



BRO HUNTERS

A GAME BY TRACY BARNETT

That's Totally a Ghost, Bro!

You're a Bro. You hunt ghosts, Bro.

Here's the thing, Bro. Most places you go have nothing actually going on. You swear you've seen shit, but it's hard to say for sure. Mostly you just want to look good.

This place? This place isn't just haunted, Bro. These ghosts want to kill you. In fact, most of you are going to die tonight.

You ready, Bro? Here we go.

First Thing's First, Bro

All you Bros will sit down and talk about what's Uncool for the story.

This is a game of comedic horror, but there are some things people just aren't comfortable with. Respect that, Bro. And if anything comes up that's Uncool and you didn't realize it'd affect you, put your arms in an X in front of you and the group will back away from it, rewind, and do it a different way.

Bros have each other's backs, Bro.

Making Your Bro

Choose a Name, Bro: _____

Make a Look, Bro – choose three:

Backwards Hat, Popped Collar, Two Pairs of Sunglasses, Jorts, Addidas Sandals, Muscle Tee, Cargo Shorts, Boat Shoes, Hemp Necklace, Bluetooth Earpiece, Track Suit

Pick Your Equipment, Bro – choose one, no duplicates in the group:

EMF Meter, Laser Grid, Digital Voice Recorder, Infrared Camera, Digital Thermometer

Things Everyone Has: Flashlight, Walkie-Talkie, Hubris

Also: Bro-dom is for people of any gender. You do you, Bro.

Write down your name and circle the other stuff you've got. Use the empty space for notes or even doodles, Bro.

All set, Bro? Cool. Where're we going?

Where's the Haunted Place, Bro?

Roll two 10-sided dice, Bro. The first is the name, the second's the location.

Number	Name	Location
1	Feldspar	Manor
2	Haskins	House
3	Johnson	Place
4	Kent	Castle
5	Bloomfield	Bar
6	Patterson	Downs
7	Lincoln	Bedroom
8	Alphsone	Bed & Breakfast
9	Howser	Prison
10	Queen's	Cemetery

Now, as a group, fill in the following sentence so you know about where you're going, Bro. You can make it silly if you want, but remember you're probably gonna die and no one wants to be the one who goes down because of a ghostly fart sandwich.

Uncool, Bro. Un. Cool.

_____ Name _____ Location _____ is
a(n) _____ adjective _____ place, with a(n)
_____ adjective _____ history. We'll need to
make sure that we watch out for the _____ noun _____.
Also, the spirit(s) haunting the place are known to
_____ verb _____, _____ verb _____, and
_____ adjective _____ verb _____.

Be careful, Bros.



How to Hunt Ghosts, Bro

You're all in this together. No one's telling you what to do but you, Bro.

Scenes take place inside the haunted place you're investigating, Bro. You'll play a number of scenes equal to the number of Bros at the table, plus one. The scenes play out in the same order every time:

Scene 1: This Shit's Real, Bro!

In this scene, you all find out that this place is the real deal, Bro. None of you die, but maybe someone else associated with the place does. Whatever the case, you're in, deep.

Scene 2: Death of the 1st Bro

Oh no, Bro! Whatever's haunting this place kills one of the Bros at some point during the scene. Don't worry, Bro. If you die, you're not out of the game. Nah. Now you get to help hunt down the rest of the Bros.

Scene 3: We've Gotta Get Out of Here, Bro

People have died, Bro. You've gotta leave, but there's something preventing you from getting out. Maybe it's your contract, or maybe it's some supernatural force blocking the doors. Whatever the case, you're trapped here, Bro.

Scene 4: Death of the 2nd Bro

Sorry, Bro. Another one of you is a goner. Like before, you're not out of the story, just out of time in this life. That's the way thing go, Bro.

Scene 5: Bro. I've Got an Idea, Bro

This place is for real, Bro, but there's something you can do to get out. The rest of the Bros come up with a plan while whatever's haunting the place messes with them.

Scene 6: We're Gonna Be Famous, Bro/Deaths of Many Bros

You got this stuff on camera? Sweet, Bro! The remaining Bros enact their plan to get out of the Haunted place, with their footage. Problem is, most (if not all) of them are going to die on their way out. Sorry, Bros.



How Scenes Work, Bro

First, pick an object, Bros. It needs to be something you've got in the room that can't be mistaken for anything else and that won't be thrown away. This is your Bro Totem, or **Brotem**. Whomever has this is this is the Lead Bro for the scene. They either set the scene or have everyone else set the scene.

When you start the first scene, every Bro begins with three Bro Tokens, or **Brokens**. Like with the Brotem, these need to be something you're not going to eat, lose, or have too many of (unless you're playing with the optional Icing Rule - see sidebar).

The Lead Bro narrates the scene as they want to, interacting with the other Bros in character and playing out the description of the scene. Everyone can contribute ideas, Bro. This is collaborative. However...

If any Bro doesn't agree with something said, they can spend a Broken and say "Nah, Bro, that's not how it happened," and change the narration. That Bro then gets to Brotem.

If the current Lead Bro doesn't want to give up the Brotem, they can spend one of their own Broken and say "Yeah, Bro, that is how it happened" to retain control.

If there's a tie, and multiple people are spending Brokens, resolve it like Bros: push-up contest, arm wrestling, Frisbee golf, hug it out, etc.

Here's the Catch, Bro: If a scene states that one of the Bros dies, you pick that Bro based on who has the fewest Broken left. So you can control the story, but you've got a higher chance of dying if you do.

You get one more Broken at the start of the third and fifth scenes (unless you're Icing).

Icing - Optional Rule (21 and over only)

Buy as much Smirnoff Ice as you want. Every time you drink one willingly, you get another Broken (the bottlecap). You can only do this once a scene and you have to stand up and say out loud: "I'm a true Bro, and I've been Iced."

If you try the game where you ice another Bro, you lose a Broken. Not cool, Bro.

Drink responsibly, Bro. Drink responsibly.



What Happens if I Die, Bro?

Shit happens, Bro. But you're down, not out. If your Bro dies, you get to narrate the creepy shit in the house. That stuff becomes more and more out of the control of the remaining Bros as the game goes on.

Here's how to do that, Bro. At any point during any other Bro's narration, you say "[creepy or super dangerous thing] happens. What do you do?"

For example:

Our Bros are Brad, Chas, Stace, Lucy, and Kent. Lucy is the Lead Bro. Brad and Stace are dead.

Lucy: So, like, they're gone, Bro. We've got the footage and we need to break the curse to get out of here, Chas!

Stace: Lucy, the chandelier begins to swing back and forth, but there's no breeze. What do you do?

Lucy: I get out from under it. That's how they got Brad and I'm not going down that way. I jump to the side.

Chas: I jump too, Bro.

Brad: The chandelier cord snaps and the whole thing falls through the floor, and you both start to slide-

Stace: Nah, Bro, that's not what happens (Stace spends a Broken.) It falls, but it turns out it was a prop for a play that was held here once. Not dangerous, Bro.

Lucy: We pick our way through the wreckage to try and find Mrs. Weathers. She's got to know how to break the curse, Bro.

Chas: Truly, Bro.

Ending the Session

Once the sixth scene ends, each Bro takes a turn and describes what happens to the remaining Bros. The first Bro to die goes first, the next Bro to die adds on more detail, etc. Maybe it could be a happy ending after all. Anything's possible, right, Bro?



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