

# **Big Brother: Athens**

By Forrest "Buck" Marchinton

Producer: Doug Gibbons

Technicians: Wade Meadows and Dale Tallamy

"You have auditioned and won a spot in the Big Brother reality show staged in Athens, GA. You will be isolated with some other guys in a soundproofed apartment built in an office building, with VCR tapes and stereo but no windows, cable, or any other access to the outside world. There will be cameras hidden throughout (they say nothing in the bathroom, but...). You are to live in there for a month; the only contact you get will be at the end of each week. You vote someone out of the apartment, and the people watching on the internet vote; the execs then decide who to get rid of. The phone rings, and that's the only time you hear anyone from outside.

If you are voted out, you get money based on how long you were in for; if you stay the whole time you get lots more cash (you are students; cash is good), a new car, plus an offer for another reality show.

Of course, the execs may not make life in there that easy..."

The apartment is furnished, with two people sharing each bedroom, a stocked kitchen with large fridge and freezer, etc.

## **Inventory**

Here are some of the things you will find in the apartment.

### **Electronics**

One handcam for each person, with several hours of disk space each.

### **Food**

40 eggs	10 cans beans and franks
10 packs of bacon	10 Hungry Man frozen dinners
6 steaks	20 bags, microwavable popcorn
40 hamburger patties.	20 cans, assorted vegetables
30 hamburger buns	1 frozen rotisserie chicken
4 boxes assorted cereals	5 lbs M&Ms (sans brown)
50 packets of ramen noodles, various flavors.	
3 lbs carrots.	15 Bud Light
20 lbs russet potatoes.	15 PBR
10 medium pepperoni pizzas	5 Heineken
20 apples	20 Sam Adams
15 bananas	3 Guinness

## **Books**

*Rise and Fall of the Third Reich*

*The Clan of the Cave Bear*

Playboy: Best of SEC 2009

*Holy Bible, KJV*

Bilingual *Quran*

## **Music**

Better stereo than any of you are used to, with the following CDs:

*Bloodletting* by Concrete Blonde

*()* by Sigur Ros

*Disintegration* by The Cure

*Favorite Irish Sing-a-long Songs*

*Best of Joan Baez*

*Living in Clip* by Ani DiFranco

*Strait from the Heart* by George Strait

*Dark Side of the Moon* by Pink Floyd

*The Homespun Comedy of Andy Griffith*

*A is for Accident* by the Dresden Dolls

*Twice Upon a Time* by Siouxsie and the Banshees

*Heaven or Las Vegas* by Cocteau Twins

*Garbage* by Garbage

*Rocky Mountain High* by John Denver

## **Games**

1 deck of cards

Set of Dominos

Chess set

Twister

Basic Dungeons and Dragons

Battleship

Candyland

Mouse Trap

## **Movies**

Plasma TV and decent VCR with the following movies:

*Dirty Harry* (tape will break 2/3 of the way through)

*Die Hard* (periodic rough sections with lines and fuzzy sound; the tape was obviously spliced, with 7 minutes lost starting when John is trying to get everyone off the roof before it explodes)

*Blazing Saddles*

*Patton*

*Ghostbusters*

*Breakfast at Tiffany's*

*Terms of Endearment*

*Pretty Woman*

*Dawn of the Dead* (1978)

*The Sisterhood of the Traveling Pants*

*The Joy Luck Club*

*An Inconvenient Truth*

*World War One* (4 volume set)

*The French Lieutenant's Woman*

*Aliens* – sound fades in and out.

*Saving Private Ryan*  
*Gone with the Wind*  
*Citizen Kane*  
*West Side Story*

*Girls Gone Wild: Top Ten Hottest Girls* (Actually, *Wet Palms Season One*)  
*Cheerleaders Secrets* (Actually, *Boys in the Sand*)  
*Hot for Teacher 2: Oral Exam* (Actually, *Nights in Black Leather*)  
*Nothing But High Heels* (Actually, *All Over the Guy*)

## **Rules**

No weapons (including pocket knives), cell phones, personal music devices, blackberries or communication or internet devices of any kind are permitted.

Musical instruments are permitted, so long as they don't fall under the above rule.

No contact with the outside world except through the doorman when it is time to vote someone out. Short of a medical emergency, the door will not be opened. Faking an emergency will result in forfeiture of all bonuses and possible civil proceedings.

Video cameras and microphones are scattered throughout the house, so assume that anything you do may be shown to the public.

You are expected to make periodic video journals – at least 10 minutes per day.

You are encouraged to invent situations and ramp up your reactions to make it entertaining. However, realize that violence and illegal activities are discouraged, and remember that activities within the apartment will be recorded.

## **Characters**

### **Billy Stilwell: Geek, Milspec**

You know how to slit a throat, you know the operating ceiling of a Blackhawk, you can name the equipment that a soldier in Iraq is going to carry in his rucksack. You know all there is to know about all aspects of the military. Just think of what you would know if the military had actually allowed you to join... You show your scorn for those less knowledgeable than yourself. You scare the civilians, but be careful you don't accidentally pick on a real vet. Oh, yeah, you are also a porn aficionado.

### **Jed Thompson: Good Ole Boy**

You say ma'am, you say grace, you drink beer, you eat meat, you watch the game, and you don't mind adjusting attitudes now and then – especially those of God-hating, fag loving, USA-downing, NPR listening assholes that want to wipe their feet on the Constitution and use the Bible as a footrest. You aren't thoroughly obnoxious, but you stand up tall for your beliefs.

### **Carl Tant: Activist**

You wear hemp, and sometimes smoke it. You use reams of paper to write letters about saving trees and recycling. Che is on your shirt. The Tibetan flag is the bumper of your Volvo. You are the poster child of the middle class liberal well-intentioned guiltmonger.

**Rob “Toast” Bender: Stoner**

Classes are what you go to so you can stay in college. Cuz college opens doors... to babes and buyers, man. It's always 4:20 somewhere, dude.

**Dylan Reynolds: Geek**

Comic-reader. Gamer. You are unable to fully integrate into society outside of DragonCon. You have spent several class lectures translating passages of Sindarin into Klingon. You have strong convictions on the dividing line between Geek and Nerd.

**Curtis Briscoe: Musician**

Yeah, you're part of the Athens scene. Right now you're in between bands, but that's cool. It's not cool to look like you want fame, but that's where you're headed... maybe this gig will get you noticed. At the very least, it will pay for a better guitar.

**Chris Warren: Student Ambassador**

You were the teacher's helper in 1<sup>st</sup> grade. You were patrol leader in Boy Scouts. You were class president. Now you are the public face for a UGA student. You have a knack for getting people to get along and go along. Your teeth sparkle, your hair is always perfect, and you are great at getting others to do things for you... for the betterment of society, of course.

## Course of the Scenario

**Prior to taping:** The Stoner is sharing some of his stash with the technician, who tells him conspiratorially that at some point they will try to scare the guys— playing with the lights, tapping on the walls, and so on. Actually, that leak was to fuel paranoia (“when are they gonna start messing with us?”) This knowledge will ensure that the initial wave of the zombie apocalypse will pass them by. In truth, the producer is doing whatever he can to add drama. The movies are chick flicks or guy films of frustratingly poor quality. There will be food shortages (or at least beer shortages). There is almost nothing that can be done alone to entertain oneself (such as get lost in a book), requiring the guys interact.

**Monday:** door is closed.

**Wednesday:** first zombies arrive and begin to spread the infection. The participants know nothing about this.

**Thursday:** thousands are affected before evacuation order given. Thursday night, a wave of zombies sweeps through downtown. The Fred building is besieged. The PCs hear some thumping at the door and ceiling.

**Friday afternoon:** Power grid goes down. The magnetic lock opens. It is dark in the rest of the building.

No one is in the control office, although the recording equipment seemed to be running until the power went out. Light from the window will show a light trail of old blood running down the hall and into the stairwell. No one seems to be in the building.

From the outside door, the town seems deserted. It seems to have rained hard that morning. A couple of cars are parked around. They see a small scattering of pistol brass on the sidewalk, and then see Honda smashed into a light pole. Several bullet holes are in evidence on the side and the shattered windshield. The woman slumped behind the wheel is covered with blood from a scalp

wound; she also has a gunshot wound in her left arm and lower face. [she also has teeth marks on her right shoulder, covered by her shirt]. Her wallet says she is Debra Patterson, but she isn't very coherent. She can't tell them what happened, just that she hurts and that she's cold. Within a few minutes she will lose consciousness completely, and will die a little later. Within a few minutes, her eyes will open and she will moan and start looking for the PCs.

### **Bolt Holes**

These are the closest targets of opportunity.

*Fred Building:* It is tall, and can be fortified with a little effort.

*Police Substation:* Across from Fred Building, contains some hand-held radios, first aid kits, and a few weapons.

*Police Station:* About a block down from Fred Building, this smallish building contains evidence locker, a few holding cells, maps, some food, and better weapons. The SWAT van is missing, and garage has several shamblers. There are also a couple of zombies in the upstairs floor.

If the PCs are outside at night (assuming they aren't on street level and killing zombies), they may see light off to the NE, and faint gunfire that crescendos and fades throughout the night. A look at the map will suggest the activity is coming from the sheriff office/county prison complex, conveniently located beside the airport about 3 miles away.

## **How the Scenario Played Out**

Neither player had any idea about the zombie aspect. I read them the paragraph from the first page, and told them, "trust me, this will be more fun than it sounds." So they played along, taking the roles of the stoner and the musician. The two decided it was their mission to be the jokers of the group, and their prime focus was the Milspec Geek. I don't know if the scenario would have held their attention for the whole month it was slated for, but having the week go by and then zombies worked okay.

By the time we ran out of time, they had spent the night on the roof of the police station, shot the Milspec Geek in the head (he had just died after being bitten the day before; he was a bit of a coward and ran away into a couple of zombies). They grabbed a minivan and were just heading out; the stoner was bitten while they fought their way to the vehicle.

## **Zombie**

Brawn: Fair (Scale+2)  
Agility: Poor  
Toughness: Fair  
Brains: Poor

Perception: Poor  
Horror: Fair (Scale 2)  
Wounds:10\*

### **Zombie Traits:**

- Reduced damage from blunt weapons/bullets (armor+2)
- Sense prey (in addition to sight or sound perception rolls, Zombies must make a Great Perception roll when within 20 yards of living humans, adjusted by number of people)
- Slow (Always attacks last)
- Share the Love (Infectious)
- Brain Shot (Requires a solid shot to the brain to destroy)

<b>Attack</b>	<b>To Strike</b>	<b>Damage</b>	<b>Special</b>
Punch	Agility	Success+Brawn-2	
Scratch	Agility	Success+Brawn-1	Infected on a “-” of one die
Grapple	Agility	-	Brawn vs Brawn to break
Bite	Agility	Success+Brawn+1	If grappled, Unopposed

Zombies shamble slowly around, seeking living people to infect. They will be drawn by sound and movement, and can also sense life. However, they will ignore anyone with a well-progressed infection. Although they function adequately during the day, they prefer to hunt at night – their life sensing works better in the dark. During the day, they may retreat to nearby shelter.

Zombies lack all memory of their past lives. They may make a Brains roll to negotiate obstacles (for example, opening an unlocked door). Upon discovering prey, they will convulsively clench their diaphragms, emitting a characteristic moan which will be periodically repeated throughout the chase – a chase which they will not give up until the prey is beyond sensing and doesn’t reappear for an hour or more. The moan may attract other zombies within hearing.

When attacking, zombies will usually try to grapple and then bite. Once the victim has sustained several bites (often going into shock or otherwise ceasing struggling), the zombies will step back and wait for minutes to hours before hunting again.

When struck or shot, roll Brawn against final damage; Success means a pause, 1-2 level failure means the zombie will step back, stagger, or otherwise fight to keep balance (no other action the following round), and worse failure means the zombie falls down, lose a turn, and take 2 more turns to get up.

Zombies have one behavioral imperative: to bite or claw humans (although they may attack pets or other animals in a pinch). They don’t tire, although they tend to prefer to move in shade or darkness.

### **Infection**

A bite is guaranteed to cause infection; a scratch will do so on a roll of “-” of one die.

Once infected, the victim shows symptoms within an hour. He becomes feverish, with a painful cold spreading from the infection point. He will lose one wound box every hour, until finally slipping into a coma and then dying. Ten minutes after all signs of life have gone, the corpse will twitch and then sit up, ready to look for victims.

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