

STREETBALL QUEST

A Solo Journey For
Basketball Greatness

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Introduction

- In the year 2085, sport has been condensed to the most profitable product possible. A form of basketball has absorbed all other sports and become an arena battle of 8 contestants known as The Hooptagon. Playing basketball in any form outside of The Hooptagon or sanctioned Hooptagon developmental leagues is strictly outlawed. The corporations of U.S.L.A. control the Hooptagon broadcasts and patrol the streets protecting their interests. Entering the Hooptagon could lead to incredible wealth or unfathomable failure.
- Your quest is to go from no-name street baller to Hooptagon Star.** In order to make it to the top, you must first conquer the streets. Get your rep up and stay out of trouble and you might just have a shot at The Hooptagon... If you can make it there alive.

Setting Up

- contents:
 - 6 Summary Cards
 - One 3-sided die
 - One 10-sided die
 - 15 Credit Tokens
 - Rule Book
 - 12 Tracker Cubes
 - Player Mat
 - 32 Stat Tokens
 - 6 Divider Cards
 - Almost 100 cards

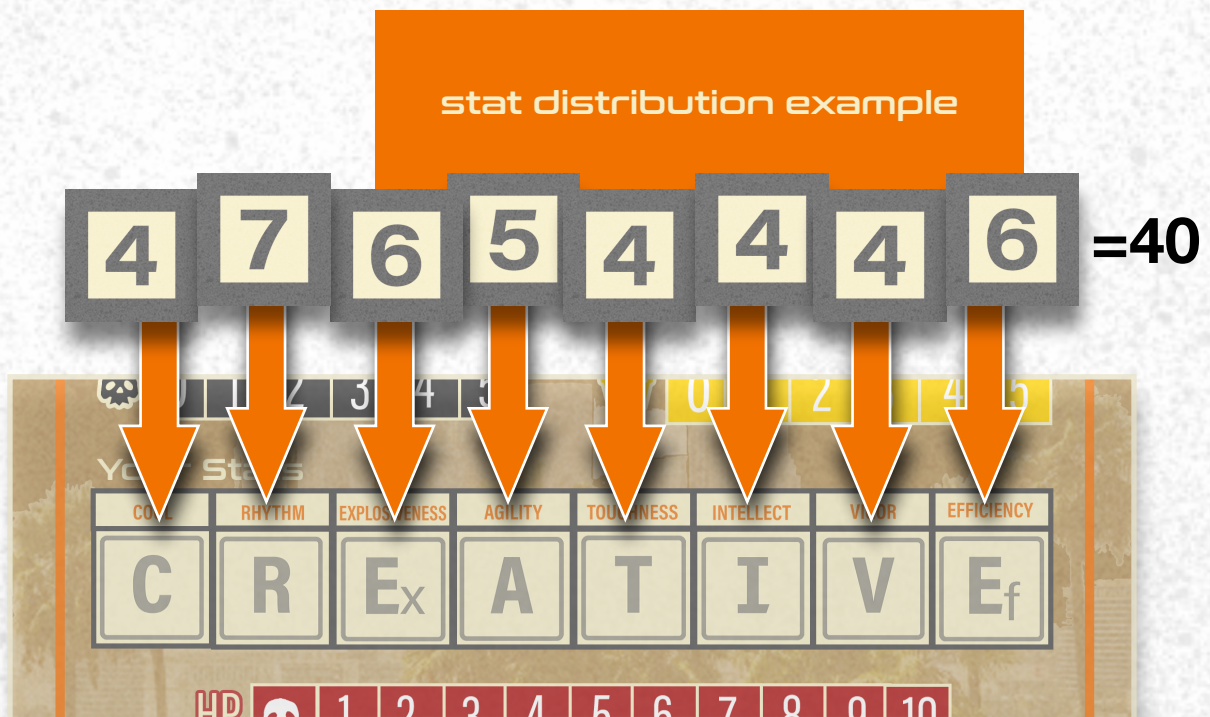
Set aside the stack of flaws, perks, extra stat points, extra credit tokens, and the card rewards pile in this area.

Set aside any tracker cubes that aren't in use yet as well.



Creating your character

- Start by distributing stat points as you see fit. Each stat starts at 4. You may distribute 8 additional points however you'd like, without exceeding a maximum stat value of 10. Your total stat points at level 1 should add up to 40.
- The amount of HP you will start with is determined by your Toughness stat.
 - Each stat has a default value of 4. Stats cannot start below 4.
 - Each stat has a maximum value of 10. Stats cannot start above 10.
- You can distribute 8 free stat points toward any stat. Your stat values should all add up to 40 total. When you level up you'll be able to add to the total.
- For example:
 - Level 1: 40 = max stat point total
 - Level 2: 41 = max stat point total
 - Level 3: 42 = max stat point total
 - and so on...



Stat Glossary

- **Cool:** How much you are liked. It governs the use of certain perks and can get you out of tough scenarios.
- **Rhythm:** It's your feel for the game. It governs the use of skill cards and the use of certain perks.
- **Explosiveness:** It's your raw athleticism and jumping ability. It governs the use of dunk cards and the use of certain perks.
- **Agility:** Your Coordination and dexterity. It governs your layup cards and half of your base defense rating. It also governs the use of certain perks and might help you escape danger.
- **Toughness:** How hard you are to kill. It governs your HP and the use of certain perks. The amount of HP you start with is determined by your toughness stat.
- **Intellect:** Your smarts on and off the court. It governs the use of floater cards and certain skill cards. It also makes up half of your base defense rating and governs certain perks.
- **Vigor:** How hard you hit. It governs how much damage you do and the use of certain perks.
- **Efficiency:** How well you can shoot. Governs the use of jumpshot cards and the use of certain perks.

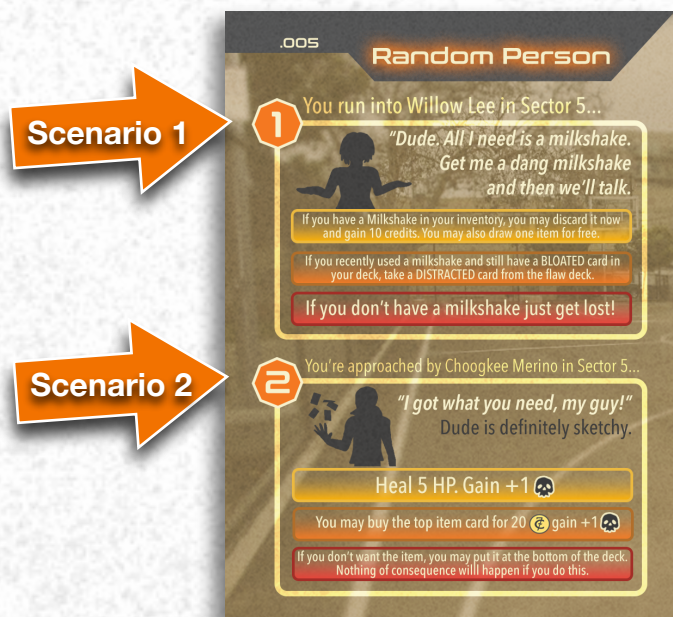
Your Stats							
COOL	RHYTHM	EXPLOSIVENESS	AGILITY	TOUGHNESS	INTELLECT	VIGOR	EFFICIENCY
C	R	Ex	A	T	I	V	E _f

How to Play

- To win, defeat 5 increasingly difficult opponents — earning 1 REP for each victory — without losing a match or dying in an encounter. If you lose your match, you lose the game. If you die, you lose the game.
 - In order to face an opponent in a match, you must resolve at least 2 encounters. You have the option of resolving 3 encounters in between matches but 2 are required in order to advance.
 - Track your HP using a red tracker cube on your player mat. Your starting HP is determined by the amount you have in your Toughness stat.

Resolving Encounters:

1. Draw two cards from the encounters deck, keeping them face-down.
2. Reveal one of the two encounter cards by flipping it face up.
3. Choose to resolve the revealed encounter and discard the other (without looking at it) or decide to resolve the second encounter, then discard both face down (without looking).
4. If you choose the first card, follow Scenario 1. If you choose to flip the second, ignore the first and follow Scenario 2.
5. If you decide to reveal a second card, you must resolve scenario 2 on the second card and ignore the first card.
6. Some encounters have formats different than just option 1 vs. option 2. Be sure to read all of each encounter card so you know what instructions to follow.
7. If your HP is depleted due to the results of an encounter card, you lose the game and must start over.
8. When all of the encounters have been resolved, shuffle the encounter deck and level up.



Playing a match

- First, draw your opponent from the opponent deck of the appropriate level. Always start with level 1, then go to level 2, and keep facing opponents in numerical order.
- Your goal each turn is to score on your opponent and prevent them from scoring on you using your cards from your basketball deck.
- All scores are worth one.
- You are the challenger in each match, so you will always go first.

During Your Turn

1. Set your default Defense Rating and Resistance to the proper value.

Your default Defense rating is A + I. Your agility plus your intelligence.

2. Roll the D3 for your opponent.

- Set the D3 on the result on the card so you know what your opponent will do. Adjust the tracker cubes accordingly on your opponent's card. They may increase or decrease their defense rating, efficiency, or damage resistance based on the D3 result.
- *See the opponent card example for more information.*

3. Draw your hand of 5 cards from your draw pile of basketball cards.

4. Play your cards and adjust values accordingly.

- Each card has an Action Point value.
- You may only play as many cards as your action points afford you. **Your default amount of Action Points is 3.**
- You must end your turn with a scoring card.
 - If you don't have a scoring card in your hand, you may "jack up a shot" (or shoot a wild/well-defended shot) *with no additional stat bonuses* at the cost of 0 AP.
 - *See the basketball card example on page 9 for more information.*

5. Determine your scoring window (Rolling to score on your opponent).

- Your opponent's defense rating, (after you've hopefully lowered it by playing cards and ending your turn with a scoring attempt), accounts for the lowest number in the scoring window. The highest number is always 10.
- *Example:* If you've lowered your opponent's defense rating down to a 6, you must roll a 6-10 with the D10 in order to score.
 - If your opponent has a defense rating of 10 or higher at the end of your turn, you must roll a 10 to score.
 - If your opponent has a defense rating of 1 at the end of your turn, you may forego rolling and just score automatically.

6. Determine your opponent's scoring window and roll for the opponent.



- Your opponent now has a chance to score similarly to how you do.
- The opponent's scoring window is simply your defense rating at the end of your turn subtracted by their Efficiency stat denoted on their card.
 - *Example:* If your Defense rating at the end of your turn is 14 and your opponent's Efficiency is 7, then their scoring window is 7-10. They would need to roll a 7 or higher to score on you.
- Roll for your opponent using the D10. If you roll within the scoring window for that turn, your opponent scores.

7. Discard your hand into the discard pile for your basketball cards.

- When you've run out of cards in your draw pile, shuffle all of the cards in the discard pile and put them back over on the draw pile side.
- This ends the turn and starts the process for you and your opponent from the beginning.

Scoring Window Formula

Your Scoring Window =  [opponent defense rating] to 10
(Low End) (High End)

Opponent Scoring Window =  your defense rating minus Opponent's  to 10
(Low End) (High End)

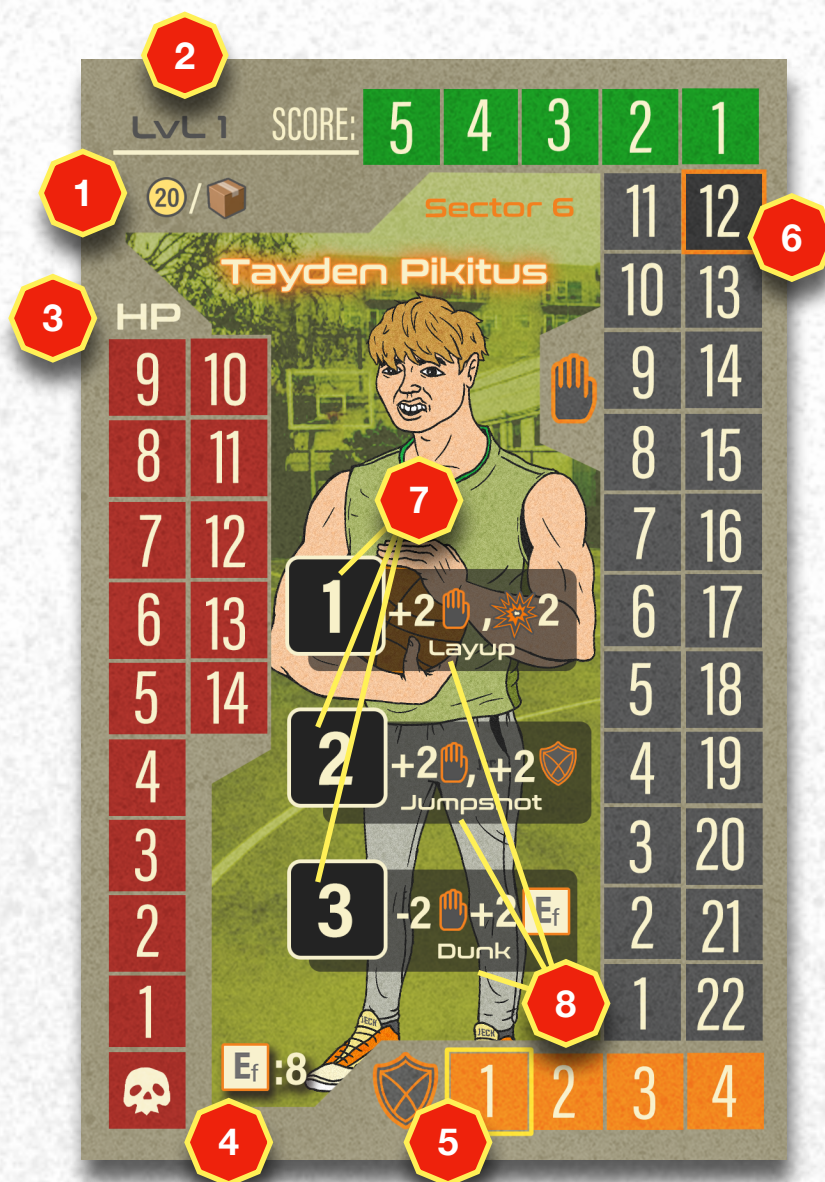
Ending the match:

- You win the match as soon as you score your 5th point as long as your opponent hasn't already scored 5 points.
- If your opponent gets to 5 points before you do, the match is over and you have lost. The game ends and you must start over.
- Match rewards: If you win the match you gain rewards. The rewards are denoted in the top left corner of the opponent card. In addition to credits or items, you also level up after winning a match.
- Winning the match allows you to gain 1 REP. Every time you win a match, increase your REP by 1.

Opponent Card

Example

1. Winner's Reward.
Denotes the amount of credits or items to be received upon victory.
2. Opponent's level.
3. health.
4. Base Efficiency stat.
5. Damage Resistance.
6. Base Defense Rating.
7. Opponent's intent each turn (D3 results).
8. The type of scoring attempt that the opponent is using.



Basketball Card Example

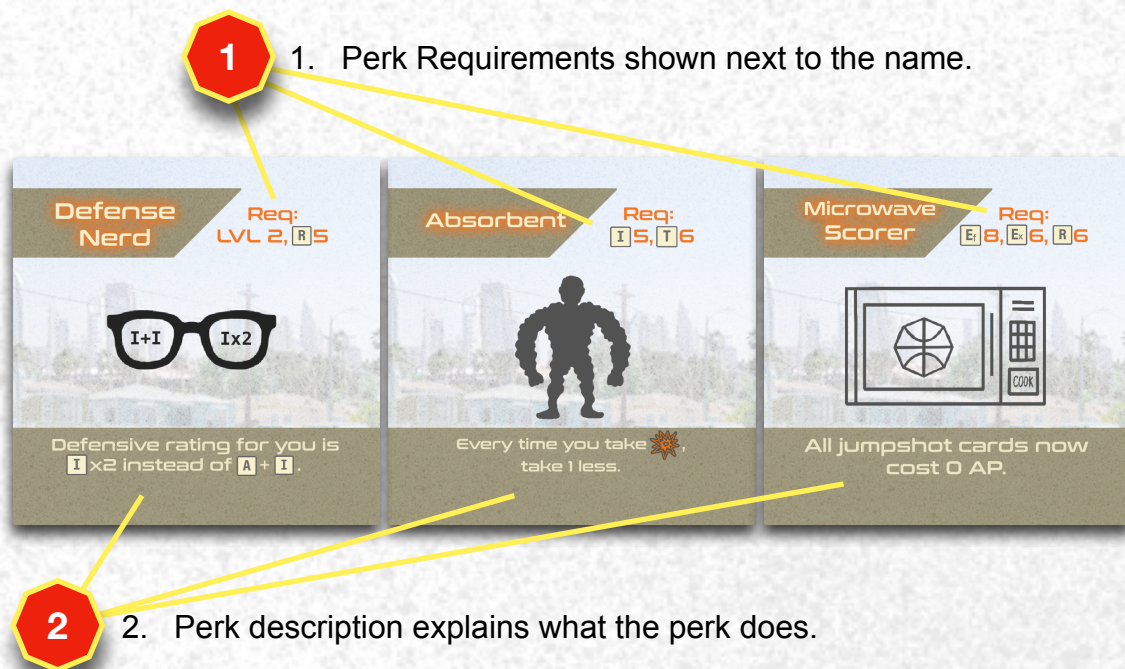
1. Action Point cost.
2. Denotes scoring attempt.
3. Card title (denotes type of scoring attempt, i.e. floater, jumpshot, dunk, layup).
4. Card description (shows which stat the card uses).



Leveling up

- You can level up in two ways:
 1. Defeat any opponent.
 2. Get all the way through the encounters and shuffle the deck.
- **Each time you level up, you gain 3 things:**
 - **An extra stat point** to put wherever you'd like.
 - **A perk.**
 - *some perks have certain stat requirements or level requirements.*
 - *For more details, see perk example below.*
 - **A basketball card to add to your deck.**
 - To select a new card for your deck, you must draw 3 cards from the basketball rewards deck and choose one of the three. Then discard the unused cards back into the basketball rewards deck
 - You may instead choose to gain 30 credits rather than selecting a new card.
 - In this case, shuffle all three cards back into the basketball rewards deck.
- When you level up, don't forget to move your level tracker cube accordingly on your player mat.

Perk Cards Example



Items

- **Using Items**

- Items can be used at any time including during a match but must be discarded or exhausted after use depending on what type of items they are.
- You may keep up to 3 items in your inventory.
 - You may discard any item at any time to make room for more.
- Each item has a value listed on the bottom of the card. This is the cost of the item as well as the exchange value of the item.
- Some encounter cards may call for a specific item in exchange for a boost or perk of some kind. To resolve these encounters you must discard the item to the bottom of the item stack or exhaust it (depending on the card's request or the text on the item card.)
- Some items provide passive bonuses during a match or during encounters. Other items may provide a boost for the limit of one or two uses.

- **Buying/Selling/Finding Items**

- Items can be found randomly, acquired by spending credits during encounters, or awarded when defeating opponents.
- Anytime you face an encounter that can be solved with a certain amount of credits, an item can be used to supplement the amount of credits needed.
 - An item is only as valuable as its listed value.
- Items can be sold for face value during a Mart encounter and other certain encounters (which the card of the particular encounter will explain)

- **Exhaust vs. Discard**

- Certain item cards may be discarded and possibly acquired again and other items may be "exhausted" after one use.
- exhausted items must be permanently removed from the game after being used.
- discarded items are returned to the bottom of the stack unless otherwise stated.
- Certain items may not carry over on a restarted playthrough.

When you die/Starting over

- When you lose, you must start over.
 - Discard any flaws in your deck, reset REP, INFAMY, Level, and HP.
- When you restart, you have the opportunity to take a few things with you.
- Each time you start over:
 1. Choose one item to keep that you acquired during your previous journey.
 2. Gain 20 more credits.
 3. Keep all the credits from your previous journey.
 4. Keep one of the cards that you acquired during your previous journey.
 5. Keep any perks that you acquired that you still meet the requirements for (level and stat requirements)
 6. Gain one extra stat point.
 - If it's your second time restarting you get an extra point in addition to the one you got your first time
 - FOR EXAMPLE: (You'd have 41 on your first restart and 42 on your second restart, 43 on your 3rd, etc.)
- If you want to completely start over without taking any progress into your next run, you can do that too. You can also forego some of the meta-progression options or make your own rules to alter the difficulty if you want.

Other Systems

- **REP**
 - Your REP is how you are known as a hooper around town.
 - REP can come into play during encounters.
 - To win the game and negotiate a contract to Enter The Hooptagon, you must have 5 REP.
- **INFAMY**
 - Your INFAMY is increased or decreased based on moral actions you may take or not take in Streetball Quest.
 - INFAMY can come into play during encounters granting rewards or causing peril depending on the circumstance. It also may potentially be removed through actions during encounters.
- **Flaws**
 - You may get flaws added to your deck during your quest. These flaw cards will hinder your abilities during a match.
 - Flaws are not permanent.

Ending the game

- When you achieve a REP of 5, you can negotiate a contract to enter the Hooptagon. Depending on how your journey took shape, you can get a good deal or a lousy one. Take into account your rewards, perks, and level *after* beating your final opponent.

You may negotiate your contract as follows:

- 2 points for every 10 points of HP you have.
- 10 points for every level above 5 you are.
- 10 points if you don't have the "Cool Jacket" item.
- 10 points if you don't have the "Reinforced Headband" item.
- 2 points for each credit token you have,
- 1 point for each perk you have.
- 5 points for each stat that has 10 or higher.
 - an additional 5 points if you have 10 Cool.
- minus 2 for each stat that has 4.
- minus 5 for each stat that has 3.
- minus 2 points for each flaw you have.
- minus 5 points for each INFAMY you have.



Your total number of points is your contract to enter The Hooptagon:

0-12: 2 years 1 million credits. You enter The Hooptagon but just barely. After corporate taxes you're not making enough to *really* give back to your sector's community and it'll still going to be an uphill battle to make a name for yourself as a star. This is your one and only shot.

12-15: 3 years 5 million credits. You're in The Hooptagon and you're here to stay. You've got plenty of credits to start making a bit of change in the community and there are a few major corps looking to potentially sponsor you. The taxes feel heavy and the rent on your mandatory sector 7 condo is a bit steep. You made it?

16-20: 5 years 10 million credits. You're a star in the making and everyone knows it. You've got some solid sponsorships on top of your contract and you're a legend in your sector for your quest through the streets to becoming a household name. You're able to make some wise investments that can change the outlook for the lower sectors.

21-25: 5 years 15 million credits. Your rise to the top has been nothing short of amazing. You've already been able to contribute positive change in your sector. There's even talks that you may become the youngest hooper ever to have a signature shoe.

26-30: 5 years 25 million credits. You're a Hooptagon superstar from day one. Corps are fighting over who gets to produce your signature shoe. You've got the ear of some real power brokers in U.S.L.A. and you're ready to change things for the better.

30 or more: 5 years 35 million credits. You're the savior of the lower sectors. Corps have not only sponsored you but given you significant shares. There are already talks of sports reform since your voice has been so widely heard and respected. The only thing better than what you do with a basketball is what you do with your influence.

Symbol Glossary



Credits



Item



Defense Rating



Damage Resistance



Infamy or Defeat



REP



Damage Output



Action Points



Scoring attempt



Level Up

**STREETBALL
QUEST**