

# MAKE A NEW GAME

What if you want to make a game that's inspired by Fear of the Unknown, but isn't just a hack - it's an entirely new game? Here are the parts where I'm most interested in seeing what you do with them.

## QUESTIONS TO CREATE SETTINGS AND CHARACTERS

Use questions to really build up unique characters that aren't just a set of pre-made parts snapped together. Come up with new character and setting creation questions that are focused on the kinds of characters and locales you want to create for the kinds of stories you want to tell.

Teenage drama? Space opera? Political intrigue? These should focus on different aspects of what makes a character unique. What's the setting? A high school? A space station? The White House? What distinguishes one school from another, one space station from another, or one administration from another? Come up with inspiring questions that make each group's setting different, yet still capture what you need to make the sorts of stories work in all of them.

## SCENE GENERATION MECHANICS

Come up with at least one move that generates a scene, like Investigate, where the tags (or whatever you replace tags with!) determine what makes up that scene.

Use things like this to create a gameplay loop that ensures there's never a dull moment, that nobody's ever unclear on what

to do next. Make it so the mechanics ensure there's always an answer to the question "what happens now?". For Fear of the Unknown, that's "if you're in danger, roll to Face Peril, if you're seeing something horrifying, roll to Encounter True Horror, if you're trying to figure something out, roll to Investigate, and if you're talking about how the character or your setting has changed, make a revelation". What will it be for your game?

## PERMANENT / SEMI-PERMANENT MOVE CHOICES

Use the "mark this off" and "recover this" mechanics. Give people interesting decisions to make after every roll of the dice. Make the decisions important and specific to the kind of stories you want your game to be about. Fear of the Unknown is a horror game, so your decisions are largely about dwindling resources and your ever approaching death.

But if you want to make a romantic comedy game, you should have really different options to pick from! Maybe you have a limited number of ways you can make romantic gestures before having to pick the "there's a big misunderstanding" option to recover the ones you've marked off. If you're making a political intrigue game, maybe there's only so many compromises you can arrange before you have to pick the "obstructionist gets in the way of your plans" option to recover them.

Come up with the sort of things folks will want to do in your stories, and the sorts of impediments they will have to overcome, and use those to create interesting decisions for your players.

If you make a game based on any one or more of these principles, or in any other way inspired by Fear of the Unknown, please tell me about it! You can find my contact info, and a list of games based on this one, at

[www.FearOfTheUnknownRPG.com/SeekingTheUnknown.html](http://www.FearOfTheUnknownRPG.com/SeekingTheUnknown.html)

# PUBLISH CONTENT FOR FEAR OF THE UNKNOWN

So you've made some awesome content for Fear of the Unknown. Maybe new moves, maybe new settings, maybe new character creation questions, maybe new themebooks, maybe even a new game! And now you want to get that content out there and other people playing it.

Well the good news is, that's easy to do! I'm more than happy for you to put out your own content for Fear of the Unknown. You should include a disclaimer making it clear that I did not work on it and you should link to the Fear of the Unknown website.

[www.FearOfTheUnknownRPG.com](http://www.FearOfTheUnknownRPG.com)

I would love to hear about what you make! You can email me at:

[thomas@sixpencegames.com](mailto:thomas@sixpencegames.com)

If you want to publish it and sell it for money, that's also fine! I recommend selling the pdf on either [itch.io](https://itch.io) or, especially if you want to sell it in a physical form and not just a PDF, then [www.DriveThruRPG.com](http://www.DriveThruRPG.com). They're the ones who printed this book you're holding right now.

I'm also going to run **design contests** regularly on the official Fear of the Unknown discord. See page 246 to join.