

Steamed Hams

A Game About Excellent Ideas



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Logo by DadasDesigns

Steamed Hams is a collaborative game about absurd solutions to theoretically trivial problems. You play a variety of questionably skilled people whose response to things going wrong is not to admit defeat, but to escalate with wild abandon. You will need several d6s. Paper and pencil optional, but useful.

Players take the role of people trying to deal with minor inconveniences or awkward social situations. Players who are not currently acting take the role of The Situation, describing things going on in the world around you or new complications affecting the story. Optionally, you may have a player permanently occupy the role of The Situation rather than have it rotate. For a one player game, simply play both roles.

At the start of a game, each player defines one Thing they are trying to resolve. It should provide plenty of room to escalate. The Situation describes the starting situation and something that has gone wrong with each goal. Play goes from there.

Whenever players try to solve a problem, they roll a pool of d6s. For each time the stakes pertaining to your character have escalated this session, add a d6 to the pool. For each plan you have abandoned in favor of a new one, add a d6 to the pool. If you are blatantly lying to someone, add a d6 to the pool. If the total is 12 or higher, the action succeeds. If it is not, the action fails and consequences are inbound.

When you fail, you may avoid consequences in two ways. First: Bullshit wildly, escalating the situation. Second: Make it another player's problem. As long as you can do one of those two things, you do not have to deal with the consequences of your actions. Conversely, if you cannot deal with one of those two things, you have to deal with consequences. As such, things you cannot bullshit (Housefires, angry animals) are more dangerous than things you can (People).

You may not be honest about what's going on or admit failure to anyone besides another Player's character.

Play ends when all players have either succeeded at their original goals or refuse to escalate further and accept the consequences.