

THE WIENERFIEND ATTACKS AT DAWN
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A GAME FOR 9 – 20 PEOPLE TO SEE WHO HAS THE COOLEST STICK AND YELL THE WORD WIENER A LOT.

For as long as the town of Andouille remembers, the Wienerfiend has existed. The Wienerfiend is a being beyond time and space. The Wienerfiend wants for nothing but the mightiest and coolest of sticks.

THE WIENERFIEND. ALWAYS. WANTS. MORE. STICKS.

Once a year, the Wienerfiend comes to challenge each of the Andouille founding families for their coolest stick. Defeat the Wienerfiend and your family will remain intact for another year. A loss against Wienerfiend in a contest of sticks means you'll lose more than your cool stick...

For this game, you will need:

- A large outdoor space where people can find cool sticks
- Access to multiple cool sticks per person that people are okay breaking
- Nametags
- Pens, for writing on nametags
- A certain comfort with yelling sausage-based words out loud
- Snacks
- A table or nice blanket for snacks to sit on

RULES AND FLOW OF PLAY

Pick a central area to be the Andouille town square. Set up snacks on a table or blanket. This is the town square, where the town gathers after The Challenges.

After character creation and stick gathering (to be discussed later), play repeats through these phases each year:

- Challenge: The Wienerfiend will challenge each of the four families to see if they have any cool sticks
- Feast: The families get together to celebrate and mourn their losses
- Resolutions: The family members get together, share what they hope for in the upcoming year, and steel themselves for the next year's Challenges

Going back generations, the small town of Andouille has prospered. Strife never befalls the town. The fields are bountiful. People have the freedom to pursue their dreams. But that prosperity is a result of a dreadful bargain the four founding families made with the Wienerfiend. It's said that in exchange for peace and wealth for the town, the four families were cursed to scour the land in the service of the Wienerfiend, searching for the coolest sticks they could find. The Wienerfiend returns at the end of each year to challenge each of the four families to stick-based competitions. Win, and the families lose a cool stick, but remain intact. Lose, and a family member is absorbed into the Wienerfiend Collective, a gibbering shadow of what they once were.

Select who will be the Wienerfiend. The Wienerfiend can be of any gender. The Wienerfiend's responsibilities are as follows:

- 1) Prance about the other players in a vaguely menacing manner
- 2) Challenge each of the four families each year
- 3) Display their very cool sticks
- 4) Unnerve the townsfolk by only communicating with the words "wiener," "stick," and "hot dog"

Have the remaining players split up into four roughly even groups representing the four families, which are:

- The Sausage Family - This family produces many of the town's prominent politicians. They value duty, order, and tradition. The Sausage family looks down on the Wurst as a bunch of lazy daydreamers.
- The Wurst Family - This family has produced some of the greatest artists of all time. They value creativity, individuality, and passion. The Wurst family tends to keep their distance from the Sausage family, as the Sausage family represents 'the man' that does nothing but prevent people from following their dreams.
- The Kielbasa Family - This family produces most of the farmers and laborers of the town. This family values hard work, community, and family above all else. They clash with the Salami family's insistence on changing the old ways.
- The Salami Family - This family thinks the town is stuck in the past, and needs to innovate in order to survive. They may take part in the town traditions, but they aren't happy about it. This family produces a lot of doctors, inventors, and scientists. They scoff at the superstitions kept by the Kielbasa family.

Each player should come up with a name, a profession, and a personal goal. Write your name and profession on your nametag. Talk with the other family members to figure out everyone's role in the family. Are they the backbone of the family that makes sure everyone works together for the greater good? Or are they a disappointment to the family who takes life at their own pace? Does your character respect the traditions of the family? During this time, also determine where everyone lands in the familial pecking order!

Have everybody form a circle around the Wienerfiend. Give a quick two sentence introduction to your character. The Wienerfiend may try to interfere with your introductions, but everyone should do their best to ignore the Wienerfiend's shenanigans. If the Wienerfiend gets to be too much, chant a banishing spell such as "not today, Wienerfiend" or "begone, foul kishka!" three times, which will make them disperse. The chant can be anything that includes a dismissive statement and a word for a tube of meat. So yes, by that metric, "aw, bologna" would be a perfectly serviceable chant.

Next, split up into groups of approximately four, where ideally each family has at least one representative. Going around the group, introduce yourselves and figure out your relations to these other people. This is a small town, so everybody has an opinion on most everyone else! Do 2-3 rounds of this, just enough to have connections to most of the people in town. It's okay if you only kinda know some people.

The Wienerfiend and the families should then go and search for sticks. The Wienerfiend gets to collect 4 sticks. Whatever metric the Wienerfiend uses to determine if a stick is cool or not is up entirely to the Wienerfiend. If the Wienerfiend wants to carry around a huge log for the length of the game, well, the Wienerfiend works in mysterious ways.

The family members should each find one stick that they think would impress the Wienerfiend. For the family, **a stick is a woody part of a tree that must be carryable by that family member with one hand.** This will be the stick that they will use to challenge the Wienerfiend. In case of an uneven amount of family members, families with fewer people gather extra sticks, up to the difference in the number of family members. So if two families have four members, but the others have three, the families with three may gather one additional stick. **All families should have a number of sticks equal to the number of members in the largest family.**

Each year, the Wienerfiend walks up to each family and brandishes a stick at them, in as suggestive a manner as the Wienerfiend is comfortable with. The family will have one minute to choose who is going to challenge the Wienerfiend this year, and which of The Challenges are going to be selected. Once selected by a family, none of the other families can choose that Challenge this year. The Wienerfiend should be mindful not to pick the same family first each year. If the family wins against the Wienerfiend, they hand over their cool stick to the Wienerfiend.

There are four Challenges that each family will have to choose from.

- Test of Girth - Compare sticks. Thickest one wins.
- Test of Length - Compare sticks. Longest one wins.
- Test of Stamina - The challenging family member and the Wienerfiend should hold their chosen stick in their right hand and extend it straight in front of them. Each challenger grabs the end of their opponent's stick with their left hand. On the count of three, the challengers must attempt to break their opponent's stick. The first stick to break loses. Challengers can only use the one hand to break their opponent's stick. If there are multiple members of the Wienerfiend Collective, only one member of the Collective may take part in The Challenge. If someone loses hold of either stick, it counts as a loss on their part. If after one minute, neither stick breaks, it counts as a victory for the family. If both sticks break at the same time, this is a tie, but the Wienerfiend does not pick up a broken stick. **This is the only way for the Wienerfiend to lose a stick.**
- Test of Oral Fortitude - This is the one subjective test. This is judged by a member of the rival family of the challenger. The Wienerfiend yells "wiener" as loudly as they can while holding a cool stick aloft in the air. The challenger responds by yelling "wiener" as loudly as possible, also while holding their cool stick up in the air. The winner is whoever yelled "wiener" the loudest, as determined by the member of the rival family. If someone is not comfortable yelling "wiener," they may instead yell out the more socially accepted "hot dog."

When the family wins, the Wienerfiend will claim the cool stick. The Wienerfiend should take some time to brandish their newest acquisition, then leave that family in peace for another year. That family member is safe from future Wienerfiend Challenges, unless they carry an extra stick for the family.

In case of a tie, the victory will go to the family. The Wienerfiend gets a cool stick and the family gets another year of peace.

If, however, the family loses The Challenge, the Wienerfiend will break the stick in half in a dramatic fashion, and the losing family member is absorbed into the Wienerfiend Collective. Every member of the Wienerfiend Collective must have at least one hand touching another part of the Collective at all times. They may keep one hand free, if they wish, to carry a cool stick around. The newest member of the Wienerfiend Collective loses the ability to say anything other than "wiener," "stick," and "hot dog." For logistics purposes, members of the Wienerfiend Collective can whisper to each other to coordinate, but all townsfolk will hear in that situation is a susurrant of the word "wiener."

Once all four families have completed their annual Challenge, a town-wide Feast takes place where everyone can eat and celebrate their win or mourn their losses. This Feast lasts for 5-10 minutes. The Wienerfiend also attends this celebration, but everyone feels really awkward about them being there. The Wienerfiend can eat and take part in the festivities. If someone thinks the Wienerfiend is too close for comfort, they can temporarily startle the Wienerfiend away by yelling their Wienerfiend dismissal chant at them.

After 5-10 minutes have passed, the families should unite to dismiss the Wienerfiend Collective by yelling their chosen Wienerfiend dismissal chant repeatedly until the Wienerfiend Collective scatters to reform elsewhere. As the Wienerfiend Collective is reforming, the families should once again form a circle. Going around the circle, describe your character's Resolutions for the next year, and at least one way things will change for them. Once everyone has shared the events of the upcoming year with the group, the Wienerfiend will circle the group and start chanting one of their words. The Collective doesn't have to say the same word, it just needs to make a lot of disquieting noise. This is the signal that the time for celebration is over.

From there, the Wienerfiend will once again challenge each of the families. If someone has challenged the Wienerfiend before and surrendered their stick, they cannot challenge the Wienerfiend again, unless the family has a spare stick due to uneven family sizes.

Continue the cycle of Challenge/Feast/Resolutions until everyone has either surrendered their sticks or joined the Wienerfiend Collective.

If everyone has joined the Wienerfiend Collective, the Wienerfiend Collective can stop holding hands, and can proclaim their victory by holding their sticks aloft in the air and yelling "WIENER" really loudly, ending the game.

If any townsfolk remain, they should chase away the Wienerfiend Collective by chanting their chosen Wienerfiend dismissal chant repeatedly until they are yelling it at the top of their lungs and the Wienerfiend Collective scatters apart to reform elsewhere. The town is protected... for now. The cycle continues, but your part in the ordeal is over.

If, somehow, the families manage to break all of the Wienerfiend's sticks, the families are given a choice. Do they chase away the Wienerfiend for good, with all the benefits and prosperity they bring? Or do they offer one more stick to the Wienerfiend? The families have 2 minutes to make that decision as a group. Regardless of the decision, the game is over after the group has made their decision. Move on to the epilogue.

Have the entire group, including members of the Wienerfiend Collective, say a short 1-4 sentence epilogue for either their character, their family, or the town. This epilogue can take place at any future point of time, from shortly after the events of our game, to far in the future. The epilogues don't have to be chronological.

NOTES FOR PLAY VARIATIONS

If someone wanders up and wants to play, have them hop in as a distant cousin for one of the families. If someone needs to leave early, they can leave their stick behind as an heirloom for the other members of the family.

If, for some reason, the group doesn't want to play outside, perhaps the weather is bad (unfortunate), or they don't want to scream "WIENER" at the top of their lungs in public (unlikely), it can be played inside with a bunch of pre-gathered sticks that the group can choose from, or some other similar items with distinct shapes and sizes, like pens and pencils or inflatable balloons. If using anything other than sticks, the test of stamina can be replaced by seeing which stick-replacement can bounce the highest when dropped from the same height. Please don't throw things at other players.

A solo-play variant can be played by going into a park, finding a stick, and yelling "wiener" at the sky.

SAFETY

All Wienerfiends and townsfolk alike are bound by multiple guidelines to make play more fun.

The first guideline, and the guideline that influences all others, is that people are more important than the game. If some aspect of the rules doesn't work for someone, change it! "Because the rules say so" is a poor reason for someone to feel uncomfortable.

The second guideline is that the door is always open. That means you can leave the game whenever you want, for any reason. You don't have to give a reason, although if you are leaving the game for good, please let someone know.

The third guideline is to stop play if there is a problem. If a situation comes up, yell "FREEZE." Everyone will freeze in place until the danger has passed or the situation has been dealt with.

Finally, take a quick temperature read to figure out what emotional tenor the group is aiming for. This was written to be a very silly game about cool sticks, but this can absolutely be played as a horror game where the Wienerfiend stalks as an omnipresent horror and tensions mount as townsfolk dwindle. Make sure everyone is on the same page!