



# 

### **FOREWORD:**

# HEY THERE! THANK YOU FOR TAKING THE TIME TO READ THIS ZINE!

Zine city exists because we wanted a place centered around collaborating on creating zines! We know there are a ton of creative minds out there who have been itching to make a zine but struggle a lot when working on their own.

Zine city is our solution! A casual environment with set deadlines that functions on a jump-in system. Mostly, we're just hoping to help give people that extra push they need to make something.

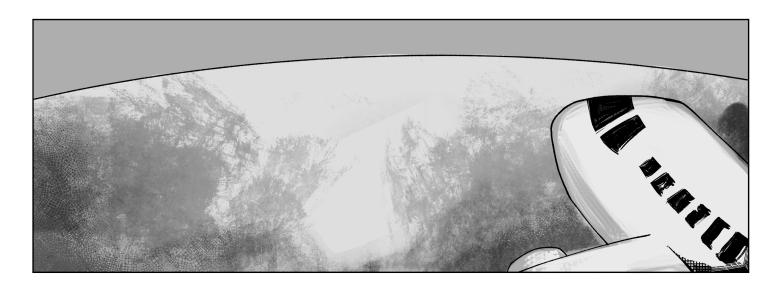
### Join Zine city here: https://discord.gg/hgxdBSmTpd

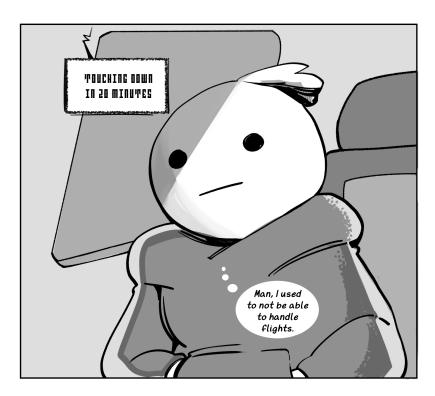
This month is travel!!!!!! GOING PLACES!!! I've always really been really bad about planning travel for myself, getting too locked into my day to day routine to remember to schedule something for myself in the future. I also try to maximize the things I do while travelling so I end up running around wherever I am and it's a lot of fun but I come back from time off EXHAUSTED. Trying harder to be better about both scheduling time for myself, and trying to slow down a bit.

I'll also say that taking a trip away doesn't have to be in a different city! Getting out of the normal routine and trying something new in town has been something I've really valued this year. Meeting new people and trying new things - you don't have to get on a plane to do that!!!

Something really cool about this month is that we had more non-illustration submissions than illustrations??? Which isn't typical, i think?? Four comics! One RPG!!! It's really fun to see all the ways the idea of "travel" has inspired people.

Keep makin' cool stuff, Capsule













Summer is coming -Your goal is to mak

# How to Play

To start appoint one player the GAME MASTER and have them roll(1d6) on the WHAT MAKES TODAY YOUR LAST table.

## Make a Character (Everybody does this on their o

- 1. Pick a NAME
- 2. Pick an adjective to describe YOU
- 3. Pick an adjective to describe your HOME life
- 4. Pick a SPECIAL OBJECT
- 5. Pick (or roll for) 2 Numbers, one for BODY the other MIND
- 6. Come back together and introduce your characters (and why they are friends)

## The Game

Go around the table and have every player pick a place their character wants to visit or sol Your goal is to do everything before your EXHAUSTION fills up and you have to go home. THEXHAUSTION so add 2 to the pool for every player (4 would = 8 Exhaustion) and a player EXHAUSTION at a time (so one player has 3 and another has 1 for a total of 4/8) If you lyou can no longer roll.

In order to get to your goal the GM will put COMPLICATIONS in your way and describe w (There can be multiple complications in the way of 1 goal)

There are 3 types of COMPLICATIONS.

SINGLE: one person rolls and needs 1 success

DOUBLE: multiple people roll but you only need one success RISKY: Multiple people roll and you need Multiple successes

You can only gain 1 EXHAUSTION per a COMPLICATION.

On a success you move forward, if you roll your number exact you get a CRITICAL and help regardless if they Succeed or fail. You can also SACRIFICE your SPECIAL OBJECT to get a EXHAUSTION from yourself or someone with 3 or gain an EXHAUSTION to push a failed ro (unless this would put you over 3).

Once you get to your goal you get DOWN TIME. The players who goal you are trying to com question about their characters (This can be as deep or as surface level as you want). They say who you spend your down time with and what you are doing. If rolls are made during do to EXHAUSTION. Then the players who goal you completed heals 1 EXHAUSTION or 1 from Then on to the next Goal.

The game ends once everyone has completed their goal or EXHAUSTION fills all the way up RETURNS HOME. Everyone goes around the table one last time. if you completed your goal WILL ALWAYS REMEMBER THIS SUMMER. If you did not complete your goal Exsplain who The EPILOUGE: What happens to the characters? Do they ever reconnect?

to a close and today is your last day together. The memories that will last the rest of your lives.



What Makes Today Your last? (Roll a d6)

- 1. Moving away
- 2. Going to different schools
- 3. Town is getting bulldozed
- 4. Natural disaster
- 5. Business moved out
- 6. The world is ending

mething they want to do. ne players share can only have a max of 3 nave 3 EXHAUSTION

hat happens

wn)

everyone else pass a CRITICAL and heal 1 oll and succeed anyway

plete asks the table a 1 go around the table and wn time they do not add someone with 3.

. Everyone then EXSPLAIN WHY YOU at waits for you at home.

NAME:
YOU:
HOME:
OBJECT:
STATS Roll Above Roll Under
BODY: Big 1 2 3 4 5 6 Small
MIND: Logic 123456 Emotion
EXHAUSTION DD

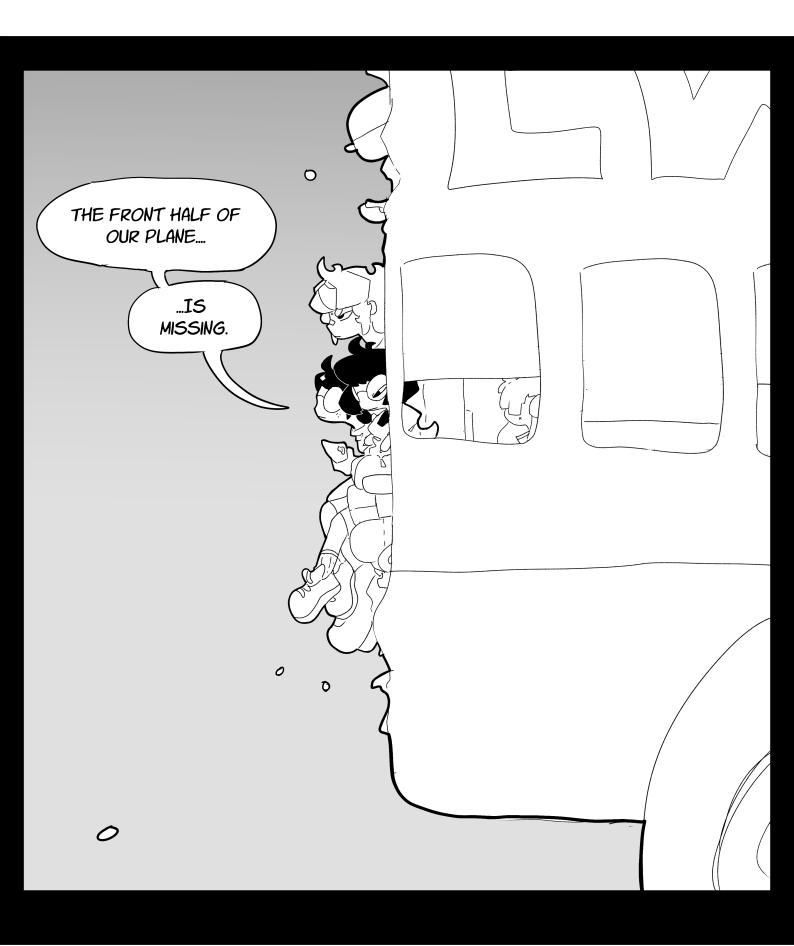






















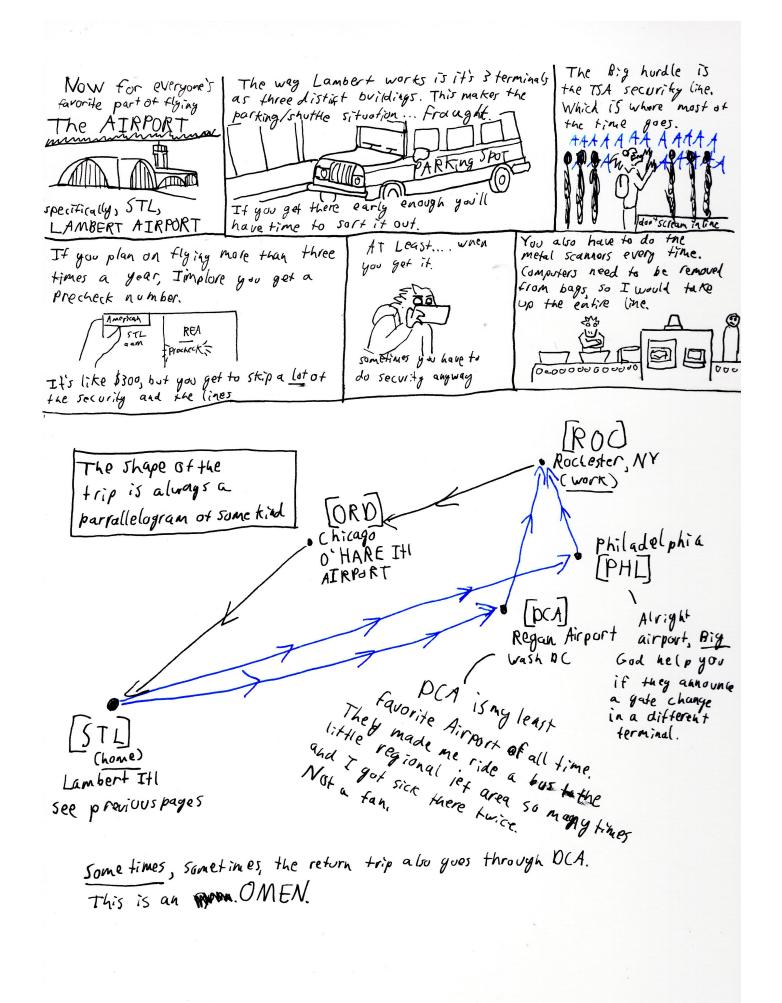








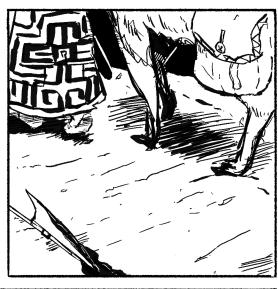








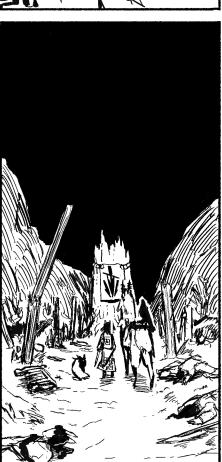












capsulecomfes@bluesky 20



# **CREDITS**



Rat Pg Cover, 6



**Dream** 

Pg Cover, 3

"They should create a type of travel that isn't painful, I think that'd be cool"

Tumblr:rat-on-string





**Mythic** 



**TheBindingBlade** 

"Did you know there are at least six mountain ranges called the Sierra Nevada. What's up with that, Spain"

Tumblr:the-binding-blade



**Phroge** 

"Enjoy my zine submission for now. Soon, I'll have my revenge..."



Mr. Black

Pa 16-19

"Planes would be so cool if they were real "



Twitter:CanDough1

Bluesky: Mr. Black



Capsule

"I'm about to be travelling a LOT for the end of the year and I'm so excited i sure hope nobody destroys my village while im gone"

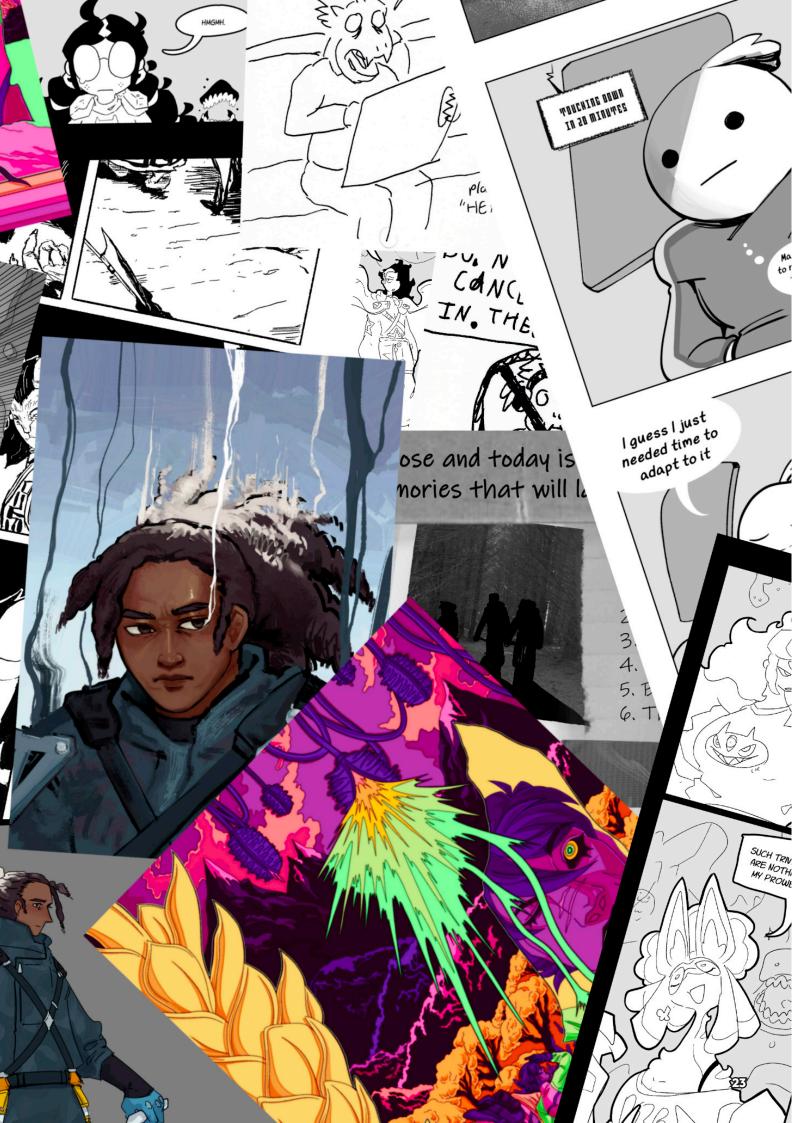
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# ZITIS CITY25 SEPTEMBER - ISSUE#10 [TRAVEL]

