

# OFF THIS ROCK!

VERSION 1.5

Overview: OFF THIS ROCK! is a frantically paced, physical game, with some light comedic science fiction role playing elements. Players act as both the heroes and the villains on a malevolent alien world where chaos reigns supreme. Play as an intrepid Crew member of a deep space salvage vessel, trying to escape or as the malevolent will of The Rock trying to murder them. This game is meant to be played in groups of at-least 4 Players with one Game Master, and typically takes 5-10 minutes per game. This game is a great way to get moving between other games. It is advised you stretch before play. The only other requirements are space to play (An open area with room to move, at-least 15' between teams), a chronometer (Watch, phone, human counting) and these basic rules.

## How to play:

- **Stretch!** OFF THIS ROCK! will require players to move often, and no one needs to pull a hamstring. Take 5 minutes prior to play to thoroughly stretch your arms and legs.
- **Divide players** evenly into two teams, or as evenly as possible. *Do not bisect a player to even the teams.* One team (The Crew) will represent the unfortunate employees of a deep space salvage vessel. One team (The Rock) will represent the dangers of the celestial body they are trapped upon. The respective teams are encouraged to name both The Crew's vessel as well as The Rock itself.
- **The Game is played** over however many Rounds it takes to reach an End Condition. (Covered in the GM section.) There are two phases per Round. The first phase (Preparation) is where both teams (With their backs to the opposing team.) decide what Somatic Gesture (Covered Below) each player will play and lasts 10 seconds. The second phase (Resolve) is where both teams turn around, displaying the somatic gesture they chose, as well as attempt to tag vulnerable opposing players and lasts 30 seconds. You may only tag one opposing player per Round. Game Masters will determine the time between Rounds to facilitate tabulation of that Round's results and reformation of the respective teams lines.
- **Play is begun** with opposing teams forming parallel lines at-least 15 feet apart from one another. The vessel always starts off with half as many Resource Counters (Detailed below.) on it as The Crew members playing.
- **Play is ended** when the GM announces the fulfillment of one of five End Conditions detailed in the GM Section. 1) The Crew have all died. 2) The Crew have become stranded. 3) The Crew have escaped The Rock. 4) All hostile entities on The Rock have been eliminated. 5) Host star, BD-17 6172, has gone super nova, eliminating both teams.

## 2 Somatic Gestures:

OFF THIS ROCK! relies heavily on Somatic Gestures, which are simple motions of the body that convey various meanings. OFF THIS ROCK! splits Somatic Gestures into three categories. Resource Gestures, Threat Gestures, and Defection Gestures. A player may only reveal one Somatic Gesture per Resolve Phase

**Stardust** Resource Gesture: A Resource Gesture is used to signify a major environmental threat to The Crew's vessel/ship. Use of the Resource Gesture is tracked by the GM via the Resource Counter and governs certain End Conditions (Detailed in the GM Section) When The Crew play a Resource Gesture it signifies their effort to prepare for and undo damage caused to their vessel/ship by the specified environmental threat. When The Crew play more Resource Gestures than The Rock, the Resource Counter is reduced by 1. If the Resource Counter is reduced to 0, the vessel/ship is repaired and escapes The Rock. When The Rock plays more Resource Gestures than The Crew, the Resource Counter is increased by 1. If the Resource Counter is increased to twice the original number of players on The Crew, the vessel/ship becomes permanently disabled, stranding The Crew on The Rock forever. If both teams reveal the same number of Resource Gestures, the Resource Counter remains unchanged. Members of The Crew playing a Resource Gesture are left vulnerable to Threat and Defection gestures played The Rock via tagging on the Resolve Phase.

~**Example:** Stardust (Open hand with wiggling fingers.) A Stardust Gesture is used to signify the colossal dust storms on The Rock that threaten to bury The Crew's vessel/ship. Use of the Stardust Gesture is tracked by the GM via the Stardust Counter and governs certain End Conditions (Detailed in the GM Section) When The Crew play a Stardust Gesture it signifies their effort to prepare for an incoming storm, as well as attempt to unclog vital ventilation systems on their vessel/ship. When The Crew play more Stardust Gestures than The Rock, the Stardust Counter is reduced by 1. If the Stardust Counter is reduced to 0, the vessel/ship is repaired and escapes The Rock. When The Rock plays more Stardust Gestures than The Crew, the Stardust Counter is increased by 1. If the Stardust Counter is increased to twice the original number of players on The Crew, the vessel/ship becomes permanently disabled, stranding The Crew on The Rock forever. If both teams reveal the same number of Stardust Gestures, the Stardust Counter remains unchanged. Members of The Crew playing a Stardust Gesture are left vulnerable to Blaster and Parasite gestures played The Rock via tagging on the Resolve Phase.

**Blaster** Threat Gesture: A Threat Gesture represents a direct physical threat that may remove a vulnerable player from the game if they are successfully tagged by a player displaying the Threat Gesture. While displaying a Threat Gesture you are immune to Defection Gestures. Players displaying a Threat Gesture may neutralize an opposing player's Threat Gesture by tagging that player before the opposing player themselves tag a vulnerable player, thus potentially saving a teammate. Neutralized players remain in play, and return to their team. Members of The Crew who play a Threat Gesture may eliminate a player from The Rock who has played a Defection Gesture if they are able to tag the opposing player before the Resolve Phase ends. Members of The Rock who play a Threat Gesture may neutralize a member of the opposing team from play that are displaying a Defection Gesture and if they are able to tag them before the Resolve Phase ends.

~**Example:** Blaster (Closed hand, extended index finger and thumb.) A Blaster Gesture represents the player entering a deadly armed conflict, prepared to eliminate vulnerable hostile targets. Players who display the Blaster gesture may remove a vulnerable opposing player from the game if they are able to tag them before the resolve phase ends. Players displaying the Blaster Gesture are immune to Parasite Gestures. Players displaying a Blaster Gesture may neutralize opposing players displaying the Blaster Gesture if they are able to tag them before they tag a vulnerable team mate. Neutralized players remain in play, and return to their team. Members of The Crew who play a Blaster Gesture may eliminate a player from The Rock who has played a Parasite Gesture if they are able to tag the opposing player before the Resolve Phase ends. Members of The Rock who play a Blaster Gesture may neutralize a member of the opposing team from play that are displaying a Defection Gesture and if they are able to tag them before the Resolve Phase ends. If the Blaster Gesture is taboo in your current location of play simply retract your index finger to make the Phonzer Gesture, which has identical rules as the Blaster Gesture, with only a limited risk of jumping the shark.

**Parasite** Defection Gesture: A Defection Gesture represents a subversive element that threatens to forcibly remove a player from their team and place them on the opposing team. Playing a Defection Gesture grants that player immunity from Defection Gestures played by the opposing team. Members of The Crew who play the Defection Gesture may target members of The Rock who have played a Resource Gesture. If tagged before the Resolve Phase ends, that player must join The Crew. Members of The Rock who play the Defection Gesture may target members of The Crew who have played a Resource Gesture. If tagged before the Resolve Phase ends, that player must join The Rock. Members of The Rock who play a Defection Gesture are vulnerable to being removed from play if they are tagged by a member of The Crew who has played a Threat Gesture. Members of The Crew who play a Defection Gesture are vulnerable to being neutralized by a member of The Rock if they are tagged before the Resolve Phase. Neutralized players return to their team at the end of the Resolve Phase.

~**Example:** Parasite (Clawed hand) The Parasite Gesture represents the presence of parasitic alien life on The Rock. Playing a Parasite Gesture grants that player immunity from Parasite Gestures played by the opposing team. Members of The Crew who play the Parasite Gesture may target members of The Rock who have played a Stardust Gesture as an attempt to rescue someone from the parasitic nest. If tagged before the Resolve Phase ends, that player must join The Crew. Members of The Rock who play the Parasite Gesture may target members of The Crew who have played a Stardust Gesture as an attempt by the parasitic aliens to drag a crew member back to their nest. If tagged before the Resolve Phase ends, that player must join The Rock. Members of The Rock who play a Parasite Gesture are vulnerable to being removed from play if they are tagged by a member of The Crew who has played a Blaster Gesture. Members of The Crew who play a Parasite Gesture are vulnerable to being neutralized by a member of The Rock if they are tagged before the Resolve Phase. Neutralized players return to their team at the end of the Resolve Phase.

**GAME MASTERS** →

# GAME MASTERS

OFF THIS ROCK! suggests a minimum of 4 players besides the GM:

There are no upper limits to the amount of players, however it is recommended to promote by-standards, to Deputy GMs for every 20th player for safety and consistency. Deputy GMs may only make rulings on player interactions during the Resolve Phase, and synchronize play via the primary GM's chronometer. You shouldn't need a writing utensil to track play, but if it helps we suggest using the white spaces on this sheet as scratch.

**Before play:** Take a few minutes to review, the 3 basic somatic gestures (Stardust, Blaster, Parasite) and their interaction with each other. This is a great opportunity to expand play and incorporate some light free form role playing.

## Have The Crew

Name their vessel/ship

Name their character, with a brief description of why they took this job

Decide what the job was and who it was for

## Have The Rock

Name their planet

Name its' primary inhabitants

Decide what happened to The Rock that made it so damn evil.

**Difficulty and chaos** may be greatly enhanced by replacing/adding more somatic gestures as long as they are governed by the Resource/Threat/Defection archetypes. Only Somatic Gestures agreed upon, and shared prior to play are valid. OFF THIS ROCK! suggests trying to come up with somatic gestures for: Glowing skeletons possessed by Cosmonaut ghosts, dinosaurs, space madness, trade negotiations, and gravity.

**During play:** Your primary job as a Game Master will be tracking the duration of the Preparation & Resolve Phases to verbally announce them. Example: At the beginning of the game, you may say, "Round 1, Prep!" 10 seconds later, "Round 1, Resolve!" 30 seconds later, "Round 1 ends..." At the end of the round verbally announce any changes to Resource Counters in play, player deaths, player defections, stale-mates (Described Below), and any triggered end conditions. Any disputes that arise (I tagged you! No, you didn't!) in the Resolve Phase (any time) are solved with a fight to the death for the GMs amusement in the nearest pit. If this is still illegal or immoral at the time of play, just remove both players from play.



**End Conditions:** The game ends if all Resource Counters in play are reduced to 0 allowing the vessel to escape. The game ends if all members of either team die or a team is depleted via the Defection mechanic. The game ends if a Resource Counter becomes equal to twice the starting number of members of The Crew permanently disabling the ship. A stalemate is when both teams have nullified the other teams resolve phase with equal somatic gestures. Example: The Crew have all revealed the Stardust gesture, equally The Rock has revealed the same gesture. Neither team makes progress as the dust storm's output is matched by their preparation for it. No Stardust counters are added or removed. If a stalemate lasts for 10 consecutive rounds, the local host star, BD-17 6172, goes supernova destroying The Rock & The Crew. *Game over, man.* At any time in the game, for any reason the GM decides, BD-17 6172 may explode. Alternatively the GM may yell, "EJECT!" and leave the room with no further explanation, ending the game.

Additional Copies of OFF THIS ROCK! may be downloaded for free at <http://tinyurl.com/OFFTHISROCK>

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# CREDITS

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