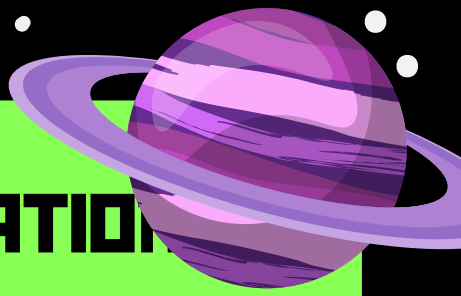


STARBALL ODD-YSEY



IN THE FAR FUTURE OF HUMANITY, TITANIC EMPIRES JOSTLE FOR ULTIMATE DOMINATION OF THE UNIVERSE. IN AN EFFORT TO STOP TOTAL DESTRUCTION, THEY CAME TO DECIDE THE FATES OF WORLDS NOT WITH WAR...BUT WITH STARBALL. THE GREATEST TEST OF HUMAN SKILL AND STRENGTH. TO BE A STARBALL PLAYER IS TO BE LIKE A GOD - BUT GODS ARE JUST PEOPLE TOO..

FIRST: BUILD YOUR TEAM. TOGETHER, CHOOSE YOUR TEAM NAME, INSIGNIA, COLOURS, MASCOT, OWNER (WHICH EMPIRE) AND SPONSOR (WHICH DYNASTY THEY REPRESENT). THEN DRAFT YOUR SQUAD - PLAYERS TAKE ON THE ROLES OF PLAYERS, COACHES, SUPPORT STAFF, MANAGERS, RECRUITERS, MEDICAL STAFF, PR STAFF AND ANYTHING ELSE YOU CAN IMAGINE.

CHOOSE OR ROLL A BACKGROUND AND A SECRET YOU HIDE.

EVERYONE AT THE TABLE SHOULD KNOW YOUR SECRET; THE CHARACTERS DO NOT.

PLAYERS PUT 18 POINTS INTO THE THE SIX SOCIAL ATTRIBUTES BELOW. NO STAT MAY BE BELOW 1 OR ABOVE 5. THE CORRESPONDING STAT IS FOR THEIR PLAY ON THE STARBALL FIELD AND IS SET AT 6 MINUS THE FIRST.

SECRETS

- 1 ALIEN/MUTANT
- 2 ONE OF MANY CLONES
- 3 PRESENTS A FALSE IMAGE
- 4 INEXPERIENCED
- 5 ON PERFORMANCE ENHANCERS
- 6 SPY OR CHEATER

BACKGROUNDS

- 1 PRODIGY
- 2 SCION
- 3 OUTCAST
- 4 PEASANT
- 5 EXPERIMENT
- 6 SIMBORN

STATS

- ATTITUDE - AGGRESSION
- WILLPOWER - STAMINA
- RELIABILITY - FAIRPLAY
- CHUTZPAH - FINESSE
- LOOKS - AESTHETICS
- INTIMIDATION - STRENGTH

NOTE: ONLY WOMEN ARE ABLE TO PLAY STARBALL AT THE PROFESSIONAL LEVEL

NOTE: MAKE UP THE RULES OF STARBALL BY IMPLICATION

ATTITUDE IS HOW MUCH OF A CHIP YOU HAVE ON YOUR SHOULDER, AGGRESSION IS HOW MUCH YOU ATTACK THE BALL AND THE OTHER TEAM. WILLPOWER IS RESISTING CONTROL AND STAMINA IS STANDING FIRM ON THE GAME. RELIABLE PEOPLE WILL KEEP THEIR WORD, FAIRPLAY IS PLAYING HONESTLY. CHUTZPAH IS MANIPULATION, FINESSE IS PLAYING CUNNINGLY. LOOKS IS JUST BEING SEXY, AESTHETICS IS PLAYING SEXY. INTIMIDATION IS STARING PEOPLE DOWN AND STRENGTH IS HOW HARD YOU HAMMER THE STAR BALL BACK ACROSS THE NET.

PRECAME: EACH PLAYER CHOOSES TWO PLAYERS TO HAVE A SCENE TOGETHER, AND WHAT YOU WANT TO ARGUE ABOUT. BY A VOTE, THE OTHER PLAYERS CHOOSE THE MOST RELEVANT SKILL AND THEY ROLL 2D6 AND ADD THE STAT. THE WINNER GETS THEIR WAY IN THE SCENE BUT LOSES ONE FROM THAT STAT AND FROM THE MIRROR STAT (MIN 0). WHEN EVERYONE HAS DIRECTED A SCENE, SWITCH TO THE GAME.



THE GAME: PLAYERS NEED TO ROLL CONSECUTIVE NUMBERS TO SCORE A GOAL - A 1, THEN A 2, THEN A 3, ALL THE WAY TO 6 TO SCORE. A DIFFERENT STAT MUST BE USED FOR EACH PLAYER - ROLL THAT MANY D6S TO TRY TO GET THE TARGET. AFTER X RUNS AT GOAL, THE GAME IS OVER (X IS THE NUMBER OF PLAYERS). PLAYERS MAY FLIP A DESTINY TOKEN TO DARK TO GET A REROLL. EACH DESTINY TOKEN THAT IS ON THE DARK SIDE AT THE END OF THE GAME IS EITHER A GOAL FOR THE OPPOSITION, OR A PLAYER MUST INCREASE THEIR SELFISHNESS. IF SELFISHNESS EQUALS 5, THEY LEAVE THE TEAM FOR ANOTHER. HIGHER SELFISHNESS MEANS THEY PLAY FOR THEMSELVES OR THEIR SPONSORS MORE THAN THE TEAM. EACH PLAYER DESCRIBES SOMETHING COOL THAT ANOTHER PLAYER DID DURING THE GAME.

POST GAME: IF YOU WON, YOU CAN MOVE UP THE LADDER. IF NOT, TRY AGAIN NEXT GAME. PLACE BLAME ON YOUR FELLOW TEAM MATES. BUILD RESENTMENT AND DRAMA

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IF THE CHARACTERS SECRET IS RELEVANT, THEY MAY ADD ONE TO THEIR SECRET LEVEL TO REROLL THEIR DICE AT ANY TIME. IF SECRET = 5, IT IS REVEALED TO THE WHOLE TEAM.

**NOTE:
CLONES ARE ILLEGAL
IN STARBALL**

**NOTE:
MALE STARBALL GAMES
ARE ILLEGAL BUT DO EXIST**