

# 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.

## Telling Your Tales

A game of Space Cowboys is your cowboys retelling a Tale of adventure and independence. With each player having made a Cowboy, a Tale sheet tells you what sort of Trouble will occur during the tale, whether Space Clowns in disguise or fireworks displays as you try to land in town, and a Pinochle card deck represents those Troubles as they occur. Lastly you need some dice to see how you dealt with the Troubles, six-sided dice will do, but you can also use FUDGE dice. In either case, you'll need about 6-7 dice per person.

## Making Your Cowboy

1) Choose a Name

2) Choose a Species from:

### Human

Crazy 2, Gain Brewin', 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 Wraslin' and Wranglin', 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 Trailblazin', 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)

- **Brewin'** – 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. Brewin' 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.
- **Gunslingin'** – you have many tales of slinging, whether tossing bullets, stones, or insults.
- **Romancin'** – you have many tales of love, and chivalry, you know your way around sharp implements, whether a sword or a sweet face.
- **Trailblazin'** – 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.
- **Wranglin'** – 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.
- **Wraslin'** – 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.

### Things All Space Cowboys are Good At:

- **Bein' Intimidatin'** – 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.
- **Drinkin'** – 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.
- **Tellin' 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:

- **Anythin' 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 do one of the following:

- Do something crazy against one of the Troubles, in which case the player Gunslingin', Romancin', Trailblazin', or Wranglin', or Wraslin'\* if appropriate, or just one die otherwise, and the dealer rolls dice equal to one plus the number of cards for that Trouble.
- Roll Brewin'\* 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 cowboy's player rolls against other dice, you split the dealer's roll into the three types (ignoring any type that wasn't rolled), and then set up the cowboy's roll along side each. Then the smallest pile that the cowboy has is her number of successes, keeping in mind the smallest pile might

have no dice in it.

For this comparison it doesn't matter whether there is one die or three on the dealer's side, only how many the cowboy's player has. Any dice the cowboy has left because the dealer didn't roll them are not used at all.

For example, if the dealer rolls Low and High to oppose a Brewin' 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 Craziiness
- Help from Your Starfish
- Involving Bondage
- Certain Beverages of Choice: Jovian Beetle Juice, Martian Grog (with Infectious Craziiness), 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, Wrasler 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 one plus 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 <sup>st</sup>
Czech Republic	January 1 <sup>st</sup>
Haiti	January 1 <sup>st</sup>
Sudan	January 1 <sup>st</sup>
Myanmar	January 4 <sup>th</sup>
Ukraine	January 22 <sup>nd</sup>
Sri Lanka	February 4 <sup>th</sup>
Grenada	February 7 <sup>th</sup>
Iran	February 11 <sup>th</sup>
Vatican City	February 11 <sup>th</sup>
Chile	February 12 <sup>th</sup>
Serbia	February 15 <sup>th</sup>
Lithuania	February 16 <sup>th</sup>
The Gambia	February 18 <sup>th</sup>
Estonia	February 24 <sup>th</sup>
Dominican Republic	February 27 <sup>th</sup>
Bosnia & Herzegovina	March 1 <sup>st</sup>
Ghana	March 6 <sup>th</sup>
Lithuania	March 11 <sup>th</sup>
Mauritius	March 12 <sup>th</sup>
Tunisia	March 20 <sup>th</sup>
Namibia	March 21 <sup>st</sup>
Greece	March 25 <sup>th</sup>
Bangladesh	March 26 <sup>th</sup>
Georgia	April 6 <sup>th</sup>
Zimbabwe	April 18 <sup>th</sup>
Ireland	April 24 <sup>th</sup>
Sierra Leone	April 27 <sup>th</sup>
Togo	April 27 <sup>th</sup>
Latvia	May 4 <sup>th</sup>
Netherlands	May 5 <sup>th</sup>
Romania	May 9 <sup>th</sup>
Israel	May 14 <sup>th</sup>
Paraguay	May 15 <sup>th</sup>
Cuba	May 20 <sup>th</sup>
East Timor	May 20 <sup>th</sup>
Montenegro	May 21 <sup>st</sup>
Ecuador	May 24 <sup>th</sup>
Eritrea	May 24 <sup>th</sup>
Jordan	May 25 <sup>th</sup>
George	May 26 <sup>th</sup>
Guyana	May 26 <sup>th</sup>
Azerbaijan	May 28 <sup>th</sup>
Samoa	June 1 <sup>st</sup>
Tonga	June 4 <sup>th</sup>
Philippines	June 12 <sup>th</sup>

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



# Space Cowboys of Independence Character Sheet

Name: \_\_\_\_\_ Player: \_\_\_\_\_

## Human \_\_\_\_\_

Crazy 2  
Brewin', + 2 Sagas  
Three Beverages  
One Strap of Bondage

## Giant Squid \_\_\_\_\_

Crazy 2  
Wraslin', Wranglin', + 1 Saga  
Two Beverages  
Two Straps of Bondage

## Yeti \_\_\_\_\_

Crazy 3  
Trailblazin', + 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 Brewin'

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 Gunslingin'

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

#### O Romancing

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

#### O Trailblazin'

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

#### O Wranglin'

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

#### O Wraslin'

Brawling, Surviving, & Artwork  
Suit: Dark Brown with No 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 brewin' 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"> <li>• Be Indebted</li> <li>• Need Answers</li> </ul> At 6+, -1 Crazy	
Body <ul style="list-style-type: none"> <li>• Be Restrained</li> <li>• Need a Possession</li> </ul> At 6+, Sagas roll 2.	
Soul <ul style="list-style-type: none"> <li>• Be Smitten</li> <li>• Need Other's <i>&lt;blank&gt;</i></li> </ul> 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

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

## Out Beyond the Moon Tale Sheet

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

Make your own:

Tale Sheet

A♠:

A♣:

A♥:

A♦:

+A:

+A:

+A:

+A:

10♠:

10♣:

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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.
- 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, one plus number of cards of that value for trouble.

### 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.
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.