

# Owlbears in SPACE

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## Background

Flush from their victory against the scurvy Owlursines, the United Federation of Owlbears basked in their acquisition of planet Lizbob. Populated only by the diminutive Owlcubs, it contained a Dream Hive, source of the precious Dream Honey necessary for space travel. Since the UFO was built on fast travel and communications between its planets, it was in their best interest to secure the Dream Hive and put the Owlcubs to work harvesting the Dream Honey. (Also, that way the Owlcubs would deal with the Nightmare Bees guarding the Dream Hive, rather than the Owlbears.)

Unfortunately, the Owlcubs had other ideas. They had just thrown off the yoke of the Owlursines and wished to revel in their new freedom and eat lots of Dream Honey. (The Owlcubs do not know how to use Dream Honey for space travel. They just find it very tasty.)

Some of the Owlbears sympathized with the Owlcubs. Enslaving the Owlcubs, they claimed, would violate the spirit of the UFO. These Owlbears soon joined up with some of the Owlcubs to form the Anti-Imperialist League.

On the other hand, some of the Owlcubs were eager for the Owlbears to step in and introduce the many technological benefits available to members of the UFO. These Owlcubs joined the Owlbears in the Imperialist Society.

Now the battle for Lizbob begins!

## Beginning Play

## Requirements

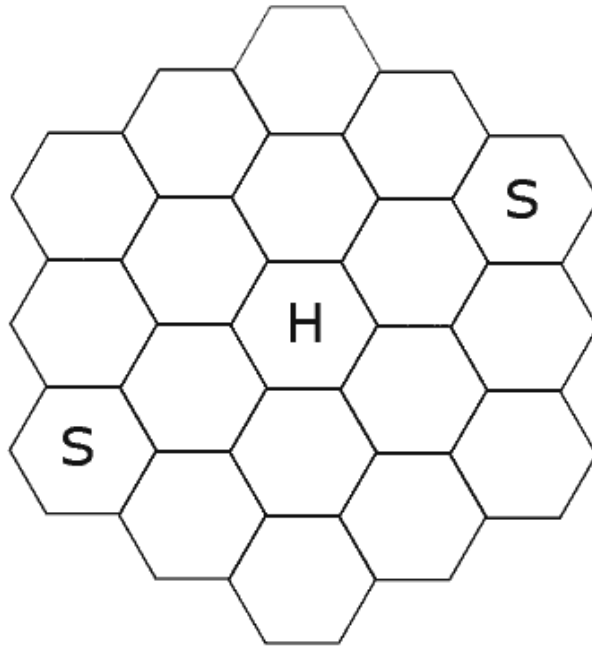
To play Owlbears in SPACE, you will need:

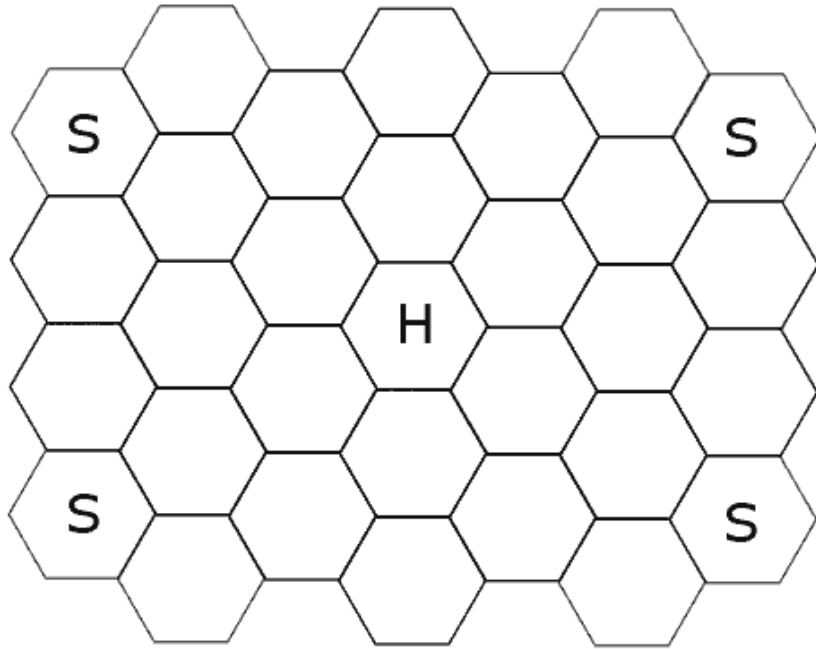
- An even number of players
- Some pencil and paper
- A large number of twelve-sided dice
- Tokens of some sort, such as poker chips, stones, or candy
- One of the game boards (included)

## Setting Up

**Select Board**

There are several game boards to choose from. Smaller boards are suitable for shorter games and fewer players. Tiles marked "S" denote player start locations. The "H" marks the Dream Hive.





### Select Faction and Race

There are two available factions: the Imperialists and the Anti-Imperialists. There are also two available races: the Owlbears and the Owlcubs. Divide the players evenly between the factions. Each player then selects a race. The two races each have a special ability.

#### Owbears

The Owlbears have formed a sophisticated society built around Reputation. This means that whenever in a Contest, an Owlbear player gains an extra die to allocate to Reputation.

#### Owlcubs

The Owlcubs are close to their planet, and value Preservation. This means that whenever in a Contest, an Owlcub player gains an extra die to allocate to Preservation.

### Select Start Positions

Each player selects a starting position for herself from the marked tiles on the game board. Owlcub players choose first, since they are native to the territory. Each player also selects a symbol or color token to denote which tiles she controls. Players use this to mark their starting positions, and any tiles they later gain control of.

### Allocate Attacks and Resources

Every player starts with a base of 6 Attacks and 6 Resources. These may be written down on paper or counted out as tokens or dice.

### Determine Turn Order

Either the loudest player or the biggest activist gets to go first. Group Imperialists and Anti-Imperialists on opposite sides of the table. Turns alternate between the factions until everyone has had a chance. Turn order within a faction is not important, and may change from round to round.

## Playing the Game

The factions take turns making their moves. A player can use up her turn by expanding her territory, aiding a faction member, or hindering a Contest. When all players have taken a turn, the round ends.

## Expanding Territory

When a player gets a turn, she can attempt to expand her territory by a single tile. The new tile must be adjacent to a controlled tile.

### Opposed Tiles

If the target tile is controlled by the opposing faction, then a Contest begins for the tile.

### Neutral Tiles

If the target tile is not controlled, the player can expand into it immediately, ending her turn. She will gain neither Resources nor Attacks. Alternatively, the player can opt to initiate an Unopposed Contest, which is similar to a normal Contest, but there is no chance that the opposing faction will gain control of the tile. (Unopposed Contests are described in more detail below.)

### The Dream Hive

The Dream Hive is at the center of the board. It may only be targeted if the player's faction controls at least three tiles adjacent to it. The Dream Hive is harder to gain control of than other tiles, but once controlled, it counts as twelve tiles. If a player succeeds in controlling the Dream Hive, the game ends. (Contests for the Dream Hive are described in more detail below.)

If a player succeeds in controlling a tile, she should mark it as hers in some way. It should also be marked as belonging to her faction.

## Aiding a Faction Member

A player may choose to forgo her turn to aid another member of her faction in a contest. The aiding player may spend as many of her Resources as she wishes to add dice to the aided member's pools.

## Contests

When a player wishes to expand her controlled territory into an opposed tile, the action initiates a Contest. The player allocates dice from her Resources into the four categories of Narration, Preservation, Reputation, and Control. Each category starts with one free die. Any of the players from the opposing faction may choose to forgo their next turns to hinder the Contest. They can do this by spending Attacks to reduce the number of dice in any of the categories.

For each tile adjacent to the target controlled by the player's faction, add one Resource. For each adjacent tile controlled by the opponent's faction, remove one Resource.

When the total number of dice for each category has been determined, the player then rolls the dice. She compares the highest result from each category to the table below to determine the results. If there are no longer any dice in a category, the result is assumed to be Failure.

<b>Contest Results Table</b>			
Number:	1 2 3 4	5 6 7 8	9 10 11 12
	Failure	Neutral	Success
Narration	Opponent narrates outcome and adjusts one category's result	Player narrates offense; Opponent narrates defense	Player narrates outcome and adjusts one category's result
Preservation	Player loses one Resource	Nothing	Player gains one Resource
Reputation	Player loses one Attack	Nothing	Player gains one Attack
Control	Opposing faction gains territory	Territory becomes neutral	Player's faction gains territory

### Tile Control

If the player gains the territory, she should mark it as belonging both to her and her faction. If the opposing faction gains the territory, a member of the opposing faction should claim it and mark it as hers.

### Narrating the Outcome

Depending on the result of Narration, either the player, a member from the opposing faction, or both will narrate the outcome of the Contest. If the player won Narration, she may choose to adjust the result of one category by one level, e.g. from Neutral to Success. The player must include in her narration the reason for this change. Likewise, if the opposing faction won Narration, a member from the faction may adjust the result of one category, giving a reason for the change.

If the result of Narration was Neutral, then the player narrates the offensive actions she took to expand into the territory. A member from the opposing faction narrates the defense of the territory.

All narrations must take into account the results of the Preservation, Reputation, and Control categories. Additionally, it is the responsibility of a narrator to make the opposing faction look bad.

### Unopposed Contests

If a player is expanding into a neutral territory, she may choose to initiate an Unopposed Contest for that territory. The player allocates dice into the three categories of Preservation, Reputation, and Control. The player starts with one free die to place into any of the categories.

For each tile adjacent to the target controlled by the player's faction, add one Resource. For each adjacent tile controlled by the opponent's faction, remove one Resource.

When the total number of dice for each category has been determined, the player then rolls the dice. She compares the highest result from each category to the table below to determine the results. If there are no longer any dice in a category, the result is assumed to be Failure.

Unopposed Contest Results Table			
Number:	1 2 3 4	5 6 7 8	9 10 11 12
	Failure	Neutral	Success
Preservation	Player loses one Resource	Nothing	Player gains one Resource
Reputation	Player loses one Attack	Nothing	Player gains one Attack
Control	Territory remains neutral	Player's faction gains territory	Player's faction gains territory

The player may choose to narrate the outcome, or just apply the results.

## Contests for the Dream Hive

The Dream Hive is surrounded by Nightmare Bees and is the source of all Dream Honey on Lizbob. As such, it is both a very valuable and a very dangerous territory. The player allocates dice from her Resources into the four categories of Narration, Preservation, Reputation, and Control. Each category starts with one free die. Any of the players from the opposing faction may choose to forgo their next turns to hinder the Contest. They can do this by spending Attacks to reduce the number of dice in any of the categories.

For each tile adjacent to the target controlled by the player's faction, add one Resource. For each adjacent tile controlled by the opponent's faction, remove one Resource.

When the total number of dice for each category has been determined, the player then rolls the dice. She compares the highest result from each category to the table below to determine the results. If there are no longer any dice in a category, the result is assumed to be Disaster.

Dream Hive Contest Results Table					
Number:	1 2	3 4	5 6 7 8	9 10	11 12
	Disaster	Failure	Neutral	Success	Triumph
Narration	Opponent narrates outcome and adjusts one category's result		Player narrates offense; Opponent narrates defense	Player narrates outcome and adjusts one category's result	
Preservation	Player loses two Resources	Player loses one Resource	Nothing	Player gains one Resource	Player gains two Resources
Reputation	Player loses two Attacks	Player loses one Attack	Nothing	Player gains one Attack	Player gains two Attacks
Control	Faction loses two adjacent tiles	Faction loses adjacent tile	Dream Hive stays neutral	Player gains adjacent tile	Player gains Dream Hive

## Tile Control

If the outcome of Control is Failure or Disaster, the player has so incited the rage of the Nightmare Bees that they ravage some of the surrounding tiles. The faction chooses either one or two tiles that revert to neutral.

If the outcome of Control is Success, the player was unable to gain control of the Dream

Hive. However, the Nightmare Bees in their rage cleared one of the adjacent tiles, enabling the player to take control of it with no effort. The player selects any adjacent tile, even one controlled by the opposing faction, and takes control of it.

If the outcome of Control is Triumph, the player was able to gain control of the Dream Hive and the precious Dream Honey! If she performs a suitable victory dance, she is counted as controlling an extra tile in addition to the twelve she gains from controlling the Dream Hive.

## Narrating the Outcome

Depending on the result of Narration, either the player, a member from the opposing faction, or both will narrate the outcome of the Contest. If the player won Narration, she may choose to adjust the result of one category by one level, e.g. from Neutral to Success. The player must include in her narration the reason for this change. Likewise, if the opposing faction won Narration, a member from the faction may adjust the result of one category, giving a reason for the change.

If the result of Narration was Neutral, then the player narrates the offensive actions she took to expand into the territory. A member from the opposing faction narrates the defense of the territory.

All narrations must take into account the results of the Preservation, Reputation, and Control categories. Remember to include the vicious Nightmare Bees with their double-poison stingers. Additionally, it is the responsibility of a narrator to make the opposing faction look bad.

## Ending the Round

A round ends when all players have taken a turn. Each player gains a number of points equal to the number of tiles she controls. These points are split between Attacks and Resources as the player wishes.

## Ending the Game

The game ends when one faction controls about 2/3s of the board, or when a player gains control of the Dream Hive. Total up the number of tiles controlled by each faction. The Dream Hive counts as twelve tiles. Whichever faction controls more tiles wins.

## Optional: Supreme Owlbear Winner

Whichever player has the largest total number of tiles, Attacks, and Resources, regardless of which faction she is on, is the Supreme Owlbear Winner. She should be suitably rewarded. (Perhaps a beak shine?)

## Notes

Owlbears in Space was written for the Bully Pulpit Games Owlbear Contest. It uses all four ingredients:

- Owlbears, of course
- Apiculture, with the idea of Dream Honey which was definitely not not stolen from Dune

- Mark Twain, who was president of the American Anti-Imperialist League and opposed the US annexation of the Philippines
- Owlcubs, which are really the same species as owlbears, but slightly smaller. And darker.

It has never been playtested.

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