

# DIRTY TOWN

## THE QUICKSTARTER LINE



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### DOWNLOADABLE CONTENT

<https://kutt.it/DT-printableC>



Play it and tell us how it went. We would love to hear your feedback. Thank you for supporting the Flock!

# HOW THE GAME WORKS?

Dirty Town is a cinematic rpg up to 4 players where you will be playing a movie's storyline with pigeons. Just like in the movies the game is played in scenes. Each scene has 1 challenge and your adventure will have 8 scenes. Instead of dice you will be playing with corn kernels. The game's structured in three steps:

- 1. Staging:** The Dovecote Master (DM) describes the scene, asks some questions to the players and they build the scene together. Then the DM establishes a Challenge and players tell what their Pigeon Characters (PCs) do. The Challenge is converted into kernel inside the Adversity Cup (AC). DM sets AC according to the Challenge's Difficulty Table below. The difficulty also depends on what actions the PCs choose to take. The DM can pre-establish the AC's difficulty but they should always be open to change the values as a reaction to what the Pigeons do.

CHALLENGE'S DIFFICULTY TABLE

EASY	AVERAGE	HARD
0-4	5-8	9-12

- 2. Blind Bet:** Players have a corn stash and make hidden bets using corn kernels (k.). There are two tiers of bets: "low" and "high". The tiers indicate the amount of kernel it might be hidden in a player's hand. There are always consequences for the lowest bidder, and rewards for the highest one. The players' corn kernel is a limited resource and thus, the PCs must spend it wisely. This is also the time for activating some of the PCs abilities.

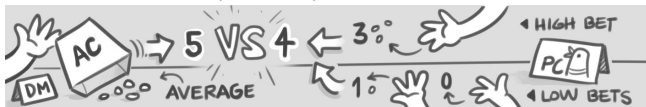
INITIAL CORN STASH

2 PC	3 PC	4 PC
24 k.	16 k.	12 k.

TIERS OF BETS

LOW	HIGH
0-2	3-5

- 3. Outcome:** All bets are revealed at the same time. The kernels are summed and the DM reveals the AC. Some abilities can be activated in this step. If the corn kernel sum is equal or higher than the AC, the challenge is overcome. Otherwise, consequences are due - either Cornditions are applied or toes are lost forever. Then repeat step 1 and move on.



**The Dovecote Master's job** is to describe the world of Dirty Town in the most corniest way possible. Asks questions, provocative ones, that make players think about how hard a Pigeon life can be. Build on top of their answers and let the flow of the game grow. Use the adventure as a guideline and not as a strict script. Feel free to improvise and to change the course of the adventure as the players react to the challenges in original ways. Let them be free and free yourself to.

## THE FEATHER

The Feather is a token that indicates which player should start the bet. Give the Feather to the player who has most recently seen a Pigeon. Then the Feather is given to the highest bidder of each challenge.

## KERNEL

There's a pool of 48 corn kernel. You should split the kernel evenly between the players.

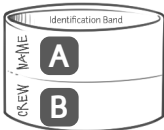





The DM have an unlimited amount of corn kernel at disposal to set the AC's. This adventure has a total of 50 corn kernel split throughout the 8 challenges. Feel free to change this number but be aware of the difficulty of the adventure. An impossible adventure is not funny.

# PIGEON CREATION

Fill the Pigeon Character Sheet:

- A. Name:** Write your PC's name. It should be something catchy, like a nickname, that suggest something about your Pigeon.
- B. Crew:** Create the group's name. It should explain what type of group you are.
- C. Pigeon illustration:** Draw an aMAIZEing feature. The feature should shape your Pigeon personality and tell something of their background. Think corny.
- D. Cornditions:** Conditions that have their own narrative and mechanical effects. There are three cornditions. When you are the lowest bidder or the crew fails to overcome a challenge, the DM might tell you which corndition you mark. Otherwise you choose the one that makes more sense within the fiction.
- E. Toes:** Simply speaking, these are your Hit Points(4).
- F. Ability & Item slots:** Take turns picking two abilities by making a beak shape with your hand and grab the abilities like a bird. If you feel rather Pigeony, feel free to actually do it with your mouth. The DM should reward you with an extra kernel for that. Anyway if you do it, make sure that is safe for your health. Regarding the items, you will be getting them as a reward during the adventure. Once used they are out of the game. If it was an ability, you pick one more and place it again on your empty slot.
- G. Bonds:** Define your relationship with other PCs. Ask questions and build on top of the answers collaboratively.

**H. Available Kernel / Cup slot:** Asks the DM for your kernel and put it inside your cup. Then place your cup in this slot. Players can't mess and see other player's cup unless they use an ability that allows them to.

<p><b>DIRTY TOWN</b>  <small>mare-bai-walich.io          marebaixa@pm.me</small></p>  <p>Identification Band</p> <p>CREW NAME  <b>A</b>  <b>B</b></p>  <p><b>C</b>          Draw an aMAZEing feature</p>	<p><b>ITEM</b> <b>F</b> <b>ABILITIES</b></p> 
<p><b>CONDITIONS</b> <b>D</b></p>  <p><b>E</b>          NUMBER OF TOES</p>  <p><b>D</b> <b>PIERCED EYE</b>          other pigeons can't look you in the eyes [you can't announce your bet range]</p> <p><b>F</b> <b>CROOKED BEAK</b>          you can't carry items with your mouth. [drop the item you carry]</p> <p><b>G</b> <b>CHEWED WING</b>          you lost the ability to fly</p>	<p><b>BONDS</b>          write a bond with each PC</p> <p><b>G</b></p> <p><b>AVAILABLE KERNEL</b></p> <p><b>H</b></p> 

**Player's job** is to make the corniest stuff possible. React to what the DM describes in the most crazy and comical way. Ask questions and answer the questions that others throw at you. Build on top of everyone's answer. If you feel that you are stealing the spotlight to much, feel free to step back in a challenge and give space to other Pigeons to shine.

## DEATH

If your Pigeon loses all their toes or their last condition is marked the Pigeon dies and your remaining kernel is equally distributed to each player. Then you turn into a Ghosteon. As a Ghosteon you can see the DM's AC but you can only communicate with pigeon-like sounds.

# CROOVATAR - A CORNY ADVENTURE

## ROTTEN FISH

Explain why Pigeons and Seagulls fight each other for decades.

Describe the surroundings at the harbor and tell us all about "new seagull's secret weapon".

Fight at least one **Seagull**

EASY

0-4

MEDIUM

5

5-8

HARD

9-12

## DIRTY TRAIN

Colonel Plum will lead a huge flock on an expedition to find more Corn.

**Cross Dirty Town** (as safely as possible) and get to the train station.

Reward all PCs with an item.

EASY

0-4

MEDIUM

6

5-8

HARD

9-12

1

2

3

4

## PRECIOUS CORN

A ship docks at the Pier and it carries golden pebbles. Its **guarded** but you managed to taste Corn for the first time.

Some mysterious bird tells you about the Corn and where you can find it.

EASY

0-4

MEDIUM

5-8

HARD

9-12

## YELLOW FIELDS

The Flock finds a good place to create a temporary dovecote. The landscape is rich and beautiful.

The plains are inhabited by shy and peaceful Turtle Doves that help the Crew escaping **human hunters**

The Crew joins Dove Tribe.

EASY

0-4

MEDIUM

5-8

HARD

9-12

## FILL THE GRANARY

**Fight Arrio** and make him die, somehow...

Colonel Plum uses your intel about the Dove Tribe to get huge amount of Corn. Was it on purpose?

The Pigeons attack the Turtle Doves and steal their corn.

EASY MEDIUM HARD

0-4

5-8

9-12

5

## PICK A SIDE

The golden plains are now filled with blood and feathers.

Remember Alluette's teachings and ride a boar. Join a side.

Decide the fate of the **battle** and create an impact in the world.

EASY MEDIUM HARD

0-4

5-8

9-12

7

8

## TRAITORS!

The Ancient Sunflower is destroyed and Chief Turtle Dove is badly hurt.

Alluette doesn't trust you anymore...

Turtle Doves says the Crew is responsible for all the bad things. What are the **croosequences?**

EASY MEDIUM HARD

0-4

5-8

9-12

## NEW WORLD

Carrier pigeons were sent to Dirty Town. **New flocks** will come for sure. And when they do, where do you stand?

How is Dove Tribe? And the Dirty Town?

EASY MEDIUM HARD

0-4

5-8

9-12

# CROOVATAR

## SYNOPSIS

In 2154 AD, a ship TRAIN carrying Jake Sully THE PIGEON CREW arrives at the “New World of Pandora” OUTLANDS OF DIRTY TOWN. The settlers PIGEONS are prospecting for unobtainium CORN under supervision of Colonel Wuaritch PLUME. Jake THE CREW explores the territory and encounters Neytiri ALOUETTE. Initially she is distrustful of them but a message from the Tree of Souls ANCIENT SUNFLOWER helps her overcome her trepidation. Jake THE CREW and Neytiri ALOUETTE spend time together, they understand that all life is valuable and how all nature is a connected circle of life. She teaches him THEM how to hunt, tame dragons BOARS and of her culture. We find that her father is Chief Eytukan TURTLE DOVE and that she is set to be married to Tsu'tey ARRIO, a great warrior, but a bitter and serious man DOVE that ALOUETTE does not desire. Over time, the princess falls in love with a newcomer. Back at the settlement, the men PIGEONS, who believe that the Na'vi DOVES are savages, plan to attack them for their unobtainium CORN. Tsu'tey ARRIO tries to kill Jake THE CREW out of jealousy, but he is killed by the settlers PIGEONS. As the settlers PIGEONS prepare to attack, Jake THE CREW is blamed by the Na'vi TURTLE DOVES and they are sentenced to death. Just before that, the settlers PIGEONS arrive. Chief is nearly killed and Jake THE CREW is injured by Colonel Wuaritch PLUME, who is then brought to justice. Neytiri ALOUETTE risks her life to save Jake THE CREW.

Will Neytiri ALOUETTE and the newcomer finally have each other? Will the two cultures resolve their differences?

## Play to find out

(Croovatar's Synopsis is based on Matt Bateman's post: "Avatar VS Pocahontas")