

Space Cowboys of Independence

“All the way back to the Mongol Khans the governments of the world have been conspiring together to keep one simple truth from their people, that space is the domain of the free men, women, and squid who ride it. Forget the flashy, yet forgettable rocket ships, shuttles, and satellite TV. The real secret of space travel is one of these, a starfish.

Don't worry she won't bite.

She's a beaut. Ain't she?

She may look like a little like an overgrown eel, but I hear she's actually a mollusk. But I think she's just a sweet heart. You hear me girl.

So, we folks who ride the solar waves don't content ourselves with battling Star Clowns and gambling with Lunar Fungi, oh no. You see we've found freedom and we mean to bring the sweet milk of freedom to everyone on this planet.

Tastes good, doesn't it. It's a good vintage.

If that sounds good, how about coming along.

I'm sure I can wrangle you up a fish and a suit, and let you see the stars without all this damn atmosphere in the way.”

History of the Space Cowboys

Prehistory: Yeti and Starfish develop a symbiotic relationship in what would later be called the Himalayas.

952 BCE: Goyan and Sparkle make peaceful contact with Yeti.

734 BCE: First space capable Starfish is born.

639 BCE: Discovery of Star Cows and subsequently first encounter with the Star Clowns.

601 BCE: First clash with Buddhists forces most of the Yeti population into space.

321 BCE: First Star Clown Invasion

308 BCE: Star Clowns driven off with the assistance of Lunar Fungus.

428 CE: The Big Idea – freedom invented

452 CE: Milk of Freedom distributed across the world.

631 CE: The Big Revision – Due to serious bugs,

freedom is re-invented.

649 CE: First attempted Independence Day

792 CE: Independence Day is Co-oped by the Border Kingdom of Urvania

1022 CE: The dark side of the moon becomes the site of Puppet Town, for Cowboys who embraced Bondage over Independence.

1256 CE: Second Star Clown Invasion

1740 CE: The first Giant Squid becomes a Cowboy, soon word of their skill as wranglers spreads.

1886 CE: Pasteurization of milk suggested.

1906 CE: Unbeknown to the Cowboys, a third hidden invasion of Star Clowns begins.

Making Your Cowboy

1) Choose a Name

2) Choose a Species from:

Human

Crazy 2, Gain Brewing, Choose 2 Sagas, and Choose 3 Beverages, Gain 1 Strap of Bondage. *Humans are the most common type of Space Cowboy, they are flexible, and good at causing trouble.*

Giant Squid

Crazy 2, Gain Roughing and Wrangling, Choose 1 Sagas, and Choose 2 Beverages, Gain 2 Straps of Bondage. *Squid are especially good at handling beasts, human or otherwise and are gifted artists.*

Yeti

Crazy 3, Gain Trailblazing, Choose 1 Sagas, Choose 2 Beverages, No Starting Bondage. *Yeti are little more crazy, born and bred in space.*

Note, straps of Bondage are added to Mind, Body, or Soul in any combination.

3) Choose Your Sagas (the stories of your life)

- **Brewing** – you have many tales of how you've turned a bad situation into a worse one, and used that to make a mighty fine brew. Brewing is a special Saga, as it is always rolled against 2 dice, rather than a trouble. You draw cards equal to your successes, playing out one and keeping the rest from brewing. When you play out that card, you get to describe what sort of trouble it is.
- **Gunslinging** – you have many tales of slinging, whether tossing bullets, stones, or insults.
- **Romancing** – you have many tales of love, and chivalry, you know your way around sharp implements, whether a sword or a sweet face.
- **Roughing** – you have many tales of the wilds, seedy bars, and struggle, in space and on the ground. That's given you a hearty constitution, harder fists, and a boundless talent for art and music.
- **Trailblazing** – you have many tales of deep space, hidden places, and revolutionary ideals. You come up with the craziest ideas and go into the most dangerous places, and what's more can talk other people into following along.
- **Wrangling** – you have many tales of wild beasts and sudden stampedes. That's given you the ability to reign in the most intractable of herd beasts, humans.

Things All Space Cowboys are Good At:

- **Being Intimidating** – A Space Cowboy in the room is something no one wants to mess with, so the cowboy is free to take initiative and deal with the troubles around in what ever order she likes.
- **Drinking** – The first thing a Space Cowboy learns how to do is to guzzle in a crisis situation. Pulling out a beverage and drinking it can be done any time. Cowboys can toss each other beverages of choice if they have any to spare, or even give drinks to others rapidly in the cases of Space

Meade and Milk of Freedom.

- **Telling a Tale** – Space Cowboys bread and butter is the telling of an interesting (often somewhat less than true) tale, so it comes as little surprise that she can fabricate her way around things. But to get things moving she'll need to do more than lie, she needs to convince people to change their minds – with a roll or some Milk of Freedom.

Things No Space Cowboy is Good At:

- **Anything Else Without a Saga** – If a Space Cowboy doesn't have a Saga for something, or no such Saga exists, such as fixing a computer, driving a tank, and so on, then baring some Star Chrysanthemum Tea, she is rolling only one die for that.

Things A Space Cowboy Shouldn't Be Good At But Is:

- **Bondage** – While Space Cowboys love freedom, getting bound up figuratively or literally gives them a heap of help when they need it. Of course too many straps holding you down and you become just a Puppet of someone else's desires.

4) Choose Starting Beverages of Choice (cannot choose a Venusian Absinthe).

- **Jovian Beetle Juice** – A bright orange beverage, drinking this juice after you roll dice lets you use the highest number of matches to determine the successes for the roll, instead of the lowest. *Brewed by:* An open marriage: any two of King, Queen, Jack of different suits.
- **Martian Grog** – A slightly fizzy purple beverage, drinking the grog lets you reroll your Crazy dice. You can do this just before you exchange Crazy dice with the opposing dice. *Brewed by:* Three of a Kind (three cards of the same value), all different suits.
- **Milk of Freedom** – A pale green milk produced by Star Cows, the cowboy doesn't drink this milk, she gives it to those in need of a taste of freedom. Nearly

impossible to resist, any standard trouble of King, Queen, Jack or 9 value will be automatically defeated by an offer of the milk. *Brewed by:* A pair of Aces or 10s.

- **Space Meade** – A sweet and slightly spicy beverage favored by the Starfish above all else. Tossing up a bottle of Meade will call your Starfish if its not around, and if it is, it will rejuvenate it. In either case, roll three dice, and place them aside for when your Starfish helps you, replacing any that are currently set aside. You can do this even during a roll. *Brewed by:* A 9.
- **Star Chrysanthemum Tea** – This tea faintly glows with a dance of fireflies. Drinking this tea lets you act as though you have an appropriate Saga for the roll you are about to make, even if no such Saga exists. *Brewed by:* Four cards, one of each suit.
- **Venusian Absinthe*** - This heady liquor glows green and doesn't keep long. It gives a vision to the cowboy who drinks it, letting you search for a duplicate card of a current standard trouble in the deck and brew discard, to place in play. That trouble then becomes the *source of trouble*, meaning all other troubles are defeated by a single success (even revealed troubles) and when the source of trouble is defeated the Tale ends. *Brewed by:* A full straight in one suit (Ace, 10, King, Queen, Jack, and 9).

*You cannot start with a Venusian Absinthe.

5) Decide if You Want to Be Experienced – Gain 1 additional Saga at the cost of 2 more straps of bondage. Straps of Bondage are added to Mind, Body, and Soul in any combination.

6) Decide Your Suit Color – Choose from the Colors available among your Sagas.

Starting the Tale:

1) Before you start the Tale you will want to have a number of 3-sided dice (6-sided dice will do), 8

or so per player, and a Pinochle deck. If you don't have a Pinochle deck, you can take two Poker decks and take both of their Aces, Tens, Kings, Queens, Jacks, and Nines, making a 48 card deck.

2) Each player rolls their Crazy dice and keep them on their sheets over the Crazy dots. If any player has a Venusian Absinthe exchange it for any other two Beverages of Choice.

3) Determine the Tale and the Starting Dealer

Independence Day is a good starting point and the Starting Dealer is determined each player drawing a card and revealing it. The player with the highest card (with A > 10 > K > Q > J > 9 and ♠ > ♣ > ♥ > ♦ within a value) is the starting dealer. If there is a complete tie (i.e. two players drew the the same card as the highest card), draw another round of cards. In either case, these cards are kept as the start of the player's hands.

4) The dealer looks through the deck and pulls out an Ace for each player (including herself), or as many as possible if there are not enough, putting one down first, and the rest behind it according to the chosen Tale sheet. These represent the initial trouble at the opening of the tale, since Space Cowboy tales always start *In Media Res*.

5) The dealer then shuffles the deck and plays out five more cards, describing the ancillary trouble around based on the chosen Tale sheet.

6) Then the dealer chooses another player. That player must either “roll the dice or take the deck” (see below).

Roll the Dice or Take the Deck

The process of playing Space Cowboys is a series of back and forth turns between cowboys and whichever player is the dealer at the moment. The dealer picks a player who must to do one of the following:

- Do something crazy against one of the Troubles, in which case the player Gunslinging, Romancing, Roughing, Trailblazing, or Wrangling* if appropriate,

or just one die otherwise, and the dealer rolls dice equal to the number of cards for that Trouble.

- Roll Brewing* against two dice roll by the dealer to stir things up and brew some Beverages.
- Take the Tale Deck and become the new dealer. The first player you must pick is the previous dealer.

* When rolling a Saga, if you have the Saga, roll three dice, otherwise roll one.

As the dealer you cannot choose the same player twice in a row, and generally you should make sure no player is left out.

Rolling the Dice

The dice used in Space Cowboys are 3-sided dice, for which you can use 6-sided dice or Fudge dice.

3-sided Dice	6-sided Dice	FUDGE Dice
Low (1)	1,2	-
Mid (2)	3,4	blank
High (3)	5,6	+

When a player rolls against other dice, the objective is for the player to match each value that shows up on the other side. For this it doesn't matter whether the trouble rolled three Lows or just one, what matters is how many Lows the Space Cowboy has to match it with.

The number of successes the cowboy gets on a roll is the lowest number of matches for any value rolled by the dealer.

For example, if the dealer rolls Low and High to oppose a Brewing roll, the Brewer needs to roll both a Low and a High to get 1 success. It doesn't matter if she rolls two Lows and a High or a High, a Mid, and a Low, either gives one success. But if the dealer's dice become two Lows, then her two Lows and a High would give her two successes, instead of one.

Here are some more examples of these rolls, try to work each one out. Finding the smallest match takes some getting used to, but becomes much easier after a little practice:

Cowboy's Roll	Dealer's Roll	Successes
Low, Low, Low	High, Low	0
Low, Low, Low	Low, Low	3
Mid, Mid, High	High, High, High	1
Low, Mid, High	High, High, High	1
Low, Mid, Mid	Mid, Mid	2

There are also several ways to change a roll before determining the number of successes:

- Infectious Craziness
- Help from Your Starfish
- Involving Bondage
- Certain Beverages of Choice: Jovian Beetle Juice, Martian Grog (with Infectious Craziness), and Space Meade (with Help from Your Starfish)

Counting Successes

If a cowboy gets no successes, that means that her roll failed. This always results in the dealer drawing and describing two more cards to the table as the situation gets worse. Against a revealed trouble the cowboy must either take a strap of bondage or suffer a Fate Worse than Death.

If the cowboy succeeds against a standard King, Queen, Jack or 9 trouble, then she can take all the cards into her hand. If she succeeds against an Ace, 10 or other revealed trouble she instead takes a number of cards equal to her successes into her hand, for use in brewing Beverages of Choice.

For these tougher troubles, the top card of a standard Ace or 10 trouble can only be taken as the last card from the trouble. For a revealed trouble, the top pair (the two identical cards on top) must be taken last and at the same time, necessitating at least two successes to resolve these troubles.

In any case, when removing cards from a trouble, the cowboy describes how the trouble has been brought down a notch or overcome – whether it is a tyrant humiliated, a romantic conquest seduced, or a Star Clown infiltrator blown away.

Fate Worse Than Death

If a cowboy accepts a Fate Worse Than Death from a revealed trouble, all the players including that cowboy and the dealer try to think of the worst, not automatically fatal thing that could happen in that situation. If the group can't decide on a clear winner, then they can vote for an option, with the dealer breaking ties.

The Fate Worse Than Death will in the very least tie up the the cowboy for a while, as a special trouble that only she can deal with and that prevents her from doing something crazy with any other trouble or brewing. A Fate Worse Than Death is a 5 die special trouble, for which none of the cowboy's Sagas apply.

Examples of Fates Worse Than Death Include (but there are many, many more):

- A Brewer, Gunslinger, Rougher being in the midst of a political meet and greet.
- A Romantic, Rougher, Wrangler being challenged to a gunfight or a rap off (either of which uses Gunslinger).
- Any serious technological trouble. “Oh good you're the computer tech, we just need you to rebuild the databases.”
- A nefarious Star Clown torture maze – there is always a way out if you can endure it.

Brewing Up a Storm

The cards in a player's hand provide the fuel for brewing beverages of choice. At any point you may brew one or more beverages by discarding the cards associated with that beverage. For example, the Martian Grog is brewed by 3 of a Kind of different suits, so you could discard 10s of spades, hearts, and diamonds to gain a Martian Grog, or Kings of spades, clubs, and diamonds would also

work. Of course you could save your 10s for a pair to make Milk of Freedom, or save your Kings for either a Jack or a Queen to make Jovian Beetle Juice.

In any case, the cards brewed are set aside and put into a communal brewing discard pile.

Infectious Craziness

Space Cowboys are a little crazier than most people, although perhaps not most Yeti. And their special brand of crazy tends to be infectious. At any given time a cowboy has a number of dice left rolled on her sheet equal to her crazy. In any roll, these dice can be exchanged one for one for dice in the opposing roll, without changing their values.

So if you have Crazy dice showing High and Low, you rolled Low, Low, Mid, and the Art Critic trouble rolled Low, Mid, High, (which means you fail) then you could exchange your Crazy Low for the opposing roll's High, making the Art Critic's roll into a Low, Low, Mid, meaning you get 1 success and defeat the Art Critic instead. All because the you brought the Art Critic into your own special kind of Crazy.

Strategy

Often you'll want to get rid of a single die that you don't match in the opposing roll, because that'll make you win the roll. But keep an eye out for other opportunities, if you have two High's in your Crazy you could remove two troublesome dice, if you rolled a few High's on your dice. Or you could exchange away one of your High dice for a Low or Mid, just to get some variety in your Crazy. After all, there's no reason that Crazy can't be infectious both ways.

Help from Your Starfish

Your Starfish is your one companion through all your tales you can always rely. Though resembling a feathery eel, these creatures have a sweet disposition and a way of allaying the most aggressive foes, or backing you up with tail and beak when it comes to a fight.

When your Starfish is on hand, and assists in your craziness, you can move any dice from the Starfish into the dice you've rolled without changing the value. Once all the Starfish's dice are gone, its been tuckered out, until you rejuvenate it with a drink of Space Meade.

Involving Bondage

When push comes to shove, a Space Cowboy can always turn her back on Independence and accept a little Bondage into her life. Getting a Strap of Bondage gives one of two things:

- Avoid the Fate Worse than Death from failing against revealed trouble.
- Add an extra die showing any value you like to your roll.

Straps of Bondage are applied to Mind, Body and Soul, depending on how the cowboy is giving in to Bondage.

Mind

- Being Indebted – state how you owe someone money, credit, or your life.
- Needing Answers – state how you must have an answer to some burning question.

If a cowboy ever has six or more Straps of Mind Bondage her Crazy is reduced by one.

Body

- Being Restrained – state how you are being tied up or trapped for a prolonged period, even (or especially) if you are having fun.
- Needing Possessions – state how you cannot live or function without it.

If a cowboy ever has six or more Straps of Body Bondage her Sagas only give two dice instead of three.

Soul

- Being Smitten – state how you have fallen romantically or with some other crush for someone.
- Needing Others – state how you couldn't function without a person or person's approval, love, respect, or other emotion.

If a cowboy ever has six or more Straps of Soul

Bondage her Starfish only gets one die instead of three.

And if a cowboy ever have six or more Straps of Bondage in two or more areas, then she will retire after this tale. Such a Space Cowboy has become a Puppet, retiring to Puppet Town on the dark side of the Moon.

Being the Dealer

While a player is the dealer, she has three important jobs to perform. First, when called for, the dealer draws cards from the deck and places them into their respective troubles. With each card drawn the dealer describes and further details the troubles of the tale. This process follows these three rules:

1. The first card of a value, say a Queen of Clubs, is the front card for the trouble, it defines what that trouble is. The dealer looks up the single card entry in the Tale sheet to find out what it is and adds a spin on it or some other detail as she places it.
2. Additional cards of the same value of a front card, but of differing suits, in the above case, Queens of Diamonds, Hearts, and Spades, add to the severity of that trouble. The dealer describes how things are getting worse.
3. An exact copy of a front card, in the above case the other copy of a Queen of Clubs, causes a revelation, turning the standard trouble into a revealed trouble. The dealer consults the bottom (x2) part of the Tale sheet to see what the trouble has turned into, and describes the dastardly transformation.

The dealer draws cards in three situations:

1. At the beginning of a Tale, the dealer places one Ace per player, shuffles the deck, and then draws five more cards and place them one at a time.
2. When a cowboy fails (gets no successes), the dealer draws and places two cards.
3. When there all trouble is defeated the dealer hands the deck to another player,

who becomes the next dealer, and draws and places out five cards.

The second duty of the dealer is to pick cowboys to deal with trouble. Their players then get to choose whether to roll dice, or to take the deck and become the new dealer. If she rolls the dice, the dealer cannot pick that player immediately again.

A last, but critical duty of the dealer is the roll the dice for trouble or the opposing dice for Brewing (which is always 2 dice). When rolling for trouble, the dice rolled is always the number of cards which have been placed of that value.

Closing the Tale

Each tale of the Space Cowboys ends in one of two ways:

1. A cowboy brews Venusian Absinthe, and discovers the source of trouble. Once that is defeated the Tale ends with the victory of the Space Cowboys.
2. The deck runs out of cards. From this point on, when a cowboy fails a roll, that player must describe her exit from the Tale (so she cannot be chosen by a dealer again), or gain a strap of bondage to keep involved. An exit could be heading back into space unknown, a protracted Fate Worse than Death, or anything else. Then that player becomes the new dealer. When the last cowboy exits the Tale, the Tale ends.

Independence Days

List of Independence Days (from Wikipedia). Find the perfect place for your Independence Day Tale:

Brunei	January 1 st
Czech Republic	January 1 st
Haiti	January 1 st
Sudan	January 1 st
Myanmar	January 4 th
Ukraine	January 22 nd
Sri Lanka	February 4 th
Grenada	February 7 th
Iran	February 11 th
Vatican City	February 11 th

Chile	February 12 th
Serbia	February 15 th
Lithuania	February 16 th
The Gambia	February 18 th
Estonia	February 24 th
Dominican Republic	February 27 th
Bosnia & Herzegovina	March 1 st
Ghana	March 6 th
Lithuania	March 11 th
Mauritius	March 12 th
Tunisia	March 20 th
Namibia	March 21 st
Greece	March 25 th
Bangladesh	March 26 th
Georgia	April 6 th
Zimbabwe	April 18 th
Ireland	April 24 th
Sierra Leone	April 27 th
Togo	April 27 th
Latvia	May 4 th
Netherlands	May 5 th
Romania	May 9 th
Israel	May 14 th
Paraguay	May 15 th
Cuba	May 20 th
East Timor	May 20 th
Montenegro	May 21 st
Ecuador	May 24 th
Eritrea	May 24 th
Jordan	May 25 th
George	May 26 th
Guyana	May 26 th
Azerbaijan	May 28 th
Samoa	June 1 st
Tonga	June 4 th
Philippines	June 12 th
Russia	June 12 th
Kuwait	June 19 th
Croatia	June 25 th
Mozambique	June 25 th
Slovenia	June 25 th
Madagascar	June 26 th
Djibouti	June 27 th
Seychelles	June 29 th
Republic Of Congo	June 30 th
Burundi	July 1 st
Rwanda	July 1 st
Belarus	July 3 rd
United States	July 4 th

Algeria	July 5 th	Honduras	September 15 th
Cape Verde	July 5 th	Nicaragua	September 15 th
Venezuela	July 5 th	Mexico	September 16 th
Malawi	July 6 th	Papua New Guinea	September 16 th
Solomon Islands	July 7 th	Saint Kitts and Nevis	September 19 th
Argentina	July 9 th	Armenia	September 21 st
Bahamas	July 10 th	Belize	September 21 st
Sao Tome and Principe	July 12 th	Malta	September 21 st
Slovakia	July 17 th	Bulgaria	September 22 nd
Colombia	July 20 th	Mali	September 22 nd
Belgium	July 21 st	Botswana	September 30 th
Liberia	July 26 th	Cyprus	October 1 st
Maldives	July 26 th	Nigeria	October 1 st
Peru	July 28 th	Guinea	October 2 nd
Vanuatu	July 30 th	Lesotho	October 4 th
Benin	August 1 st	Croatia	October 8 th
Switzerland	August 1 st	Fiji	October 10 th
Niger	August 3 rd	Azerbaijan	October 18 th
Burkina Faso	August 5 th	Namibia	October 24 th
Bolivia	August 6 th	Austria	October 26 th
Jamaica	August 6 th	Turkmenistan	October 27 th
Cote d'Ivoire	August 7 th	Czech Republic	October 28 th
Singapore	August 9 th	Turkey	October 29 th
Ecuador	August 10 th	Antigua and Barbuda	November 1 st
Chad	August 11 th	Dominica	November 3 rd
Central African Rep.	August 13 th	Panama	November 3 rd
Pakistan	August 14 th	Cambodia	November 9 th
India	August 15 th	Angola	November 11 th
South Korea	August 15 th	Poland	November 11 th
Indonesia	August 16 th	Latvia	November 18 th
Afghanistan	August 19 th	Morocco	November 18 th
Estonia	August 20 th	Lebanon	November 22 nd
Ukraine	August 24 th	Suriname	November 25 th
Uruguay	August 25 th	Mongolia	November 26 th
Moldova	August 27 th	Albania	November 28 th
Kyrgyzstan	August 31 st	Barbados	November 30 th
Malaysia	August 31 st	Yemen	November 30 th
Trinidad and Tobago	August 31 st	Iceland	December 1 st
Uzbekistan	September 1 st	Portugal	December 1 st
Vietnam	September 2 nd	United Arab Emirates	December 2 nd
Swaziland	September 6 th	Finland	December 6 th
Brazil	September 7 th	Tanzania	December 9 th
Macedonia	September 8 th	South Africa	December 11 th
North Korea	September 9 th	Kenya	December 12 th
Tajikistan	September 9 th	Bahrain	December 16 th
Costa Rica	September 15 th	Kazakhstan	December 16 th
El Salvador	September 15 th	Qatar	December 18 th
Guatemala	September 15 th	Slovenia	December 25 th

Space Cowboys of Independence Character Sheet

Name: _____ Player: _____

Human _____

Crazy 2
Brewing, + 2 Sagas
Three Beverages
One Strap of Bondage

Giant Squid _____

Crazy 2
Roughing, Wrangling, + 1 Saga
Two Beverages
Two Straps of Bondage

Yeti _____

Crazy 3
Trailblazing, + 1 Saga
Two Beverages
No Bondage

Option: _____ Gain 2 straps of Bondage for an additional Saga.

Crazy O O O

Sagas:

If you have a Saga, roll 3 dice for that action, otherwise roll 1.

O Brewing

Brew Beverages and Troubles
Suit: Powder Blue with Red Trim
Special: Generally rolled versus 2 dice. Draw cards equal to successes
play 1, keep the rest in your hand.

O Gunslinging

Slinging of Bullets, Insults, etc.
Suit: Black with White Trim

O Romancing

Art of Love, Poetry and Swordplay
Suit: Magenta with Silver Trim

O Roughing

Brawling, Surviving, & Artwork
Suit: Dark Brown with No Trim

O Trailblazing

Finding Places and Changing Minds
Suit: Neon Orange with Green Trim

O Wrangling

Handling Humans and Other Beasts
Suit: Saffron Yellow with Tan Trim

Success Chart:

Success	Effect
0	Failure Two Cards Placed Revealed: + 1 Strap or FWTD.
1+	Defeat K,Q,J,9 Deplete A, 10 Defeat lone A, 10 Deplete Revealed
2+	Defeat lone Revealed

Beverages of Choice:

You can use a Beverage at any time, or toss one to a fellow cowboy.

OOOO Jovian Beetle Juice

Use your highest number of matches to determine the successes for this roll. *Brewed by* An open marriage, any two of K, Q, J, of different suits.

OOOO Martian Grog

Reroll your Crazy dice. *Brewed by* Three of a Kind, all different suits.

OOOO Milk of Freedom

Defeat a Standard K,Q,J, or 9 Trouble. *Brewed by* A pair of Aces or 10s.

OOOO Space Meade

Calls your Starfish or Rejuvenates it. Roll its dice and place them on your sheet. *Brewed by* A 9.

OOOO Star Chrysanthemum Tea

Act as though you had an appropriate Saga (roll 3 dice) even if none exists. *Brewed by* Four cards, one of each suit.

OOOO Venusian Absinthe*

You have a vision, letting you search the deck and brewing discard for a duplicate of a current Trouble. That trouble is the source of trouble, all other trouble is defeated with 1 success and when the source of trouble is defeated the Tale ends. *Brewed by* A full straight in one suit (A, 10, K, Q, J, and 9).

Gear:

Space Suit in one of your Saga colors, a lasso, and a pair of guns.

Starfish:

When your Starfish is present you can transfer any of its pre-rolled dice to your rolls.

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Bondage:

Describing a strap of Bondage lets you add a die showing a value of your choice to your roll or avoid a Fate Worse Than Death.

Current

Straps:

Mind <ul style="list-style-type: none"> • Be Indebted • Need Answers At 6+, -1 Crazy	
Body <ul style="list-style-type: none"> • Be Restrained • Need a Possession At 6+, Sagas roll 2.	
Soul <ul style="list-style-type: none"> • Be Smitten • Need Other's <i><blank></i> At 6+, Starfish: 1 die	

If two or more of your Bondages are at 6 or greater, you will become a Puppet, retiring to the Dark Side of the Moon, after the end of the Tale.

Independence Day Tale Sheet

A♠ : Fireworks Show +A: Explosions, Bad Weather, Flashes, Fires 10♠ : Undirected Crowd +10: Raucous Family, Spontaneous Chanting, Indignation, Terror K♠ : Man In Black (anti-freedom enforcer) +K: Big Black Car, Reinforcements, Papers Q♠ : TV News Reporter +Q: Special Report, Hard Questions, Lack of Self-Preservation J♠ : Crazy Camera Man +J: The Perfect Shot, Telephoto, Dangerous Footage, Running Into... 9♠ : Explosions! +9: Raining Debris, Fires, Smoke, Things Shaking, People Fleeing A♠(x2) : Artillery Fire +A: Flack, Missiles, Fighter Jets, UFOs 10♠(x2) : Star Clown Ambush (Masks appear) +10: Laughter Rays, Acid Sprays, Bad Jokes K♠(x2) : Boro Bon (Star Clown Infiltrator) +K: Death Flower, Pet Monkey, Oversized Hat Q♠(x2) : An Old Flame +Q: Remember When, Talking to New Interest J♠(x2) : Art Critic +J: Post-Modernism, Air Quotes, Allusion 9♠(x2) : Giant Robot +9: Transformations, Missiles, Young Pilots	A♣ : Military Parade +A: Vehicles, Too Many Flags, Gun Salutes 10♣ : Drunken Mob +10: Collateral Damage, Shouting, Singing, Declarations of Love K♣ : Man In White (anti-freedom chef) +K: Theme Ingredients, Knives, Tasty Pastries Q♣ : Woman with Pet (Dog, Iguana, Tiger, ...) +Q: Pet in trouble, Pet attacks, Conversation J♣ : Street Musician +J: Catchy Tune, Do a Little Dance, Rock Out, Bring In a Crowd 9♣ : Building Collapses! +9: Raining Debris, People Fleeing, Clouds, Collapse Spreading A♣(x2) : Military Crack-Down +A: Guns, Tanks, Planes 10♣(x2) : Police Sting +10: Spotlights, Copter, Circle of Cars, Weapons K♣(x2) : Man in Silver (anti-freedom leader) +K: Minions (Men in ...), Clever Escape Q♣(x2) : Pet is Hyper-intelligent Creature +Q: Monologue, Cute J♣(x2) : Vandal Ershin (Lunar Renegade) +J: Spore Cloud, Disco Dancing, Lunar Rap 9♣(x2) : Giant Animal +9: Earthshaking Growl, Hunger Urges, Poop	A♥ : Civilian Parade +A: Marching Bands, Floats, Concerned Citizen, Uniformed Kids 10♥ : Police Arrive +10: Alarms, Weapons, Reinforcements, Copter K♥ : Man in Green (anti-freedom con artist) +K: Flashing Cash, Fall Guy, Too Good to Be... Q♥ : Too Pretty Woman +Q: Conspicuously Lost Item, Extreme Flirting, Garment Difficulties, Borderline Stalking J♥ : Too Pretty Man +J: Ineffectual Heroics, Extreme Flirting, Garment Difficulties, Borderline Stalking 9♥ : The Waters Rise! +9: Sewers Overflow, Rats, Towering Wave, People Trapped A♥(x2) : MiB Trap (anti-freedom minions) +A: Fanatics, SUVs 10♥(x2) : Movie Set +10: Actors, Directors K♥(x2) : Gershal, Yeti Puppeteer and Rustler +K: Bondage gear, Ropes, Star Cow Herd Q♥(x2) : Peri Puur (Star Clown Infiltrator) +Q: Perfumes, Snakes, Claws, Fast Clown Ship J♥(x2) : Wie Googly (Star Clown Infiltrator) +J: Muscles, Big Shoes 9♥(x2) : Star Clown Pod +9: Ray Guns, Clowns	A♦ : Music Festival +A: Bad Weather, Drugged up people, Vendors, General Chaos 10♦ : Protestors +10: Crazy Slogans, Throwing Stuff, Rioting K♦ : Man In Red (anti-freedom assassin) +K: Sniper Rife, Sneaky Moves, Fanatic Yell Q♦ : Naïve Artist +Q: Searching for a Subject, Depression, Obsession, Grand Plans J♦ : Ignorant Student +J: Pontification, Alcohol, Term Papers 9♦ : Freakish Weather! +9: Hail, Lightning, Frogs, Tornadoes, Sudden Blizzard A♦(x2) : Puppeteer Trap (music controls minds) +A: Music Zombies, Musician Puppeteers 10♦(x2) : Lunar Fungal Tour in Disguise +10: Tour Bus, Moon Cheese, Dream Booze K♦(x2) : Woman in Tan (mastermind / huntress) +K: Cunning Plan, Whip, Pistol, Vicious Q♦(x2) : Woman in Gray (hidden killer) +Q: Blades, Criticism J♦(x2) : The Leader +J: Security Service, Air of Authority, Speeches 9♦(x2) : Mind Control Satellite Malfunctioning +9: Brain Rays, Debris
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Out Beyond the Moon Tale Sheet

A♠ : Asteroid Storm	A♣ : Seedy Bar Brawl	A♥ : Star Cow Stampede	A♦ : Lunar Poker Game
+A: Shattering Rock, Fast Moving Debris	+A: Breaking Furniture, Mistaken Combatants, Romantic Interludes	+A: Terrified Star Cows, Angry Star Bull, Trapped	+A: Crazy Wagering, Unorthodox Bidding, Cheating, Intense Liquor
10♠ : Star Clown Convoy	10♣ : Cheese Convention (neutral territory)	10♥ : Fungal Line Dance	10♦ : Stranded Colony
+10: Guard Clowns, Unruly Cows, Prisoners	+10: Star Clown Traders, Fungal Connoisseurs.	+10: Grabbing Partners, Dangerous Terrain, Solos	+10: Divided Leadership, Imminent Disaster, Fear
K♠ : Secret Rocket Ship (an Earth government)	K♣ : Killer Space Whale	K♥ : Stranded Astronaut	K♦ : Star Clown
+K: Gauss Cannons, Military Protocol, EVA.	+K: Vicious Appetite, Massive Tail, Perceptive	+K: Radio, Capsule, Tool	+K: Centurion (100 masks)
Q♠ : Lunar Fungus	Q♣ : Traveling Artist	Q♥ : Attractive Venusian (green skin humanoid)	+K: Inflatable Attack Beasts, Splatter Gun
Romantic (searching for)	+Q: Space Suit Leak, Losing Gear, Perfect Spot	+Q: Poor Direction Sense, Extreme Flirting, Garment Difficulties, Borderline Stalking	Q♦ : Green Cowboy (in need of a mentor)
+Q: Seductive Spores, Sensual Fronds, Books	J♣ : Lost Yeti	J♥ : Attractive Martian (red skin squidoid)	+Q: Broken Gun, Lost Starfish, Damaged Suit
J♠ : Doctor and Company (scholar with students)	+J: Searching for Cows, Easily Frightened, Crazy	+J: Errant Tentacles, Extreme Flirting, Garment Difficulties, Borderline Stalking,	J♦ : Sickly Starfish
+J: Talk your ear off, Plucky Help, Weird Tech	9♣ : Missiles from Nowhere (fills the sky)	9♥ : Out of Control Ship	+J: Big Eyes, Low Moans
9♠ : Deep Space Probe	+9: Reinforcements	+9: Ricochet, Trails, Explosions, Impact	9♦ : Strange Cloud
+9: Deploy Sensors, Adaptive Intelligence	A♣(x2) : Puppeteer Press Ganging (Brain Gas)	A♥(x2) : Star Clown Rustling Raid	+9: Starfish Confused, Mind Plays Tricks, Eerie Mood Music, Time Wonky, Debris
A♠(x2) : Star Clown Assault (Armada Pods)	+A: Numbness, Enforcer	+A: Silly String Lassos, Immobilizer Sprays	A♦(x2) : An Offer Too Crazy to Refuse
+A: Silly Rays, Battle Clowns, War Cows	10♣(x2) : Puppeteer Trap (soul sucking cheese)	10♥(x2) : Lunar Tax Day	+A: Ninjas, Giant Turtles, Alien Computers
10♠(x2) : Star Clown Ambush (hidden Pods)	+10: Cheese Zombies, Dairy Masterminds	+10: Auditors, Desperate Tax Evaders, Sharp Clouds of Paperwork	10♦(x2) : Men in Various Colors in Disguise
+10: Rush of Pods, Boom	K♣(x2) : Mordecai (Rogue Whale Wrangler)	K♥(x2) : Demon Lord	+10: Black Enforcer, White Chef, Red Assassin, Mauve Minions
K♠(x2) : Boro Bon (Star Clown Infiltrator)	+K: Pod of Whales, Blinding Whale Calls	+K: A Deal, A Challenge	K♦(x2) : Wie Googly (Star Clown Infiltrator)
+K: Death Flower, Pet Monkey, Oversized Hat	Q♣(x2) : Intelligent Art That Controls Minds	Q♥(x2) : Peri Puur (Star Clown Infiltrator)	+K: Muscles, Big Shoes
Q♠(x2) : Art Critic	+Q: Arcane Symbols, Strange Dances, Possessed Minions	+Q: Perfumes, Snakes, Claws, Fast Clown Ship	Q♦(x2) : Deep Cover Puppet Agent
+Q: Post-Modernism, Air Quotes, Allusion	J♣(x2) : Gershal, Yeti Puppeteer and Rustler	J♥(x2) : An Old Flame	+Q: Stunner, Garrote
J♠(x2) : Puppetmaster (alien allied to Puppets)	+J: Bondage gear, Ropes, Star Cow Herd	+J: Remember When, Talking to New Interest	J♦(x2) : Star Clown Sniper Attack
+J: Hypnosis, Shrink Ray, Strange Tech	9♣(x2) : Robot Battle	9♥(x2) : Smart Plague	+J: Cover Blown Away, Multiple Directions
9♠(x2) : Out of Control Machine Intelligence	+9: Missiles, Wreckage, Leaders fight, Speeches	+9: Plague Monsters, Hostages, Demands	9♦(x2) : Star Clown Pod
+9: Focused Cosmic Rays, Rapid Learning			+9: Ray Guns, Clowns

Make your own:

Tale Sheet

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Extra Cheat Sheet

Starting a Tale

1. Roll Crazy Dice
2. Exchange Any Venusian Absinthe for two other Beverages.
3. Choose the Tale Sheet as a Group
4. Shuffle the deck, each player draws one, the highest card where $A > 10 > K > Q > J > 9$ and $\spadesuit > \clubsuit > \heartsuit > \diamonds$ within a value is the first dealer. Draw again if a tie.
5. Dealer places starting cards and chooses first cowboy to act.

Dealer's Duties

1. Place Cards – describing them based on the Tale Sheet
 - i. At start – One Ace per player, shuffle,

then 5 more cards.

- ii. When a cowboy fails – 2 cards.
- iii. When no trouble – 5 cards.
2. Choose Cowboys – after a cowboy acts choose a cowboy who hasn't just acted to act next.
3. Roll opposition dice – 2 for Brewing, number of cards of that value for trouble.

Ending a Tale

1. A cowboy drinks Venusian Absinthe, discovering the source of trouble, which when defeated leaves the Space Cowboys victorious.
2. The deck runs out: when a cowboy fails they either gain a strap of bondage or leave the Tale and become the next dealer.