

STARBRACERS

You and your friends live on a small planet at the edge of the solar system. Through a combination of your planet's size and unfortunate astronomical location, your home is a particularly **disaster-prone** planet. In fact, your planet undergoes hazardous conditions on a regular (some would say rhythmic) basis. Your job is to monitor the many celestial threats that your planet faces on this deadly schedule. You've recently become aware of several **cosmic disasters** that could mean **the end of your people!** You must spread the news of your impending doom in order to save your society. The only problem is that between your incredibly loud corner of space, the even louder noise of your society's alarm bells, and the deafening sound of your near-constant impending doom, audible communication has been impossible for generations. Fortunately, your species has found a better way to communicate: **INTERPRETIVE DANCE!**

MATERIALS

- 2-6 Players
- 1 d10
- Cheat Sheet
- Timer
- Dancing Room

NOTES ON DANCE

At first, it may seem frightening or difficult to communicate through dance, but it may be comforting to remember that winning the game has nothing to do with how good of a dancer you are. Remember, the fate of your world is at stake! Whether you've been in dance classes since infancy, or you've never stepped foot on a dance floor, you can make sure that the other members of your society survive if you focus on conveying the right message.

In order to come up with dance moves, it might be helpful to think about how exactly your disaster is going to harm your planet or society. Is a comet going to collide with the planet? Maybe your dance involves lots of clapping or stomping. How will you differentiate the comet from a meteorite? Maybe you can emphasize how big the comet is by stretching your body. You could also take inspiration from the disaster itself. Comets are cold, so maybe you can mime shivering or huddling away from the cold.

INSTRUCTIONS

1. Select a player to be the “harbinger of doom.”
2. The harbinger should draw one of the disaster cards without letting any of the other players see the result.
3. The harbinger should use the type of disaster as an inspiration for an interpretive dance
 - The harbinger may not mime or charade their way through the message. The father of mime, Etienne DeCroux once said “rhythm in mime is the exception, while in dance it is the rule.” the rhythm of your planet’s disasters should be in your bones.
 - The harbinger has 20 seconds to perform their dance.
 - The harbinger must not perform the escape tactic or give any indication of the danger level. Dance moves must relate only to the type of disaster.
 - If the harbinger stops dancing,
 - The spectators may not speak during the performance, or give any indication that they understand the harbinger’s message.

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4. After the dance is over, the remaining members of the team must perform the escape tactic at the danger level that they think the dance corresponds to.

5. The Harbinger then reveals the results of the original dice roll.

- If at least half of the spectators complete the correct escape tactic *and* danger level, then your society has survived the disaster.
- If at least half of the spectators complete the correct escape tactic *or* danger level, but not both, then your society has been damaged in the disaster.
- If at least half of the spectators fail to complete the correct escape tactic or danger level, then the disaster has destroyed your society.

6. A new disaster is coming. Switch harbingers and repeat!

“THE TRADITIONAL FIGURE OF THE DANCER IS FREE AND SOARING; THE TYPICAL FIGURE OF THE MIME IS STRUGGLING AND EARTHBOUND.” -ETIENNE DECROUX

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Disaster	Danger Level	Escape Tactic
Sun	Aggressive: Yell!	Shield Yourself: cover your face with both your hands.
Moon	Passive: Stay quiet.	Shield Yourself: cover your face with both your hands.
Meteorite	Aggressive: Yell!	Burrow: Make your body as small as possible.
Comet	Passive: Stay quiet.	Burrow: Make your body as small as possible.
Alien	Aggressive: Yell!	Identify: Point into the sky.
Satellite	Passive: Stay quiet.	Identify: Point into the sky.
Radiation	Aggressive: Yell!	Succumb: Wiggle your body around.
Atmosphere	Passive: Stay quiet.	Succumb: Wiggle your body around.
Black Hole	Aggressive: Yell!	Starbrace: Make your body as big as possible.
Stars	Passive: Stay quiet.	Starbrace: Make your body as big as possible.

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