

Santa versus the Hippies

By W.F. Parks (deceased) ©2006

Possibly a 24 hour RPG

Start time: 1:00PM Friday 12/15/06

Finish time: 12:30PM Saturday 12/16/06

An emergency decree has been issued by Santa. Hippies have formed a commune in South Dakota and began amassing followers. This particular group of Hippies has become so anti-establishment, they no longer celebrate Christmas. Your mission is to sneak into the commune and remind the Hippies of the joy of Christmas.

The Elves

You are an elite tactical elf trained in the arts of Merry and Cheer. You have 4 joy bringing attacks in your arsenal. Elves move exceptionally quickly and can always escape from Hippies.

Your stats are: Cheer, Merry and Christmas Spirit

Starting points: 8 in Christmas Spirit, 5 to be used however between Cheer and Merry

Your attacks are: Toys, Candy Cane Gun, Dancing and Caroling (group attack)

The Hippies

Hippies have 4 hippie attacks. Hippies will always attack an Elf, when they see one.

Hippie stats: Buzz, Rebellion, Christmas Spirit

Starting points: 3 in Buzz, 4 in Rebellion, 2 in Christmas Spirit

Hippies' attacks: Mumbling, Ranting, Daze and Chanting (group attack)

Stats

Cheer – is used for Dancing and Candy Cane Guns

Merry – is used for Toys and Caroling

Buzz – is used for Mumbling and Daze

Rebellion – is used for Ranting and Chanting

Christmas Spirit – is a measure of Christmas joy

Cheer competes against Buzz. Merry competes against Rebellion.

Stat maximum is 5, except Christmas Spirit, which is 10.

Attacks

Attacks will raise Christmas spirit or lower it. If an Elf unsuccessful attacks a Hippie, the Elf will lose one point of Christmas Spirit. If the attack is successful the Hippie and the Elf will gain a point of Christmas Spirit. If a Hippie attacks an Elf and fails, the Hippie will gain a point of Christmas Spirit. If the attack succeeds, both will lose one point of Christmas Spirit.

Hugs – an Elf can hug a Hippie, filling him with joy.

Candy Cane Gun – an Elf can sacrifice one point of Christmas Spirit and shoot it at a Hippie. If the attack succeeds, the Elf gets the point back.

Dancing – an Elf can dance around so that a Hippie can see him
Caroling – a group of Elves can carol at a Hippie
Mumbling – a Hippie can begin mumbling at an Elf, thereby confusing him.
Daze – a Hippie temporarily mentally leaves this plane of existence, dragging the Elf with him.
Ranting – a Hippie goes off on a tangent about something (socialism, dangers of war).
Chanting – a group of Hippies will begin chanting (free Tibet, no blood for oil)

Attacks can be used against one or many opponents; you must flip for each opponent.

Group attacks – when attacking in a group each member get +1 in every stat (not including Christmas Spirit) for each additional member. For example a group of 3: each member gets +2 on all stats.

Special attacks –

If an Elf gets his Christmas Spirit to 10; he can unleash a special attack that will raise the Christmas Spirit of all nearby Hippies by 3. The Elf will have a Christmas Spirit of 5 when finished.

If a Hippie gets his Christmas Spirit to 0; he can unleash a special attack that will lower the Christmas Spirit of nearby Elves by 4.

Special attacks always succeed.

Gifts

Gifts can be found throughout the game by the Elves and Hippies. Each gift offers one side a bonus and one side a penalty. Gifts can be kept or given away. Elves and Hippies must accept any gift given them. However, they can be re-gifted, but not to the giver.

Cheer/Buzz	Merry/Rebellion
Toy – +/- 1	Mistletoe – +/- 1
Ornament – +/- 2	Bells – +/- 2
Baggie – -/+ 1	Hemp necklace – -/+ 1
Blotter – -/+ 2	Tie-Dye – -/+ 2

Example: an Elf finds blotter, his Cheer goes down by 2. He gives it to a Hippie, the Hippie get +2 on his buzz.

Elves can use gifts that Hippies like to set traps. Normally this would be luring a Hippie to out of sight of the others.

Combat

Combat is handled in rounds. Each round is Elves followed by Hippies. After each round Elves have the option to escape (run and hide). Elves may choose to attack, escape, or defer. Then the Hippie gets to attack. Hippies do not escape or defer.

Combat last until an Elf escapes or a Hippie gets 6 points in Christmas spirit.

Hippies will begin moving toward combat following the first round. If Hippies are close, they will be present on the third round. If Hippies are around, they will be present on the fifth round. If no Hippies are in sight, 2 Hippies will be present on the seventh round.

Hippies will continue to arrive at the rate of one per round following the first round they arrive.

If a Hippy has an acoustic guitar, other Hippies will arrive twice as fast.

Converting

If a Hippy gets a Christmas Spirit of 6, they will be acceptable to Santa and no longer attack Elves. However, if a Hippy gets a Christmas Spirit of 10, they will become pseudo-elves. They add to the group bonus for Elves, but they cannot use elf attacks and cannot easily escape. Hippies lose Christmas Spirit as do Elves, if Christmas Spirit falls below 6, they revert to true Hippies.

Hippies will attack pseudo-elves, but not converted Hippies.

If an Elf reaches a Christmas Spirit of 0, they will cease to exist. Just, poof.

Deciding Success

When an attack is performed, the attacker will compare his stat to the opponents related stat (Cheer to Buzz, Merry to Rebellion). The attacker gets one free coin and one coin for each point their stat is above the opponent's related stat (Cheer of 6 - Buzz of 2 = 4 coins + 1 free coin = 5 coins total). If the attacker gets "heads" the attack is a success. If the attacker gets 3 "heads" the attack does double normal.