE MOVES

Each Challenge has prewritten hard and soft MC moves that you can use to place threats on the PCs and then deliver consequences if they don't respond or fail to respond.

- **Soft Challenge moves** are suggestions for soft MC moves. You can activate them whenever you have the spotlight in order to present a new threat to the characters. If the players don't act on the threat, you can upgrade your next soft move to a hard move (**Hit Them After A Fair Warning**).
- **Hard Challenge moves** are suggestions for hard MC moves. You use them whenever you can make a hard MC move to make the Challenge hurt, set back, or limit the player characters.
- **Custom Challenge moves** are special rules that make a Challenge more challenging and interesting. You can use them whenever they apply, usually as an intrusion, such as "When this Challenge enters the scene, give it **alert-3**".

LIMITS

Challenges take statuses as PCs do, and PCs can use **Slay** to inflict various statuses on Challenges, from punching a villain's Construct to outrunning the runners in a marathon. Unlike PCs' statuses that always max out at 6, Challenges have different maximums for different types of statuses: physical, social, magical, etc.

Each type of status the Challenge can be affected by is called a Limit. The rating of a Limit, also known as a maximum, indicates how much of that type of status the Challenge can take before it is overcome. A Limit and its maximum are highlighted in red, e.g., **shatter:5**.

When a Challenge takes a status with a tier equal to its Limit, that Limit is **maxed out**.

Normally, when a Challenge's Limit maxes out, it is overcome or resolved. For example, when a Pawn with a **ignorance:3** takes **shattered-3**, they are free of brainwashing; when a drama queen with **put-to-rest:2** takes **appeased-2**, they pipe down.

A status on a Challenge's Limit doesn't affect the PCs, so they can't add it to their Power as a helpful status. Statuses that don't fit into any of the Challenge's listed Limits can instead do one of the following, at your discretion:

- Affect the Challenge's moves, increasing or reducing their effectiveness by a number equal to the tier of the status (e.g., **prone-2** can reduce the effectiveness of a Challenge shooting from **energy-blasted-4** to **zapped-2**).
- Affect the PC's moves against the Challenge, acting as positive or negative statuses to the PC's actions, depending on the circumstances (e.g., giving a Challenge **alert-3** can affect the PC's ability to sneak behind the Challenge, reducing the PC's Power by 3).
- Contribute to her defeat like a normal Limit (the MC sets a rating for this new Limit). This allows the players to come up with their own way to overcome a Challenge.

COLLECTIVES

Challenges that are groups of individual threats can be represented as a single Challenge. To reflect the increased firepower and durability of such collectives, they have a **size factor** ranging from 1 (a handful) to 4 (a host). The size factor is added to any status the Challenge inflicts against a normal-sized target and reduced from any status it takes from a normal-sized attack.

CONFLICT WITH IGNORANCE

There are different types of Ignorance-powered adversaries in the world of QUEERZ!:

Pawns are brainwashed Basics. They act like drones: they repeat the mantra of their Justice Knight monotonically, as if in a dream, and can even be comical in the way they do it, but they never engage in meaningful conversation. Pawns are dangerous because they spread Ignorance, usually in the form of a blast of **Stars of Ignorance**, and can infect the Queerz or their allies and friends with the same Ignorance and twisted ideas, basically brainwashing the heroes.

Justice Knights are walking sources of Ignorance. They can hold their own in a conversation and explain their Twisted Justice. They can also do battle by creating **Constructs** and using them to attack, or to block Rainbow attacks. If a Construct hits a Queerz, it has the same brainwashing effect as the Stars of Ignorance.

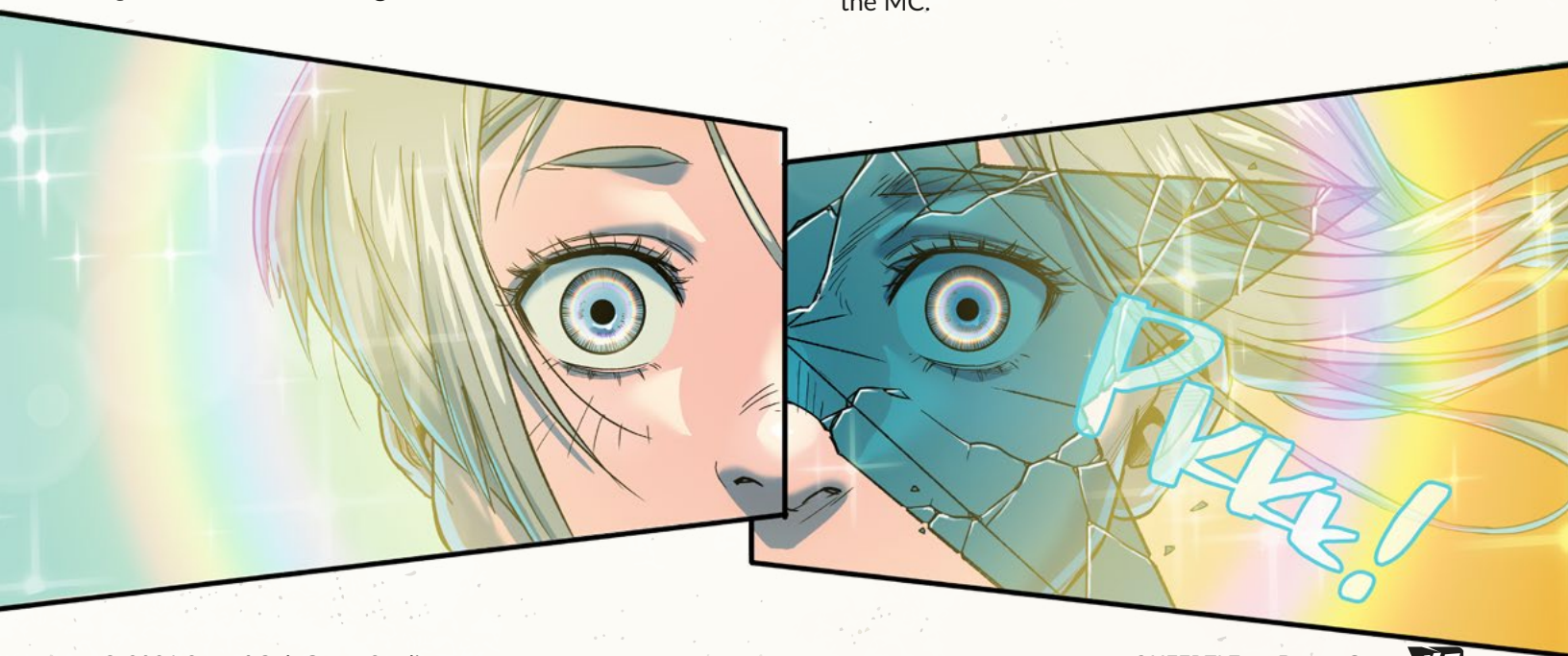
Every villain who uses Ignorance — Justice Knights and their Pawns and Constructs — is described by an **Ignorance** Limit and an **Ignorance Profile**.

THE IGNORANCE LIMIT

Ignorance needs to be shattered to reach the person inside. The PCs must **Slay** (page 30) in order to give statuses that count against the **Ignorance** Limit. Ignorance can be attacked by either a **Rainbow Flash**, making an energy attack, or **Rainbow Word**, making a powerful statement. The status the PC gives by **Slaying** normally counts against the **Ignorance** Limit, be it **shocked**, **dazzled**, **listening**, **sliced-by-energy**, **loved**, **illuminated-with-rainbow**, etc. The Queerz attacks never hurt the villain, only their Ignorance.

Until the Ignorance Limit is maxed out, the person inside is harder to reach. If a PC tries to **Get a Clue** through conversation or **Talk it Out** with the villain, the villain first takes the status **entrenched** with a tier equal to their **Ignorance** Limit. This reduces the Power of the PC's action and makes it unlikely to succeed (but still possible).

Once a PC gives a status that maxes out Ignorance, let them describe their finishing attack, also known as **Rainbow Empathy attack**. Describe how this shatters the villain's Star of Ignorance mask and any other Construct they have. If the target is a Pawn, they are free of their Justice Knight's brainwashing. If they are a Justice Knight, they can either flee the scene or open their **Inner Space** to the Queerz — it's your choice as the MC.

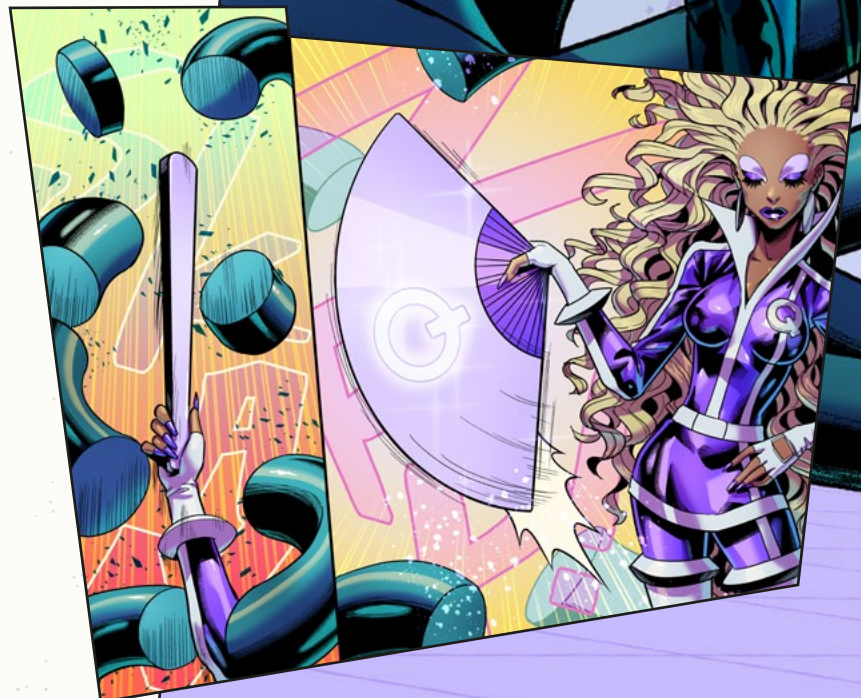


THE IGNORANCE PROFILE: IMMUNITY, RESISTANCE, SMASH, VULNERABILITY

The substance of Ignorance comes in different flavors: brainy, emotional, social, and even visceral. Each type of Ignorance responds differently to different types of Rainbow Flash (energy) and Rainbow Word (speech) attacks.

The Ignorance Profile lets you know which attacks are effective against a specific type of Ignorance and which aren't. This applies to all Challenges with that type of Ignorance.

- **Immune:** Types of **Slays** that simply won't work on this Ignorance. The PC Slays and gives a status, but you describe how the **Ignorance** just shrugs it off.
- **Resistant:** Types of **Slays** that are less effective against this **Ignorance**. The PC's status is reduced by 2, to a minimum of 0, and then applied to the Ignorance Limit.
- **Normal:** Types of **Slays** that work against this Ignorance. The PC's status counts against the **Ignorance** Limit normally.
- **Vulnerable:** Types of **Slays** that work well against this Ignorance. The PC's status is increased by 2 and then applied to the **Ignorance** Limit. Discovering an Ignorance vulnerability can be very valuable!





ヒーロー・パーク
イン・ザ
**HEROES
IN THE PARK**
DEMO ADVENTURE

In this sample Adventure, the Queerz will prepare for the first show of Pride Month while staving off the attack of a Justice Knight and his Pawns. They'll then have to venture into the Lucky Land theme park, where they learn more about the Knight and, hopefully, free him from Ignorance.

In this adventure, statuses are highlighted in **green**, story tags in **yellow**, and Limits in **red**. Reference to scenes and locations in this adventure are highlighted in **blue**.

BACKGROUND: JOHN ELTON'S BAD DAY

John Elton is a genius teenage university student. People expect great things from him, but he is extremely anxious about being different. Growing up as a child who was a redhead, a leftie, and not quite conforming to gender roles made him want to fit in more than anything. This has turned him into an insecure wreck, a perfect target for the **Ignorant Seven**, an order of Justice Knights who brought him into their ranks with the promise that alongside them, he can be "proper" just like he was taught he should be.

With the City's upcoming **Pride celebration** itching his obsession with sameness, John's Ignorance powers emerge for the first time and he plans to promote homogeneity and doing things "the right way" to everyone around. He targets **Lucky Land**, a colorful theme park with many visitors, as his recruiting ground for Pawns. Once he has raised an army, he plans to march to **Club Duckie** and force everyone there into his constricted worldview.



JUSTICE KNIGHT PROFILE: JOHN ELTON

WALK-OF-LIFE: Academic prodigee

TWISTED JUSTICE: "Educational Justice"

- Different is "wrong" and chaotic
- Being like others is "right" and orderly
- Children especially need to be protected from nonbinary thinking

CONSTRUCT: Butterflies

PAWNS: Uninformed Masses

POWER ATTACK DECLARATION: "Educational Justice Propagation!"

IGNORANCE CORE: To avoid his own "different-ness" as a child, Elton changed his look and behavior to be like "everyone", forcing himself into a binary worldview. He divides the world into clear-cut categories where he feels safe, and wants to protect children from "wrong" behavior which doesn't fall strictly into those categories.

SCENE 1:

CLUB DUCKIE

The adventure begins in Club Duckie, the gay bar that employs most members of Queerz. Tonight will be the first drag show of Pride Month, and everyone is scrambling to get things done in time.

Club Duckie is a staple of the City's nightlife, hosting entertainers and artists from all over the world. Built from an old textile factory, Club Duckie features a brick exterior and a hard wood and concrete interior that's been updated to be a homey but modern venue. It's not that interesting, however, unless it's packed with people — and there's plenty of seating, with several back rooms for Go-go dancers and drag queens to prepare and get away from the main stage.

PLAYING THE SCENE

Players are encouraged to feel out their characters during this scene as **Mama Jay Rainbow**, the head of House Rainbow, gives them directions on what is expected of them this night. Have the players make some **Core Moves** to test out the game.

- **Twinkie** and **Willi** are supposed to be the openers with a vogue routine. Right now, they should be practicing and preparing. Ask them to explain how, and have them **Strike a Pose**.
- **Absolutely Fabulous** will be going on for a huge number as the main show, which is expected to be the biggest performance of the year. Right now, she needs her dress made on time but the designer is late and might miss the deadline (**Talk it Out** or **Slay**).
- **Teddy Woof** is helping with set up, and later tonight he'll be the bouncer at the door. Mama Jay knows he's a sweetheart, but he's a big boy and can at le-

ast look the part. Right now, he needs to repair the sound system, which is **acting-up-2**. Ask him how he does it, then have him **Care**.

- **Harvey M.** being the youngest member of the team, will have to busy himself by being everyone's assistant for the night. Ask him how he's going to help out the others, then have him **Strike a Pose**.

If you want to add tags to the mix, you may give Club Duckie the tags **safe space**, **loud**, and **busy**.

Once everyone has had a chance to try at least one move, segue to the next scene. It doesn't take long before a strange, monotonic chanting is heard outside the club...

MAMA JAY RAINBOW

The founder of House Rainbow, Mama Jay Rainbow spends her time between Club Duckie and her own cafe, Cafe Village.

Mama Jay Rainbow is elderly, maternal, and no-nonsense. She treats everyone in her House as if they were her actual children. She's a stern house mother, but she's loving and fair. She was active in the Ball scene back in the 1980s and 1990s, but she does not speak of her past and will gladly remind people to stay in their lane if pressed, but always with a loving smirk.

While she no longer activates her Queerz powers these days, it is common knowledge that she used to be an incredibly powerful Anomaly in her time.



SCENE 2: THE PROTEST

A group of Pawns has gathered outside Club Duckie, all of them marked with the Stars of Ignorance — large, black, glass-like stars over their eyes and forehead that act as blinders. They are **the Uninformed Masses**, and as soon as someone leaves the safety of Club Duckie they will swarm on them, blasting with their Binary Beams. Hiding out isn't an option, though — they're not going anywhere and might ruin tonight's show and the Pride celebration if left unchecked.

Start by running the confrontation between the Queerz and the Pawns. The "Educational" Ignorance Profile shows what sort of **Slay** attacks work on them and their boss.

THE JUSTICE KNIGHT

After a few actions or when the PCs start freeing the Pawns, the red-headed and bespectacled John Elton will appear and make himself known, calling:

"THIS PLACE IS CONFUSING TO YOUNG PEOPLE. WHY CAN'T YOU ANOMALIES JUST BE LIKE EVERYONE ELSE — THE RIGHT WAY?"

(This is a soft move, a threat.) Depending on how the Queerz react and what results they get on their rolls, you can follow up with a soft move (new or renewed threat) or a hard move (consequences). After seeing the Queerz's reaction, John Elton will say:

"I UNDERSTAND. YOU HAVE BEEN MISGUIDED. I GUESS SOMEONE NEEDS TO TEACH YOU THE RIGHT WAY."

IGNORANT SEVEN — EDUCATIONAL JUSTICE PROPAGATION!!!"

"EDUCATIONAL" IGNORANCE PROFILE

John Elton wants to shut down Pride because, in his mind, it encourages children to be different, leading to a muddled, confused world — but also because it will lead these children towards rejection by others (as he experienced). Showing him or his Pawns how different you are doesn't impress them, it only bolsters their need to fix you (they're Resistant).

- **IMMUNE TO**
-
- **RESISTANT TO (-2 TIERS)**
Displays of uniqueness (he thinks it's unorderly)
- **SHATTERED BY (NORMAL)**
Rainbow Flash! energy attacks
Showing the benefits of endless variety
Highlighting the flaws in binary, black-and-white thinking
- **VULNERABLE TO (+2 TIERS)**
Inspiring compassion towards youth

With this, he transforms into a Justice Knight, replacing his everyday clothing with his Justice Knight suit and Star of Ignorance visor and swarming the scene with hundreds of butterfly Constructs. Describe it as dramatically as you can, and let the fight ensue!

In this scene, John Elton isn't ready to open up to the Queerz. When his Ignorance is almost maxed out or when it maxes out, he will flee the scene. He will also flee if he loses control over all his Pawns.

After the Uninformed Masses are freed of their Stars of Ignorance, these recovering NPCs will be confused and embarrassed. When talked to, they will inform the Queerz they don't know how they got here or why they said what they said — but they will recall that they had all previously received tickets to **Lucky Land**, and arriving there is the last thing they remember doing.

UNINFORMED MASSES

"EDUCATIONAL" IGNORANCE

3



CUSTOM MOVES

- **CROWD:** The Uninformed Masses start as a Collective with a size factor of 1. (The size factor is added to any status the Challenge inflicts against a normal-sized target and reduced from any status it takes from a normal-sized attack.)
- **RIGID DOGMA:** The Uninformed Masses enter the scene with **self-assured-1**.

SOFT MOVES

- Robotically repeat "Bad example! Bad example!"
- Prepare the Binary Beam with robot-like dancing
- Try to block access to Club Duckie

HARD MOVES

- Spread Stars of Ignorance, infecting Basics nearby (increasing their size factor by 1)
- Blast someone with the Binary Beam (**conforming-2**)
- Tackle someone or hold them back (**re-strained-2**)

JOHN ELTON

"EDUCATIONAL" IGNORANCE

3



CUSTOM MOVES

- **TEACHER'S PET:** John Elton starts the scene with **know-it-all-3**.
- **TMI:** Once per scene, as a soft move, Elton can throw out many facts and figures causing **confused-2** to all who hear.
- **SWARM TACTICS:** John Elton's butterfly constructs have the tag **swarm**, which impedes trying to hit them or block them with focused, localized rainbow attacks or dodging.

John Elton is a short, freckled, and bespectacled kid with a mane of red hair. He is one of the members of the **Ignorant Seven**, an order of **Justice Knights**. At only seventeen years old, he hides his fears — of never belonging or being understood — behind big words and the idea that he's simply being "logical" at all times.

SOFT MOVES

When trying to recruit a PC:

- "A good boy/girl shouldn't be hanging out with Anomalies."
- "Leave this gang and come with me. I'll show you the right way."

Before attacking with Ignorance:

- "The existence of Anomalies is wrong and must be corrected, to protect fragile youngsters."
- "You're giving a VERY BAD EXAMPLE."
- "I PROTECT youth."

When things turn south, start fleeing

HARD MOVES

- **Educational Justice Propagation:** Create a new Challenge: Uninformed Masses or increase their size factor by 1.
- Send a swarm of butterfly Constructs after people, obscuring their vision (**blinded-2** to all but him and his allies)
- Completely encase a Queerz in a hard shell made of butterflies (**encased-3**)
- Make Queerz feel compelled to conform, so they temporarily lose their uniqueness (burn a tag)
- Blast someone with his Ignorance, so they want to be like everyone (**restricted-by-norms-3**)
- Become obscured by butterflies, and disappear (Deny Them Something They Want)

SCENE 3:

LUCKY LAND

The Queerz can arrive at Lucky Land because they learned about it from the Pawns at Club Duckie, or because of their everyday pursuits: Mama Jay can send them to blow off some steam before the show, to pick up equipment, or to chase down Absolutely Fabulous' costume designer, who also works at the park. Teddy Woof can have a playdate with his daughter here.

Lucky Land is a local theme park well-known for its beloved mascot, **Clover the Cat**, a themed cat mascot. The park is lively, colorful, and the perfect size for a day trip with the family. When the Queerz enter the park, they find themselves in the center of a spoke-wheel shaped environment, with each spoke leading to one of the themed areas of the park:

- The shopping area **Kitty Hears**
- The water park **Ribbit Rapids**
- The child-friendly Western-themed area called **Clover Cat Corral**
- And the **Clover Crash Zone**, for the more mature ride experiences.

At your option, the park may have any of the following tags: **colorful**, **loud**, **disorienting**, or **crowded**.

When the Queerz arrive, they will find that nothing is particularly out of the ordinary, and in fact, the place seems to be having a bit of an off-the-books Pride event going on, with rainbow and pride-adjacent merchandise subtly put in the front of the park's stores and stalls. The Queerz must snoop around to **Get a Clue** of what's going on, or, if they are here to have fun, they can choose an area to explore.

CLOVER CAT CORRAL

This Western-themed area contains a large open stage surrounded by children waiting for the show *How the West Was Fun*, a revue featuring several costumed mascot characters including Clover the Cat, Chase Chickenhawk, and Benny G. Bunny. There are also two rides here: the Spinning Hats, where people ride twirling cowboy hats, and a tiny roller-coaster that probably couldn't fit anyone over the age of 12.

If the Queerz choose to pay attention to the show (**Get a Clue**), they will discover that it seems to be about how Chase Chickenhawk is **afraid that if he doesn't dress the way cowboys dress, his friends won't like him anymore**. If the Queerz delve deeper and ask any of the costumed mascots after the show, they will reveal that their creative supervisor gave them new scripts today for *Pride*. The scripts were delivered by "that ginger kid" (John Elton) and are covered in **Stars-of-Ignorance-2**. They'll also inform the Queerz that, generally, their creative supervisor takes his lunch over in **Clover Crash Zone**.

KITTY HEARS

This portion of the park is devoted to shopping - there's not a whole lot of entertainment options. It resembles a shopping mall, with a restaurant on the ground floor and themed clothes and merchandise stores on the second and third floors.

The most popular item is the **themed Kitty Ears** that no trip to Lucky Land is complete without. There, the Queerz will find several people in a daze holding rather monochrome-colored cat ears. These are Kitty Ears John Elton already tampered with, infusing them with Ignorance. If worn by a Basic, the wearer becomes a Pawn, awaiting John Elton's command. If a Queerz puts on a pair without first checking whether they're monochrome, they may receive **monochrome-3**; this status

inhibits their Rainbow powers (they can still attempt to **Resist**). The monochrome Kitty Ears also have the story tag **stick-to-your-head**, reducing the Power of anyone trying to take off the **monochrome** status with **Care**.

After disabling the Bad Cat Ears, the woman running the counter of the store, **Joanna**, will be confused as to why these counterfeit ears were on the floor in the first place. When asked (**Get a Clue**) she will tell them that a really sweet kid (John Elton) delivered them to-day. She won't know much else about him, other than he stared at a pair of pink ears as if he really wanted them, but didn't end up buying them. He then left towards the **Clover Crash Zone** (or **Ribbit Rapids**, if you want to introduce another encounter). She will even give the Queerz an ongoing story tag, **Cat Ears**.

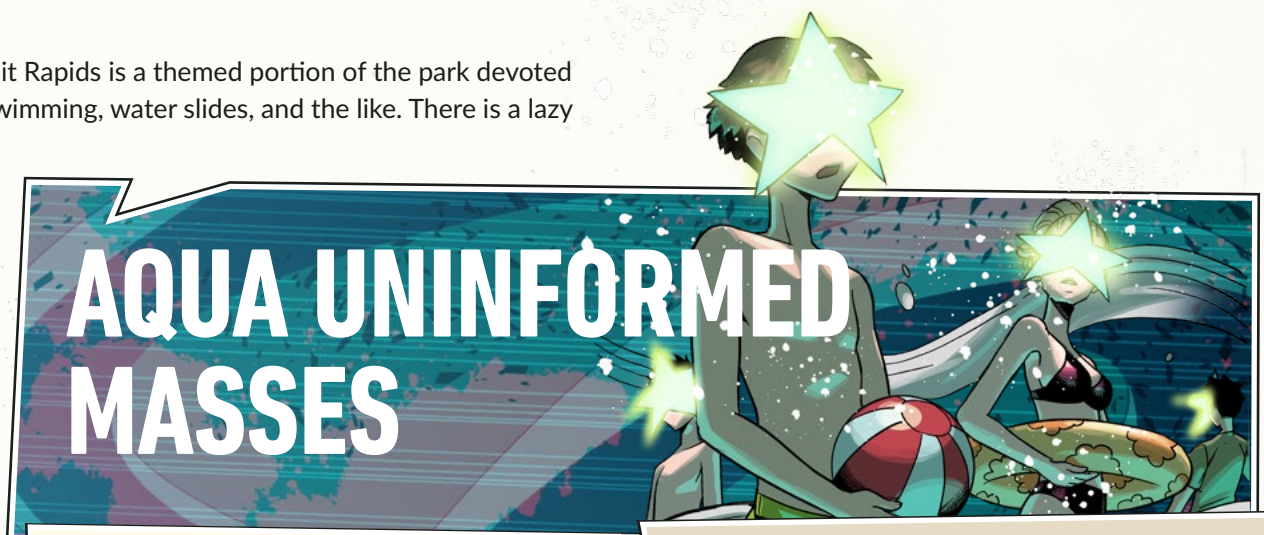
RIBBIT RAPIDS

Ribbit Rapids is a themed portion of the park devoted to swimming, water slides, and the like. There is a lazy

river, two slides next to each other that advertise themselves as "racing slides," and a wave pool, along with plenty of places to sunbathe and relax. This area has the story tag **wet floor**.

Pawns masked with Stars of Ignorance have shown up at the innertubes ride, Lazy River. If a Queerz shows up in this area, the Pawns will gang up on them and try to Binary Beam them into conformity.

Use this location to play a fun waterslides battle scene between Queerz and Pawns. The Pawns use the same Challenge profile in Scene 2, but with special waterpark moves (see **Aqua Uninformed Masses**). Once dealt with, the saved visitors will be disoriented and explain that they remember getting a lecture from a short kid with thick glasses (John Elton) while in line for the Rabbit Racers ride in the **Clover Crash Zone**.



SOFT MOVES

- Use their Ignorance visors as scuba gear and go underwater
- Propel their tubes down the waterslide, rapidly accelerating towards the Queerz
- Sprinkle sharp Stars of Ignorance in the water

HARD MOVES

- Knock someone into the water, whether by crashing into them or by popping their tube (**sopping-wet-2**)
- Suddenly emerge from the water and have someone **surrounded-1**



CLOVER CRASH ZONE

The Clover Crash Zone is one of the more “mature” areas of the park, featuring more adrenaline-inducing rides such as the Rabbit Racers, a rollercoaster that specializes in speed, the Clown Car Carnage, a horror-themed dark ride, and the Clover Cruiser, an older wooden rollercoaster that is significantly taller than the other rides and buildings of the park.

At the Clover Crash Zone, the Queerz will be confronted with Elton, who will challenge them from the top of the Clover Cruiser roller coaster:

"I CAN SEE NOW THAT YOU ARE ALMOST A LOST CAUSE, ANOMALIES. [ADJUSTS HIS GLASSES] YOU REALLY DON'T SEEM TO GRASP HOW INCORRECT YOUR WAYS ARE. MAYBE YOU WERE CONFUSED BY A BAD TEACHER WHEN YOU WERE LITTLE. I'LL HAVE TO MUSTER ALL OF MY TEACHING SKILLS TO SHOW YOU WHAT IS RIGHT. BUT YOU. WILL. LEARN."

The Queerz will need to ride — or climb — the Clover Cruiser in order to reach Elton, see The Clover Cruiser Roller Coaster Challenge profile. When they reach him, it will be time for a final confrontation: if they max out his Ignorance again, they will be able to perform their **Rainbow Empathy** attack and gain access to his Inner Space (see next scene). If the Queerz lose, they must fall back to Club Duckie and prepare to defend the first show of Pride Month!

THE CLOVER CRUISER ROLLER COASTER

CRASH

3

STOP OR DERAIL

3

TURN OFF

3

CUSTOM MOVES

- **CRASH COURSE:** When **crash** maxes out, everyone on the tracks takes **bonked-3** (Queerz may **Resist** and/or **Be Vulnerable** to save others) and, if the train wasn't stopped, reset **crash** by removing all **closer** statuses. Start over as the train circles back again.

When the battle starts, all the visitors get off the roller coaster and flee the place. However, the operator flees as well, leaving the roller coaster to run continuously on the rails, endangering not only Elton but also the Queerz trying to reach him by climbing the structure. Every time the Queerz dodge the train, it's only a matter of time before it comes back around again.

The train can be stopped by physically slowing it down or derailling it or by turning it off from the control console (Queerz who attempt the latter must still **Slay** against the train using their technical skills, giving it slowing-down statuses until it maxes out turn off).

SOFT MOVES

- Rapidly progress along the rail
- The rail squeaks and shudders

HARD MOVES

- Draw noticeably nearer (give itself **closer-1** on the **crash** Limit)
- The shudders make someone slip (**off-balance-1**)

SCENE 4:

SAINT SEBASTIAN

ACADEMY

Once in John Elton's Inner Space, the Queerz will find themselves at the entrance of a preppy school. It's a private elementary school — complete with mandated haircuts, uniforms, and students that believe that standing out is terrible. Queerz within the Inner Space are changed to that of appropriate age, though they present however they wish.

By the gate, they will see a young John Elton and a handful of other kids in school uniform. This is his **Ignorance Core**. In this memory, he is being bullied by other kids for his otherness: his hair color, left-handedness, and the fact he prefers the pink Power Ranger action figure.

At this point, the Queerz may have gathered a few things that'll help them reach John:

- At **Kitty Hears**, a **Cat Ears** story tag that can boost their actions to help him
- At **Clover Cat Corral**, a clue about his fear of rejection
- At **Club Duckie** and **Ribbit Rapids**, a clue about how he decided to solve his fear by becoming like everyone else

PLAYING IN THE INNER SPACE

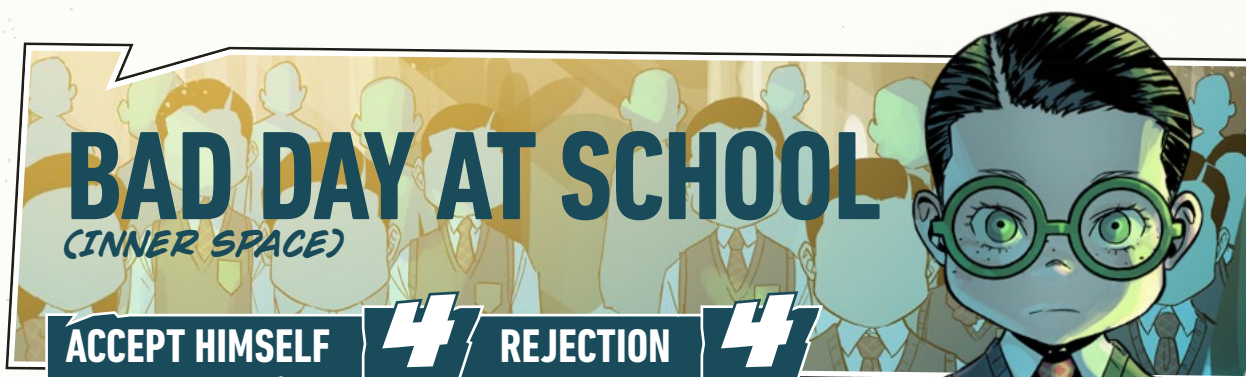
At your option, the school may have the tags **intimidating**, **lots of people**, and/or **boring**.

To help John, the Queerz must help him accept his different qualities. If they try to **Talk it Out** with him, roleplay his concerns. They may get him to accept some truths as a stepping stone for the next realization. If they make impressive statements with **Slay**, they must give him **loved** and **accepting** statuses until **accept-himself** maxes out.

On the other hand, John's Ignorance is pushing the Queerz out. As time progresses in the Inner Space, he becomes more hurt, then angry, then rigid. His appearance changes: he trims his hair and dyes it black, tightens his tie, and wears a stern face. He starts talking about "the right way". Track this on the **reject** Limit. If this Limit maxes out, the Queerz are kicked out of the Inner Space, possibly before they can teach John Elton to accept himself as he is.

After the scene has concluded, the Queerz will return with John Elton to the theme park at the main gates.

- If the Queerz maxed out the Inner Space's **accept-himself** Limit, Elton will ask the Queerz for their forgiveness. Mama Jay Rainbow arrives and invites him to the Pride party that evening. A changed man, Elton is proud to join the Queerz and will no longer be an issue but an ally for the party.
- If players fail the Inner Space and **reject** maxes out first, Elton will escape from the theme park at an all-time low. The problem is taken care of, but Elton might come back as a bigger problem down the road.



CUSTOM MOVES

- **DIFFERENT AND HATING IT:** John Elton begins the scene with **self-loathing-2**.

SOFT MOVES

- Young Elton absorbs the negative vibes from the environment
- Students or teachers stare at the Queerz and at John, making comments, judging
- Reveal school rules that require compliance and conformity

HARD MOVES

- Young Elton becomes hurt, then angry, then rigid (**reject-1**)
- Young Elton experiences a resurgence of **self-loathing-2**
- Students single out anyone who doesn't fit in (**reject-1**)
- Bullies, teachers, or the rules influence the Queerz to **conform-2**

CONCLUSION

When the Queerz return to Club Duckie, hopefully with John Elton, it's almost time for Pride Month's first big show! Mama Jay gives them a quick spell of **Downtime** to recover from the day before it's showtime.

You can play through the show as a Challenge in and of itself, where the Queerz must **Strike a Pose** and **Slay**, or simply let everyone describe how they wow the audience! It's all in a day's work for the QUEERZ!

WHAT'S NEXT?

We hope you enjoyed this demo version of **QUEERZ!**
To continue the adventure, follow the Kickstarter and
get notified when it goes live!

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