



your name Here

the game of galactic glory.



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YOUR NAME HERE!

The game of Galactic Glory



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On to Glory!

As soon as you die, the decay starts. People will think about you less and less, and your face, name and deeds are forgotten. Soon, the only things that remain are faded photos and old records — and eventually that turns to dust as well. But it doesn't have to be that way! What if your name could be written on the face of a star for all to see, and sung across time and space. For all eternity. Literally!

The star system of **Hubris** is the home of one of the galaxy's strangest anomalies. Three bodies of high rarity are orbiting each other: A black hole, a pulsar, and a red supergiant. If this wasn't enough, this system is also the location of the galaxy's oldest and most famous tradition. Every Galactic year a secretive and ancient alien race living inside the black hole decides what deed during the last cycle impressed them most. They are simply called the **Tally Markers**, and no-one knows anything about them, or how they make their selection. That doesn't prevent people from speculating though, as everyone wants the prize they offer.

The person who has done the deed they see as most glorious, has their name written across the face of the supergiant. Secondly, the Tally Markers make the pulsar declare the name of the winner in binary pulses. Many primitive civilizations when reaching the level of sophistication needed to listen to the stars, have been greeted by the names and deeds of those deemed worthy by the Tally Markers.

The Hubris system itself is a bustling hive of activity. There are multiple space stations, catering to the needs of both tourists and those that come here hoping to better understand how to impress the Tally Markers. These anonymous looking for lasting fame are called **Glory Seekers**.

The Current List

Emperor Xemu: Conquered the galaxy on three separate and non-consecutive occasions

Ted Herostratus: Kept his toe up his nose for 126 years

N'gush Ceckburn: Never leaving his house, the one he was born in

Agnes Slap: Holds the record for the most coconuts cracked in a minute only using her earlobes

Xxxhcpt: Built the largest pyramid in the galaxy

George de Mestral: Invented Velcro

Pssim-1665: The first to be able to fly by will alone

There are seven name on the list, and everyone fears the number of spaces are finite. The time for a new entry is getting closer. Will you be on it?

Playing the Game

This is a game. Furthermore, it is a **roleplaying game**, which means you don't have to be yourself. Many other roleplaying games have a game master. This doesn't. It is a short game, and has a light and humorous tone. In this game you talk about glorious deeds, and try to impress the other players. You need three or more players to play.

To play you need

Gaming tokens. You need different **colors** token equal to the number of **players**. Each color needs to have **twice** as many tokens as there are players. You should also have a set of neutral tokens, black preferably, also twice as many as the number of players. All tokens should feel the same way, only the color should be different.

A black bag or similar. You need a place to put the tokens as they are played. The tokens should **not be seen**, and you should be able to draw from it without being able to see the tokens.

Getting ready to play

Each **player** picks one of the available token **colors**. That color represents them. All players get two tokens of each color. Place the black bag in the middle of the table. This bag is the **black hole**.

Gameplay

You have travelled far, and your deepest desires is to be chosen for the Tally Marker's list. It is lonely on the space station though, and you are in the need of company. You have found other people with similar desires as you. To pass the time, you tell each other what glorious deeds you have done that you hope will be noticed by the mysterious aliens in the black hole.



Determine turn order

Decide who has traveled the furthest to get to where you are playing. That player is the **Princep**.

Since this is a roleplaying game, whenever you are called to do something, it is on behalf of your character.

Round O: Hi, my name is...

Going around the table starting with the Princep, each player introduces the character they are playing. It can be yourself, perhaps a future self, or any sentient creature that could possibly exist in the known universe.

After a player has introduced their character, the player on the left and right make a comment about the character's origin, further fleshing out details about it.

Throughout the rest of the game, you must be mindful about how you and the two other players described your character. When describing the deeds of your character, you should not go against what has previously been established.

Write the character elements you and the two other players described down on a piece of paper, and place in front of you.

Player 1: "Hi, eh, my name is Bob. I'm a human from planet Earth."

Player to the left: "I've heard about these humans, they are so totally unimaginative. Calling their planet Earth, when they could have gone with something like Superbia Extremus."

Player to the right: "And dumb too. Calling it Earth, when it mostly consists of water."

Player 1: Writes *Bob. Dumb and unimaginative human from Earth* on a piece of paper.

Round I: What I've done...

Starting again with the Princep, each player describes what their character has **done** to make the Tally Marker's list. When a player have finished talking about their deed, the other players challenge the story, trying to demean the glorious deed. For each challenge, the acting player gets to respond, defending its worthiness in the face of the attacks.

All players should get the chance to talk of a deed; go in a **clockwise** direction around the table until all characters have a glorious deed to their name.

Player 1: "For the last 97 years, since i was 4 years old, I have only drunk my own tears."

Players 3,4 and 5: "Oooh, impressive!"

Players 2: "I beg to differ, since it is obvious that you are a Jovian Crybaby, the species in the galaxy that cries the most."

Player 1: "That is true, but as we get older, we cry less and less, and I'm really old."

First round of voting

After all players have been allowed to share their deed, and have been challenged, it is time to **vote**.

In secret, all players take the color token of the player whose story **impressed** them the most. Without anyone seeing their pick, the token is put in the black hole.

Round 2: What I've heard...

Glory Seekers are always filled with fear that someone will outdo them, and they are always up-to-date on the latest rumours of great exploits.

During this round each player, starting with the Princep, **tells** about a deed they have **heard**. This is a deed the player fears might be **grander than their own**. When they have finished their story, they put a black token into the black hole with a sorrowful mien.

Player 1: "I read in the newspaper about a guy who died ten thousand years ago, but still functions as an astral beacon to nearby ships."

Players 2: "That's nothing, I know this guy back home who could bullseye womp rats from a T-16."

Round 3: Come to think of it...

Listening to all the deeds others have done puts things in perspective, and you remember that your life is full of other potentially glorious deeds. Starting with the player that went **last in Round 1**, you **repeat** the process from that round. Everyone gets the opportunity to tell about a new glorious deed they have done, something they never considered glorious until now. Again, all the other players get the opportunity to challenge the deed.

Player 1: "Only drinking my own tears is impressive, but when I think about it, being 101 years old might be even more impressive, considering the average age of my people is 42!"

Player 2: "To Jovian Crybabies, tears are like an elixir of life, making your two deeds even less grand."

Player 1: "That is just a superstition, nobody believes that."

Second round of voting

Like in Round 1, when everyone has told about a deed, and been challenged, everyone votes in secret about what deed they found most glorious, and put a vote in the black hole.

Round 4: I really hope it isn't...

There is movement in the black hole, and soon the revelation will be made. The gathered Glory Seekers go around the table one more time, in the same order as **Round 3**. This time they whisper of a deed they've heard of, but really hope doesn't win. If the deed they describe is deemed worthy of the list, it would shatter the player's faith in the competition, and pretty much everything else in life.

Player 1: "I really hate those that think they can get on the list by overeating. I heard about a guy who ate himself, three times over."

Player 2: "Not to talk about that guy who claims he invented the Internet and Global Warming."

After telling about the deed, the player puts a black token in the hole, with an even more sorrowful mien than in Round 2. When **all** players have spoken of a deed, the round is **over**.

Round 5: Revelation!

While all the players hold their breath, the Princep **draws** a token from the black hole. This is the revelation by the aliens in the black hole about what deed they considered worthiest in the last galactic cycle.

A **colored** token indicate a winner amongst the **player characters**, while a **black** token indicates that **someone else** won.

The new name is added to the list of seven, and their name is sung across time and space.

Optional Rule: Written Tokens

With the tokens, it is hard to tell exactly what deed made the list. If you can write on the tokens, you can make this possible by writing the round number on the colored tokens and initial and round number on the black tokens.

If you don't have tokens to write on, you can also use slips of paper instead. In that case, write the round number during Rounds 1 and 3, the player you vote for, as well as the Round number and your name on the slips for Rounds 2 and 4.