

The As Yet Unnamed Bottle Cap, Post-Apocalypse, Beer Run Game

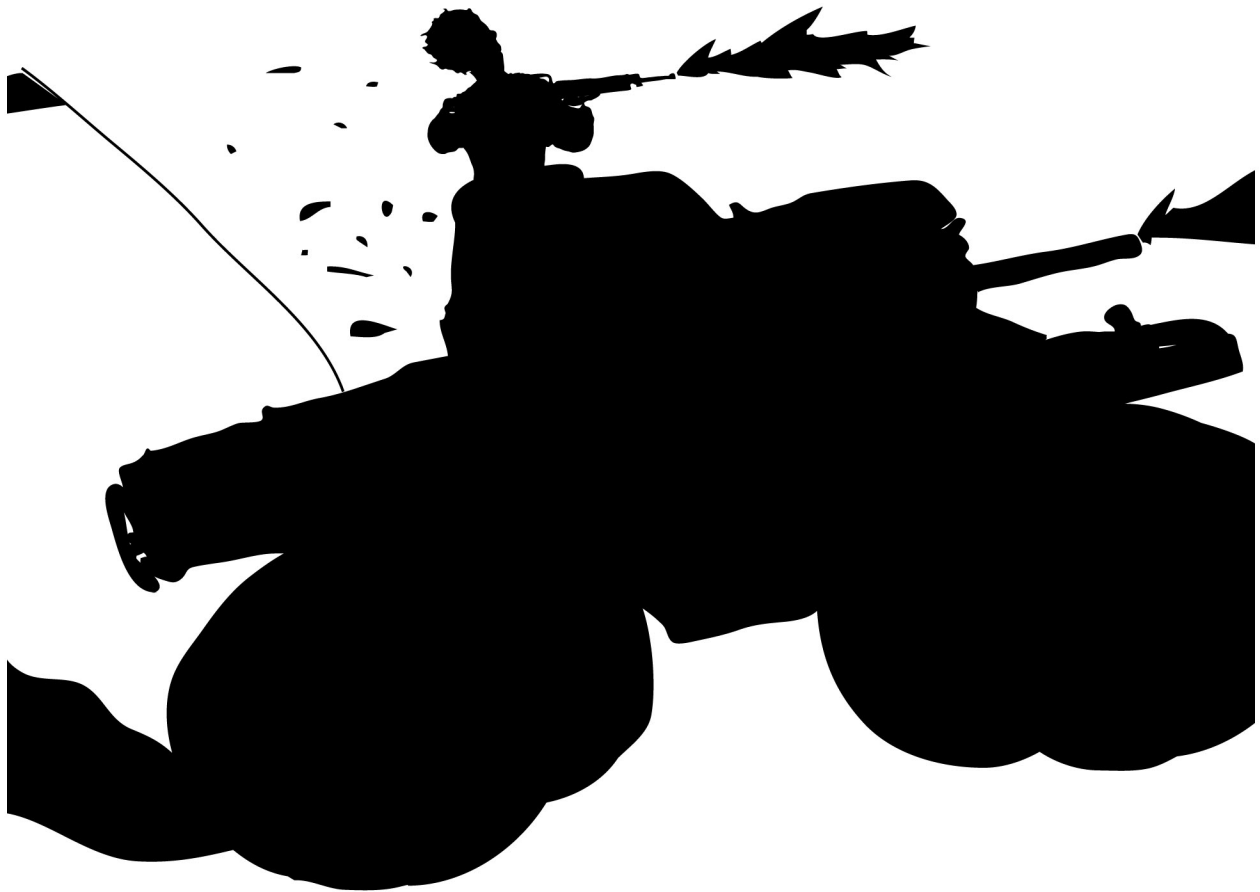
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beta version



Welcome to the Post-Apocalypse

The world is ravaged by nuclear bombs or something, water is irradiated beyond anything you can drink, and beer is the primary source of hydration. Settlements are built around bars with micro-breweries attached to them, and the best paying jobs require skilled drivers to carry kegs from one town to another in a sort of beer-cultural-exchange program. As one might imagine, robbery is commonplace in a lawless nuclear wasteland, and trying to get the beer from town to town is dangerous business.



Things to Know

The Road Master

The Road Master (RM for short) is the person running the game, usually known as a game master in many RPGs. This is the person who will setup the framework of the plot, and also build environments in which players will drive around, fight scenes, and whatever else is needed to get this thing going.

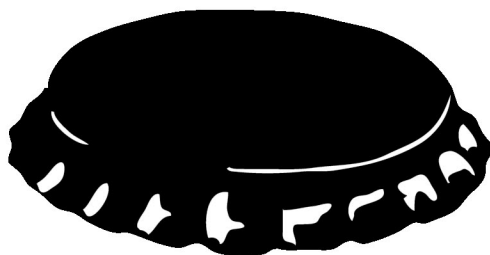
Players

Players are tasked with moving beer (and other essentials) from one bar to the next, and will probably be attacked by crazy raiders while navigating a ravaged wasteland at high speeds.

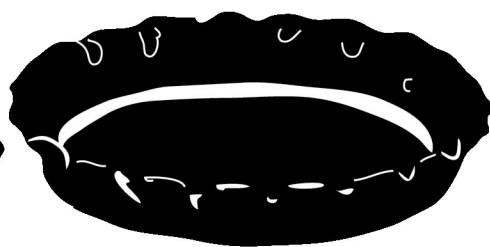
Bottle Caps

These are the aluminum kinds you'll find on beer bottles, glass soda bottles, and so on. You'll need a hand full of these to play. The more you have, the crazier you can get with the story and environments. The top side of the cap, the part that usually has a logo on it, is referred to as the cap's face. It's useful to have a few caps from different products, with variant colors and logos on them to help distinguish them from one another. You can also use a marker or something if needed.

face up



face down



Stats

Driving

Being a good driver means getting around in the wastes. A person who can't drive ain't worth nothing. Driving is how you get from one dive to another. It's how you deliver beer from place to place, and how you end up getting paid.

Shooting

Know how to hold a gun? Know how to put a bullet in someone's gut? Then you know shooting. You can shoot while driving, in a bar fight, or any old place where people wanna start something.

Punching

Punching, kicking, bashing, slicing, and anything else that involves beating someone up, real close and personal like. This is raw melee combat.

The Bits

Everything that doesn't involve driving, shooting, or smashing someone's face in. Think you're smart? Or some sort of looker? Maybe you fancy yourself good at sneaking and looting. Maybe you're good at something else? It all falls under The Bits.



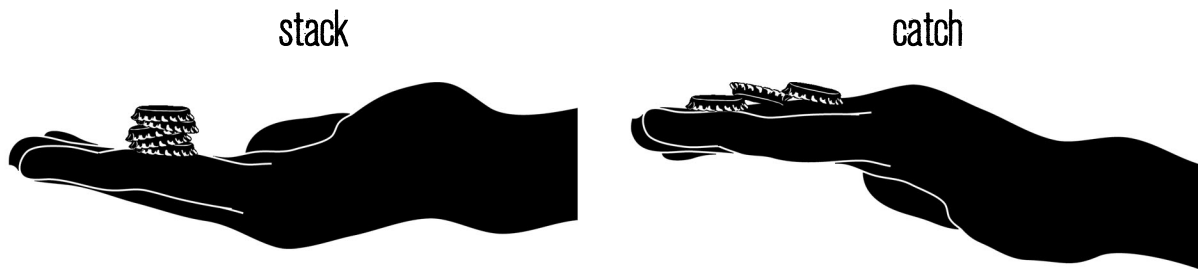
Character Creation

Each of your four stats start off with one point. You can put five additional points in your stats, but make sure no one stat goes over three yet. You can get more points for them in play. That's about it. How much you want to flesh out your character's personality is up to you.

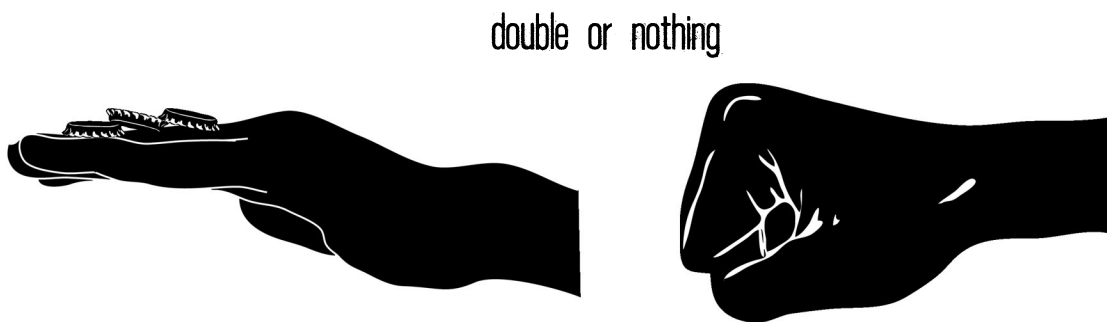
Things to Know

Cap checks are how you'll often determine whether someone succeeds or fails at something. You figure out how many caps you start with by the number of points you have in the appropriate stat. So if this is a driving related check, and you have three points in driving, you start with three caps.

Hold your hand palm out, and stack your caps anywhere on your hand (including fingers) face up. When your caps are stacked, gently toss the caps into the air, then try to catch as many as you can on the top of your hand. The caps can land anywhere on your hand, including your fingers. You get as many points as you can catch on top of your hand this way.



At this point you can keep your points or go for double or nothing, only this time you have to catch them in your fist, palm down. If you catch all the caps from the first throw, you get twice as many points as there are caps. So catching three caps would be worth six points. If you drop any caps at this point however, you get zero points and fail whatever you were trying for.



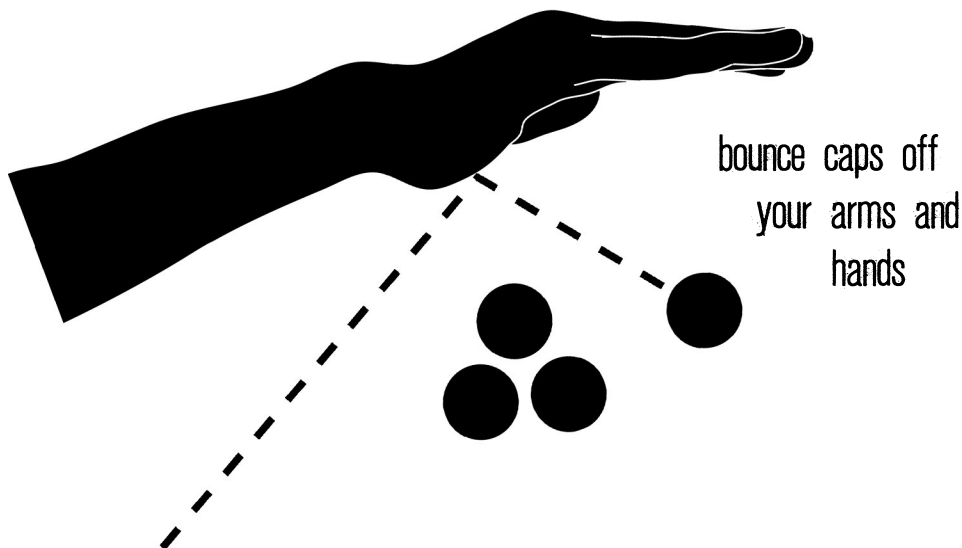
You'll be making cap checks anytime you need to do a difficult task that isn't driving, shooting, or brawling. The RM can set a difficulty level for a task from one to eight, which is the score you'll need to get on a cap check. Something that has a difficulty of one is fairly easy, something set at three is pretty challenging, a five downright hard, and an eight nigh impossible.

Cap checks are made on a player's The Bits stat whenever they try to do something that isn't driving, shooting, or punching. This can include sneaking around unseen, opening locks, tricking a guard, finding a hidden stash, or whatever. If a player beats the difficulty by three or more, they gain an extra point in The Bits. If they fail their cap check by three or more, they lose a point of The Bits. Players do not lose points for failing something that has a difficulty of one or two, but they get an automatic extra point for succeeding a difficulty of six, seven, or eight.

Driving

Driving is how the players get around. A typical drive from one place to another means a crazy fast ride across a dangerous wasteland full of obstacles and raiders. To get things going, the RM lays out a series of bottle caps for the landscape. These bottle caps indicate rocks and debris and anything else that might get in the drivers' way. These caps should be of a similar color or brand and be placed face up. The environment can be as varied as the RM wants, but should be fairly roomy. Once these obstacles are set, the RM will place new caps that determine markers the drivers must hit on the map in order to make it out in one piece. The number of markers a player must hit is essentially the difficulty of the drive, with more markers meaning a more difficult and dangerous drive. These caps should be distinct from the obstacle caps so as to easily distinguish between the two. Hitting more than a couple of markers will be fairly difficult, so start slow and build up the driving difficulty as the players get better at this.

The players can opt to have a designated driver with one vehicle in which they're all sitting, or they can each have their own ride. Anyone who will be driving a vehicle (or shooting from one, more on that later) should now make a cap check based on their driving stat. The order of initiative is determined by everyone's cap check score, with the highest score moving first. The first player places their vehicle cap face down on a space designated by the RM, and must flick their cap with their fingers to hit the various markers placed by the RM. If they hit the marker, they can go again and try to hit the next marker. If they miss the marker, or hit an obstacle along the way, their turn is over and they should make a note of their miss. After that, the next player gets their turn, and so on. Players can bounce their caps off of their own arms and hands if needed in order to hit a hard to reach marker. In fact, players are encouraged to do this in order to effectively get around the map.



Players continue in this manner until they reach the final marker. Markers can be hit in any order, unless the RM says otherwise. Once the final marker is hit, count up how many times they missed a marker, or how many times they hit an obstacle on their path. This is their damage count. If this number is greater than their driving stat, the driver permanently loses one point of driving. If this number is less than or equal to their driving stat, they permanently gain one point.

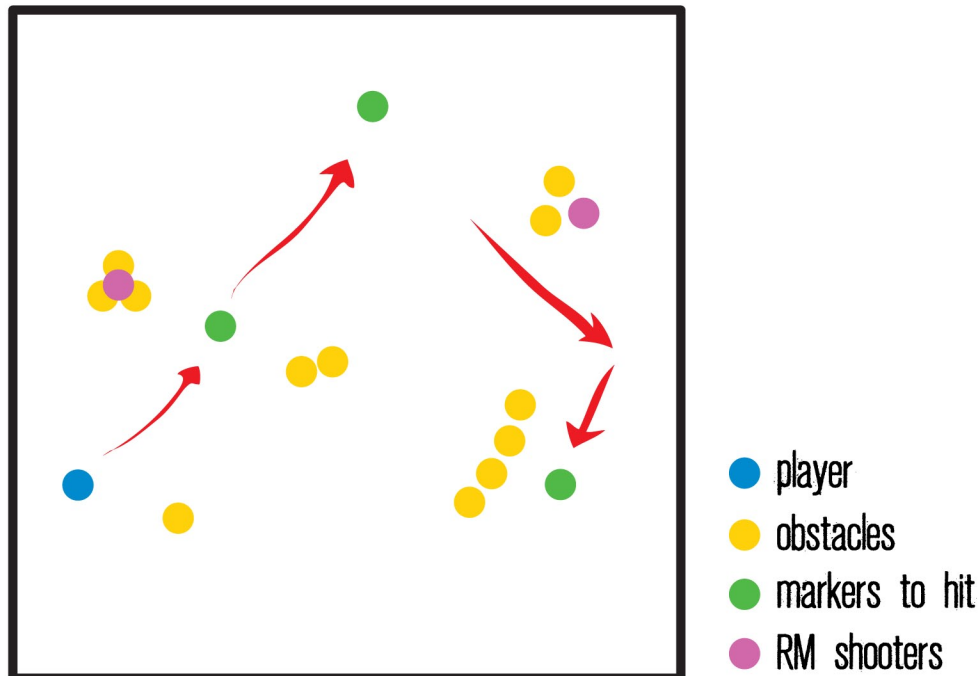
Shooting

Shooting can happen in a number of ways. Players can shoot and be shot at while driving. If the RM wants to set up some shooters on a driving map, they can place additional caps on the map and designate these as shooters. Shooters should be distinct from obstacles and markers. As players are racing around the map, they can use their turn to shoot instead of drive. This means instead of hitting a marker, they can try to hit a shooter. To do this, flip the vehicle cap face up, and stack another cap on top of it face down. Then flick the top cap off while aiming for a shooter. If the shooter is hit, they're done for and off the map. If a player successfully hits a shooter, they can continue their turn, either driving or shooting some more. If they miss, their turn is over and it's the next drivers turn. If only one player is driving, then other players sitting in the vehicle can use their turn to shoot. Each player gets as many shots per driving map as they have points in their shooting stat.

Once each player has had their turn on a map, the RM can use their shooters to try to hit the players. The RM can use up to three shooters on their turn, with each shooter shooting only once. If the player's vehicle is hit, it counts against their damage count along with obstacles hit and markers missed.

Shooting can also happen in an all out brawl, which is explained below.

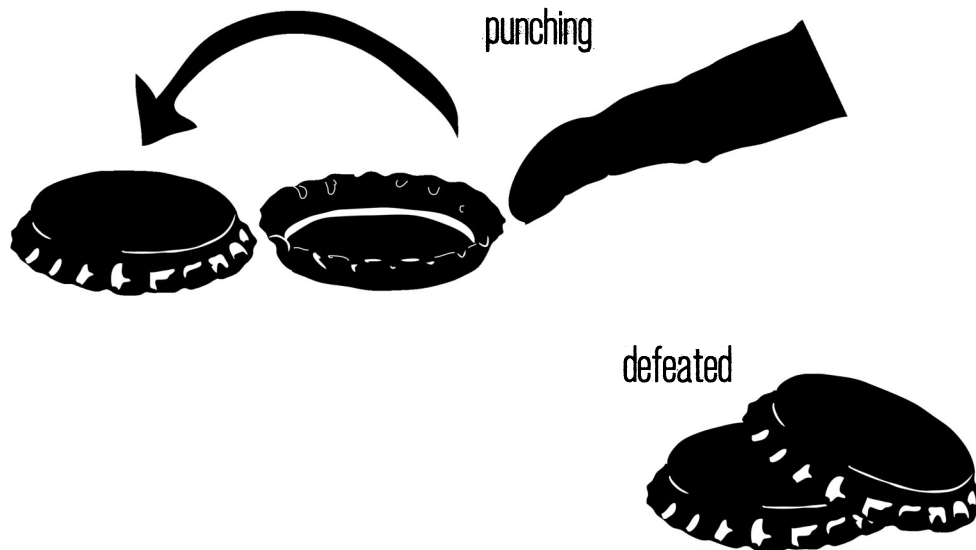
example map with shooters



Brawls

A brawl is a pretty common occurrence in the post-apocalypse. They can happen in a bar fight, a shootout outside the local dive, on the way into town on a beer delivery run, or just about anywhere else. Whenever a brawl starts, the RM designates an area for combat. This can be a table top, a space drawn in chalk or with a piece of thread or some masking tape, or however they want to set the limits. Once the combat area is figured out, everyone places their cap on the map face down and does a cap check to figure out order of initiative. If you're going to be shooting, then make your check on your shooting stat. If you're gonna be punching... you get the idea.

Shooting someone in a brawl is as easy as flicking your cap to hit theirs out of the combat area. If someone hits their opponent out of bounds, but is also knocked out themselves, both combatants go down. Punching someone out in a brawl requires the player to flip their cap onto an opponent's cap. This can be done by nudging their cap close to their target, then gently flicking the cap up from its edge.



Players can either shoot, punch, or simple move around on their turn. Moving works a lot like driving, in that the player just flicks the cap around the surface. Once everyone has had their turn, the RM gets a turn and can use up to three caps to either shoot or punch the players. Shooters and punchers should be designated before the fight by the RM. The RM can only attack each player once per turn.

Brawls keep going until all the baddies or players have been shot or punched out. Players get as many shots/punches as they have points in their appropriate stat. So if a player has three points in punching, they can punch up to three times in a fight. Once they run out of shots/punches, they can only move around the map without touching anyone else on their turn. Players cannot switch from shooting to punching or vice versa in the middle of a fight. If the players run out of shots/punches, or are all knocked out, they lose the fight and each player loses a point in either shooting or punching, depending on which stat they were using. If the players defeat their opponents, they each gain a point in shooting or punching.

Extras

Have some aluminum cans or plastic bottles lying around? Stack them up as obstacles and buildings that players can careen into. Index cards or business cards can be used to build ramps players can jump their rides over. Use whatever you want to make the environment interesting. That's it. That's the Extras section. Figure out the rest yourself.

I'm Sick of Post-Apocalypse Settings

Fine, whatever. Use a different setting. Maybe it's sci-fi or something, I don't know. Or cops and robbers? Seriously, you should be able to figure this out yourself.