

THE GAME

Adventure on a single page # 15

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Introduction

Every four years, the city's neighborhoods compete in a fierce soule tournament. The winners earn a place on the city council. This year, three teams are playing in the finals: the Gentlemen from the Hill, the Griffins from the Fine Districts, and the Brave Ones. Unlike their opponents, the Brave Ones are not professional players, but a team gathering the inhabitants of the city's working-class districts. They could really use a win. Unfortunately, in the days leading up to the tournament, the Brave Ones star players have fallen victim to a strange series of accidents. The desperate residents have called on the adventurers to represent them in this eagerly awaited event.

THE GENTLEMEN FROM THE HILL

A dozen **knights in shining heavy armor**, strong and dangerous brutes.

Goal: The statue

Noteworthy members

- **The captain:** Gaspard, a contemptuous and resentful young viscount.
- **The coach:** Lucille, a powerful and unkind caretaker.

Tactics

- 1 Intimidation and hunting horn.
- 2 A good old-fashioned scrum.
- 3 Bringing out the weapons.
- 4 Bringing out the horses.
- 5 Bringing out the founder's magic stick (sends the ball directly to the foot of the Hill).
- 6 Roll again on this table and on the Griffins' table, and mix.

THE GRIFFINS FROM THE FINE DISTRICTS

Some fifteen **shameless bandits** hired by the richest city merchants. They are armed with wooden sticks used both to propel the ball and to knock down the opponents.

Goal: The fountain

Noteworthy members

- **The captain:** Felina the Mauve, thief and grappling hook expert.
- **The strategists:** The twins Karl & Lark, diversion and trickery experts.

Tactics

- 1 Coming or going through the heights.
- 2 Smoke bombs and booby traps.
- 3 Merchant carts block the path.
- 4 Ambushed crossbowmen.
- 5 Griffins disguised as fans pounce on the ball.
- 6 Roll again on this table and on the Gentlemen's table, and mix.



THE BRAVE ONES

These hard workers trained for months to win the selection matches.

Goal: The well outside of town

Noteworthy members

- **Jeanne**, brave mother and captain.
- **Marc**, passionate alchemy student with a stutter.



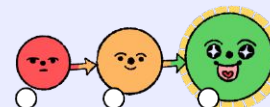
The rules

- **To win**, the team must return the ball to their own goal.
- The ball – magical, talkative and ultra enthusiastic – comments and criticizes the game. It hates cheaters.
- During the game, the referee uses the **Tactics** tables to find out what twisted plans the opposing teams have made.
- If the referee is not sure who wins between the Griffins and the Gentlemen, they roll 1D6: on an even number, the Gentlemen win; on an odd number, the victory goes to the Griffins.

The audience

The audience is disheartened at the beginning of the game but, **if the adventurers impress them**, they will wake up, cheer them on, and even help them. When the adventurers do a "great move" (or successfully stir up the crowd), mark a level on the applause meter: When it reaches level 3, the crowd gets excited and tries to help the adventurers: they block a street, occupy the guards, throw the ball back...

APPLAUSE METER



The beginning of the game

- The ball is supposed to have been hidden in the park by the captain of the guard... but **the Gentlemen know its location** in advance and, by the time the adventurers arrive, Gaspard is holding it.
- **The Griffins have planned an ambush on the bridge.** Karl and Lark have strung very thin, sharp cables at calf height, and a few men lurking under the bridge await an opportunity.
- **The guards** surrounding the crowd have been **bribed by the other teams** and do not hesitate to hinder the adventurers, or even block them if they seem to get too far ahead.