



GOREFEST '99

A SIMPLE, NO-FRILLS
DICE MANAGEMENT GAME

GOREFEST 99

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A Game By: Casey Owens

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Welcome to Gorefest '99: A Game of Mayhem and Strategy

Welcome to Gorefest '99, a high-stakes dice management game that plunges you into the role of an armed assailant in 1999—a gritty era of dial-up, disposable cameras, and endless suburban sprawl. As chaos erupts, you'll navigate tense standoffs, maneuvering through civilian-packed environments, engaging with armed bystanders, and combatting police officers and FBI agents as they tighten the net around you.

Each dice roll determines your next move, balancing brutality with survival as you face escalating obstacles, dwindling resources, and tactical decisions in every encounter. Customize your strategy, choosing between stealth, intimidation, and outright violence to achieve your objectives. Outwit and outgun the authorities before they can take you down in this relentless, unforgiving game where each roll could be your last. Are you ready to step into the chaos?

NPC TARGETS



Civilians
ST2/ST3



Good Guys
ST4



Police Officers
ST5

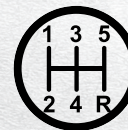


FBI Agents
ST6

POWERUPS



Adrenaline



Dice Shift



Med Kit

NOTE:

**THIS IS A GAME. I DO NOT
CONDONE ANY VIOLENCE. ANYONE
WHO COMMITS VIOLENCE IN REAL
LIFE IS A LOSER AND A MORON.**

The Heart of the Game: Your Dice Pool

At the start, you control 8 dice, your most critical resource. Each die represents a chance to attack or stay alive. But there's a catch:

- Any die that rolls a 1 is dead—forever. It's removed from your pool and placed in the Dead Dice pile.
- Once all your dice are dead, the game is over.

Each turn, you decide how many dice to roll. Will you play it safe, rolling just a few, or go all-in, throwing everything you've got? Manage your dice carefully; the longer you survive, the higher your kill count can climb.

Stacking the Bodies: How Kills Work

The game unfolds in tiers, each filled with NPCs of varying difficulty. Each NPC in a tier has a Survivability Threshold (ST), a number between 2 and 6 that you must meet or exceed with your dice rolls to take them out.

- For every die that meets or beats the ST, you eliminate one NPC.
- Clear an entire tier before moving on to the next.

As the tiers climb, the ST gets tougher, and the stakes get higher. How far can you go before your dice pool gives out?

Power-Ups: Carnage Rewards the Bold

Sometimes, chaos works in your favor. Roll multiple 6s in a single turn, and you'll earn a shot at the Power-Up Chart:

- Adrenaline (1–2): Instantly eliminate one NPC.
- Shift (3–4): Add +2 to the lowest die you rolled this turn. (Doesn't save a dead die!)
- Health Kit (5–6): Roll 1D6 to revive that many dice from the Dead Dice pile.

These power-ups can turn the tide, but luck and strategy go hand in hand. Make sure you use the items you obtain wisely to get the highest score possible!

Optional Game Mode: The Clock is Ticking

For an extra challenge, take on the **Timed Terror Mode**.

- Set a 3-minute timer and see how many kills you can rack up before the clock runs out or you get wasted.
- When the timer hits zero, the game ends—no matter how many dice you have left.

This mode cranks up the pressure, forcing you to think fast and take bigger risks. Perfect for high-energy sessions where every second counts.

How the Game Ends: You Get What You Deserve

In the standard game, play continues until all your dice are dead. Once you're out, tally up your kills. The goal? Achieve the highest body count possible. Play solo or compete with friends to see who's the ultimate force of chaos.

For those who prefer the adrenaline of a race against time, **Timed Terror Mode** brings a whole new level of intensity.

Optional Variants: Double Trouble

Looking for a way to play Gorefest '99 with a friend? Up the ante with the **Co-Op Carnage** mode! This mode helps you remember that sharing is caring, and your buddy may be the one that keeps you alive longer.

- **Co-Op Carnage:** Share a dice pool and take turns rolling, but face the same tier of enemies together. If your combined dice pool is wiped out, it's game over.

Ready to Begin?

Grab your dice, set the stage, and embrace the mayhem of Gorefest '99. Will you go down in history as the ultimate chaos bringer, or will the dice betray you? There's only one way to find out.



GOREFEST 99



ST6

ST5

ST4

ST3

ST2

DEAD DICE



KILL COUNT

[VOID.CO]

