



A Game By Ellie Logie

Rhyme-Rhyme-Retribution!

Introduction

In the distant future of the year 1986, interstellar disputes are settled with the hit dancing game *Rhyme-Rhyme-Retribution*. Contestants don masked personas and settle grudges through a galaxy-wide TV show while millions watch at the edge of their seats.

Recommended: 1d6 per player (supports 1+ player(s), recommend at least 2), 2 tokens, Pumpin' music.

Phase 1: Callout

Create your character and aspects: Write a word or short phrase that defines your character's personality. In the same way, decide what your stage mask and costume looks like (breakdancing chef, oni, kingpin, etc.).

Create your rival: Make your rival in the same way you made your character.

What's the Beef!? What are you and your rival trying to settle? You can also make teams and go for double-elimination where each character will face their rival and one other.

Set the tournament: Draw a tournament bracket depending on how many matches (game length) you want it to be and add the competitors in whatever order you'd like; usually pairing your character with your rival.

The Hype Meter and the Points Meter both start in the center - 0.

Phase 2: Hype

Introduce the character and rival to the rhyme-rhyme platforms and give the audience a show. Pass your rival sheet to another player.

They portray your rival while you portray your character. Make a grand entrance into the arena and describe some zany antics or other people-pleasing moves. After you and your rival take the stage, roll a d6. The one who rolled higher moves the Hype Meter 1 step toward their side and goes second in Phase 3. On a tie, the meter doesn't move as your characters were equally favored by the audience.

Any player not currently in the match is encouraged to portray commentators, cheering crowds, or overly dramatic camera crews.

Phase 3: Breakin' It Down

Time for the match itself! This phase has 4 Beats or rolls made between you and your rival. The one who rolls first is the one who didn't gain Hype from Phase 2. If it was a tie, do a roll off. On each Beat, pick a meter to influence and describe how your character tries to earn it. Alternate turns until you've each taken 4 and influenced the meters. When you make a roll, declare which meter you are trying to influence. Then, both you and your rival roll a d6. If your roll is higher than your rival's, the corresponding meter moves toward your side by the amount of difference between your and your rival's roll. If

your roll is equal or below, then the meter doesn't move. This process is repeated for your rival. If you can't decide what meter your rival is trying to influence, roll a d6; on a 1-3 it's the Hype Meter, on a 4-6 it's the Score Meter. Check off the box when you use one of your aspects. You may use multiple aspects at the same time, but once used, they don't refresh until your next match.

Personality: Reroll one die.

Mask: Gain +2 Hype.

Groove: Add +2 Score.

Phase 4: Commercial Break - Confessionals

The match may be over, but while the results are calculated, we need to cut to a commercial break! Describe a commercial for a product or service that sponsored your character's Retribution. Either before or after the commercial, your character has a brief monologue/confessional interview about how they feel about the match and their thoughts about the proceedings. If your game has multiple matches, roll a d6 after you're done narrating. On a 4+ you may refresh one of your aspects after use in the next match.

Phase 5: Verdict

Total the score of each competitor by adding Hype and Points Meters. The one who has the higher score wins the grudge match. On the case of a tie, neither side wins and the grudge remains until they face each other again in RHYME-RHYME-RETRIBUTION!!!

Claim your prize, do a high-five or synchronized freeze-frame, ride off into the sunset, blow an airhorn.

Name:

Personality:

Mask:

Groove:

The Beef:

Sponsorship:

