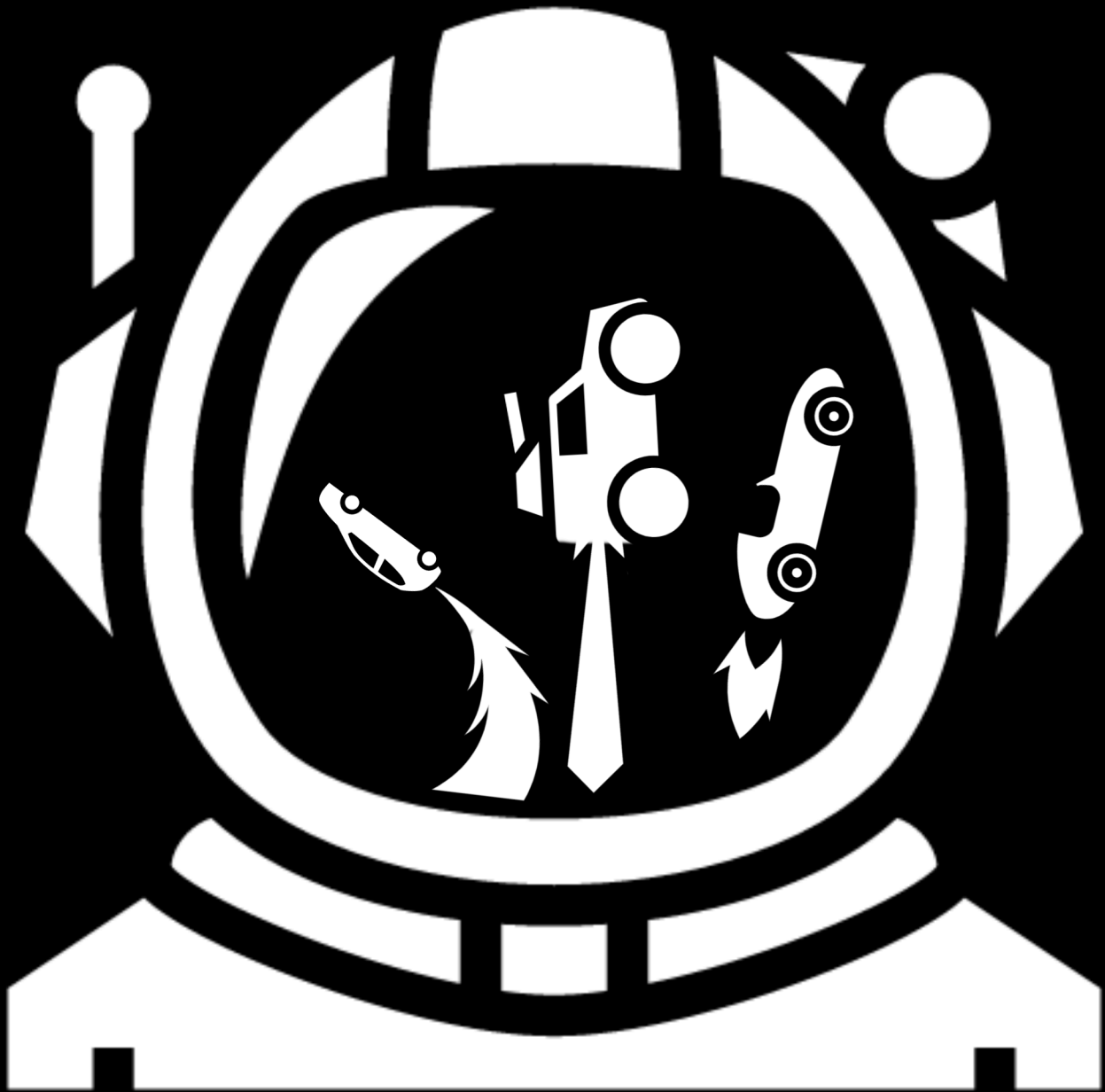


# ***WILD SPEED*** ***SPACE FAMILY***



***"A RIDICULOUS ACTION MOVIE RPG!"***

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## ***The Game***

*Wild Speed: Space Family* is a tabletop role-playing game about an extraordinarily over the top action film. Players play characters in the tenth iteration of a popular action film franchise where ridiculous stunts, inexplicable science, and seemingly magical technology are common elements of the plot. Feel free to base your game off of an existing action film franchise or make up your own.

The characters are part of a crew of thieves, street-racers, and hackers. You're not just friends, you're the Family. You've done more death-defying heists and impossible missions than you can count. You've saved the world at least twice already, and you've been approached to do one last job.

And this one is in space.

In *Wild Speed: Space Family*, you don't roll to see if your character succeeds at any given task. In movies like these the heroes always succeed, no matter how ridiculous the obstacle. Instead the game proceeds through three acts where the characters are given random scenes and complications to play out. Players act out each scene with as much over-the-top action and dialogue as they want. The more ridiculous the better.

When the rules say each **player** rolls, then each player takes a turn rolling the required number of six-sided dice and briefly describing what happens. When the rules say that **the Family** rolls dice, one or more players help roll the specified number of dice and the players all decide what happens together as a group.

## ***What You Need***

- Pencils and erasers
- Index cards, blank sheets of paper, or something else to write on
- At least 4 six-sided dice
- A copy of these rules



# ***STARTING THE GAME***

## ***Make a Taste Menu***

*Wild Speed: Space Family* is a game where people get to create their own fictional movie full of ridiculous stunts and over-the-top characters. To ensure this game and the movie you are creating only contains ideas, themes, and characters that everyone at the table is comfortable with you'll create a **Taste Menu** of things everyone wants and does not want to see in the course of the game.

Take one of your index cards and create two columns labelled "Yes" and "No" or "Okay" and "Not Okay". Everyone gets to say some things they definitely want to see in the game, "Yes", or something they definitely do not want to see in the game, "No". Players take turns writing each preference in the appropriate column.

These could be particular themes or characters in popular action films or just general ideas or topics the players are interested in including or excluding, like detailed violence, torture, or magical technology. Everyone takes turns adding things to the **Taste Menu** until no one else can think of anything they want to add or exclude from the game. The two columns don't need to be even, they just need to include anything the players feel strongly about.

## ***Make an X Card***

In order to make sure the game doesn't stray into territory that the players at the table are uncomfortable with for any reason, create an **X Card**. This can be an index card with an X drawn on it, crossing your arms above your head in an X shape, or any combination of things that are easily visible to everyone playing the game.

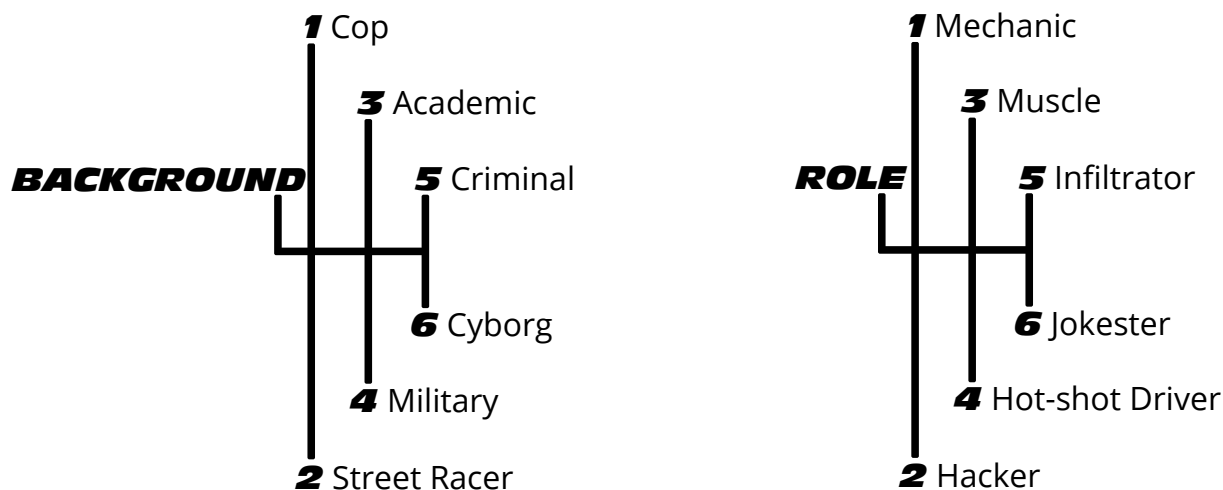
If at any point someone playing is uncomfortable about what is being portrayed during the game, whether it is present on the taste menu or not, they can point to or tap the **X Card** or make the X sign with their arms, or whatever it is that represents your group's **X Card**. If this ever happens, it is the responsibility of the other players to end the current scene or discussion and move on to something else. Don't delve on why the person used the **X Card**, respect their decision and move on.

Once the scene or turn is over, the player who used the **X Card** may add something new to the **Taste Menu** or underline or modify something that is already there. Whether or not they wish to discuss their decision is up to them, not the rest of the players.



# CHARACTER CREATION

To create a character, each player takes an index card, a writing implement, and 2 six-sided dice (2d6). Then each player rolls 2d6. Assign one dice as your character's **Background** and the other as your **Role** in the family using the tables below. The total sum of the two dice together describes your character's **Car**. Write these on your index card.



**If the total of your dice is 7 or less, you drive a Muscle Car.** It's probably made in America with a V8 engine, rear-wheel drive, and an emphasis on speed. Examples include the *Pontiac GTO*, *Plymouth GTX*, *Ford Mustang*, *Pontiac Firebird*, and the *Chevrolet Camaro*.

**If the total of your dice is more than 7, you drive a Sports Car.** These cars tend to be from Europe or Asia with a two-seat configuration and an emphasis on handling and precision. Examples include the *Mazda Roadster*, *Porsche 911*, *McLaren F1*, *Lamborghini Miura*, and the *Ferrari F8*.

**If the total of your dice is 12, you drive a Tank or some other specialized or militarized vehicle.**

If you like you can choose an actor who plays your character in the film. You can pick a real-life actor or you can make up your own.

Make up a name for your character or choose one from this list:

*Ace, Ash, Ava, Beatrix, Bru, Chance, Charli, Chev, Dominique, Domino, Frankie, Johnny, Lance, Luca, Mae, Ramsey, Riley, Ripley, Suki, Utah, Yuki, Zoe*

Record these details on your index card. This is your character sheet. Refer to these details if you're ever stuck on what to do during the game or what should happen next in your movie.

# ACT ONE: THE FAMILY

## Opening Scene

The movie opens with a short montage of scenes showing each of our characters in their day-to-day lives. Each **player** rolls **1d6** for their **Opening Scene** and describes what their character is doing as the movie begins, using the table on the right. Use this opportunity to introduce your character, their **Background**, **Role** in the family, and what kind of **Car** they drive.

<b>1</b>	Street Race
<b>3</b>	Heist in progress
<b>5</b>	Fighting bad guys
<b>6</b>	Vacation
<b>4</b>	Boring day job
<b>2</b>	Heart-warming family moment

## Family Dinner

After the **Opening Scenes** conclude the characters all come together for **Family Dinner**, an occasional celebration of the character's long death-defying relationships. Each **player** rolls **1d6** to select a prompt from the table on the right and invites one or more other players to play out a short scene. If players roll the same number, they can combine their separate scenes into one, if they wish.

<b>1</b>	Argument about cooking the food
<b>3</b>	Remembering past family members
<b>5</b>	Announcing your retirement
<b>6</b>	Regrets about this dangerous life
<b>4</b>	Talking about "The Betrayal"
<b>2</b>	Talking about past missions

## The Twist

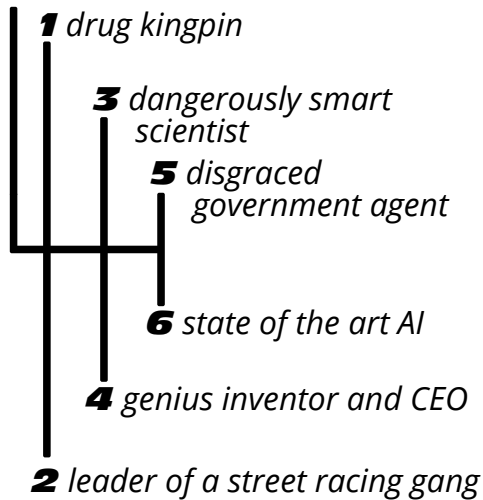
The **Family Dinner** is complicated by the revelation of the movie's villain and their ongoing plan. **The Family** rolls **1d6** to define **the Twist** from the table on the right, then each **player** describes how their character reacts to **the Twist**.

<b>1</b>	Something important goes missing
<b>3</b>	A threat is broadcast across the world
<b>5</b>	The family is betrayed
<b>6</b>	The family is bombed
<b>4</b>	Absolutely everything gets hacked
<b>2</b>	Something important is destroyed

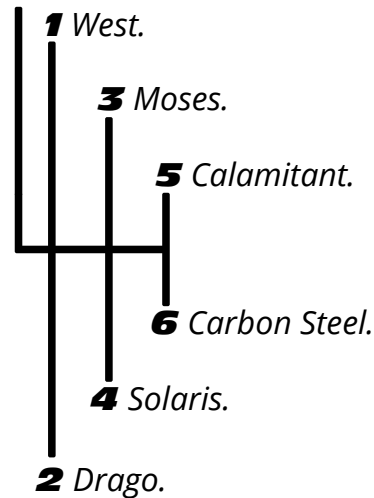
# **ACT TWO: LET ME GET THIS STRAIGHT...**

In the next act of the movie a familiar government agent arrives in the aftermath of **the Twist** and briefs the Family on who the villain is and their plan. **The Family** should discuss who plays the character of the government agent in the movie and name the character. Then **the Family** rolls **4d6**, assigns each die to one of the tables below, and elects one player to take on the role of the government agent as they say the following:

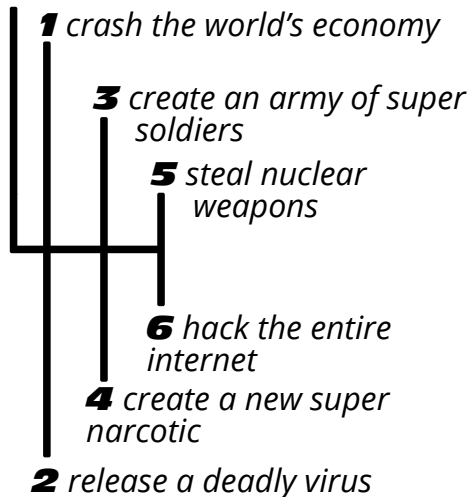
*"Alright, there's a...*



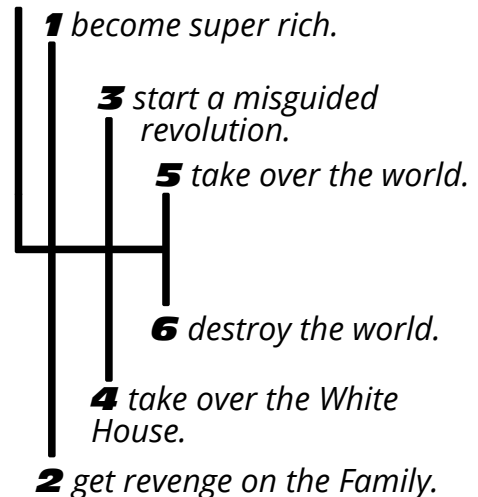
*known as...*



*They plan to...*



*so they can...*



*We would stop them ourselves, but there's one problem. They're in space."*

Every character gets a chance to react to this revelation with a witty or ridiculous one-liner.

**The Family** should feel free to retcon or discuss **the Twist** so it lines up with who the villain is and their plan. The plot of the movie will run much smoother if the players can make this personal. Also **the Family** should discuss who plays the character of the villain in the movie.

The government agent then reveals their plan to get the Family to the villain's headquarters in space. **The Family** rolls **2d6** and assigns one die to each table below. The government agent says:

*"We're going to..."*

- 
- 1** turn your cars into spaceships
  - 3** strap you and your cars into old Russian spaceships
  - 5** inject your cars with space NOS
  - 6** shoot you and your cars through a particle accelerator
  - 4** launch you and your cars off a plane in low Earth orbit
  - 2** strap you and your cars into experimental military spaceships

*so you can get to their..."*

- 
- 1** space station."
  - 3** hideout on Mars."
  - 5** asteroid base."
  - 6** huge spaceship."
  - 4** space elevator."
  - 2** Moon base."

Each character gets a chance to react with some ridiculous demands in exchange for their involvement in the mission.

## **Preparation**

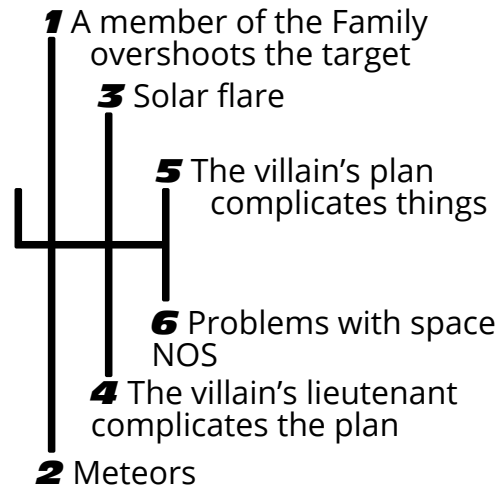
Next, the movie shows the characters preparing for the mission. Each **player** rolls **1d6** for a moment of **Preparation** using the table on the right, and invites one or more other players to play out a short scene. If players roll the same number they can combine their separate scenes into one, if they wish.

- 
- 1** Repeating a previous argument
  - 3** Remembering a fallen family member
  - 5** Announcing that this is your last mission
  - 6** A gearing up montage
  - 4** Talking with the government agent about what's really going on here
  - 2** Comparing this mission with one from a previous mission

# ACT THREE: RIDE OR DIE

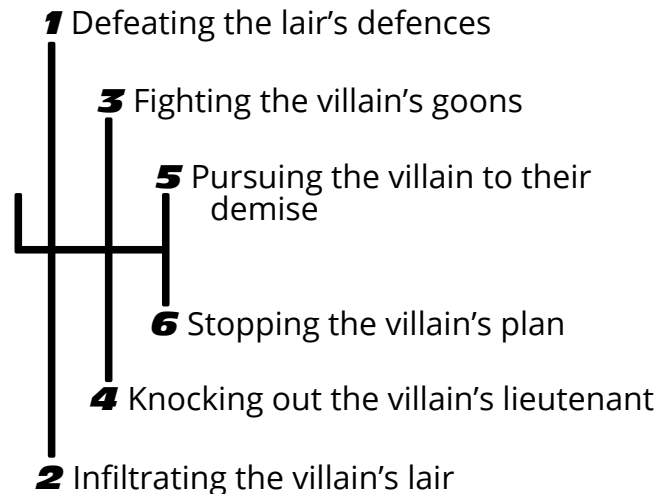
## Engagement

The movie then cuts to the mission already in progress. Each **player** can describe a brief scene about how their character reacts to the rigorous demands of space travel. Then there's a complication with the journey to the villain's lair. **The Family** rolls **1d6** for an **Engagement** scene and each player describes how their characters help address the complication.



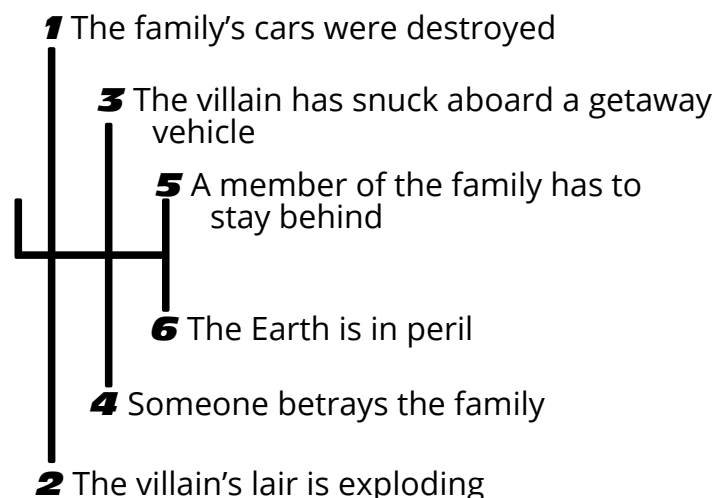
## Big Action Scene

Each **player** then rolls **1d6** and describes how their **Role, Background,** or **Car** helps them deal with their part of the **Big Action Scene** using the prompts on the right. Resolve each scene in numerical order (if a player rolled a 2, that scene happens before a player who rolled a 5). If players roll the same number they can combine their separate scenes into one, if they wish. If no one rolled a 6, **the Family** decides how the villain's plan is thwarted.



## Finale

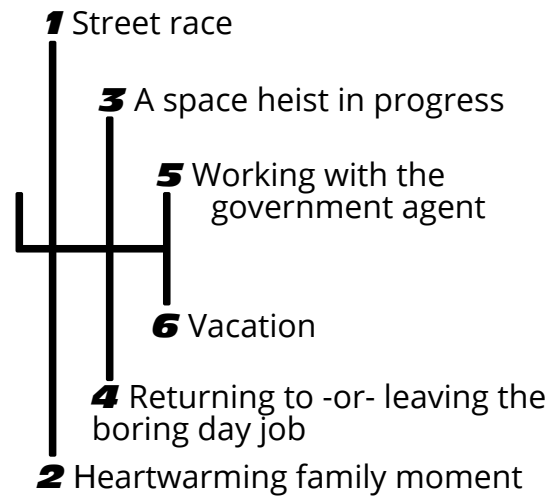
Before the characters can complete the mission there's a problem. **The Family** rolls **1d6** to determine what happens during the **Finale** using the table on the right. Each player describes how their character helps to overcome it.



# THE END

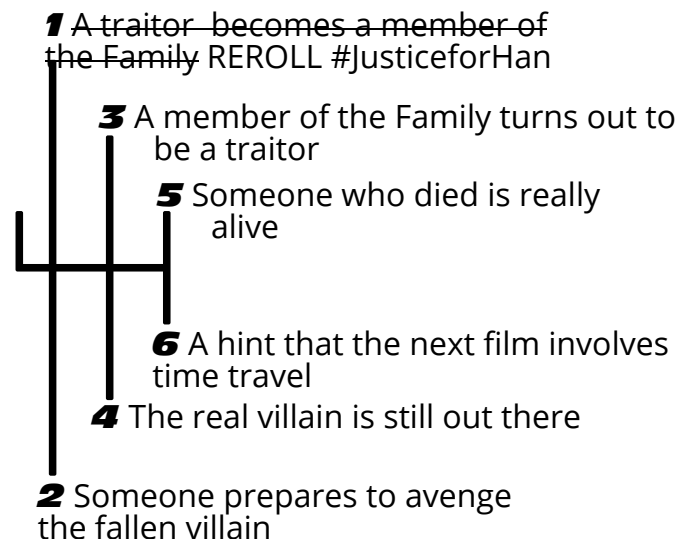
## Credits

Finally the movie ends, and as the **Credits** roll we see what becomes of each of the characters in the family. Each **player** rolls **1d6**, and using the prompts on the right briefly describes what their character gets up to once the mission is over. If players roll the same number they can combine their separate scenes into one, if they wish.



## Stinger

When the **Credits** end we see a post-credits **Stinger**, a moment that hints about what might happen in the next iteration of your action film franchise. **The Family** rolls **1d6** and together describes the surprising final scene of the movie.



Each game of *Wild Speed: Space Family* ends after the post-credits **Stinger**. Take a moment to reflect on the ridiculous action movie you all just created. If you're interested in playing again, you can use this same system to create a sequel film, with a new villain, a new plan, etc. Feel free to reroll during the game if you ever roll a scene or complication that was present in the previous movie.

