

The year is 2016, and The Corporation has stolen all of the sunshine. Far below the shining towers of the upper echelons, the underclass lives their lives in permanent night. Beneath the screaming glow of neon, a courageous few will strap on their rollerblades, infiltrate the corporation, and dance their way to the sun that is rightfully theirs. They are...

SUN STEALERS X-TREME

WHAT THE GAME IS ABOUT

In this game you'll play desperate rollerblading ninja bandits in a retrofuturistic 1990's-esque cyberpunk dystopia. You'll skate through the halls of The Corporation, pulling epic tricks and engaging your amazing tech, all in a bid to steal back a few rays of sunshine.

You'll do this by first individually confronting Challenges as you move through The Corporation's stronghold, and then as a group when you confront The Boss.

TYPES OF CARDS

Challenges - These are big cards with an image of a room in The Corporation's stronghold.

Skaters - Each Skater has a unique mix of the three abilities - Neon, Rave, and X-treme. They also each have two pieces of signature tech. The Skater cards are also where you write down harm and tick off Neon, Rave, and X-treme energy as you use it.

Techs - Pieces of hot technology that the Skaters can deploy during Challenges or while fighting the Boss. Each Tech costs one point of energy in the matching color to use (blue Tech can use any color). Tech are one-time use, and their effects occur immediately.

Defenses - Robots, traps, and other nastiness that The Corporation fills its offices with for some reason. These cards tell you how to introduce each Defense, and also what happens when Skaters spend energy to bypass them.

Bosses - The end of the line - the final challenge the Sun Stealers must face. Boss cards show the boss's HP and the Alarm Track.

TYPES OF TOKENS

Neon - These green tokens represent the energy needed to power your Skater's hard light technology

Rave - These pink tokens represent the energy needed to power your Skater's hyperphonic dance maneuvers

X-treme - These orange tokens represent the energy needed to power your Skater's awesome rollerblading techniques

Solar - This is captured sunshine - the energy that powers all of your Tech. You start with one Solar per player. End the Boss fight with more than that to bring the surplus home to the people!

SETTING UP

You're going to need some bright colored markers or pens, space to dance, and print outs of the Challenges, Bosses, and Skaters. You'll also need tokens in four colors to represent Neon, Rave, X-treme and Solar points - green, pink, orange, and white bits are best. You'll want to print and cut out the cards before you gather to play.

Shuffle the Tech Deck (leaving out Skater Signature Techs) and the Defense Deck. Spread out the Challenges face down and deal two Defenses face down onto each. Deal three Techs to each player. Then have each player select a Skater and take both their card and their Signature Techs. Each player should now have a hand of five Techs.

PLAYING CHALLENGES

Have each player place a Skater on a Challenge - only one Skater per Challenge. Now it's time to skate!

Take turns as follows, beginning with the player who brought this game.

Start your turn by flipping over the Challenge your Skater is on and the Defenses on it as well. If the Power level of the Defenses matches, add an additional Defense to the room. The Corporation is harsh.

Then, describe how your Skater enters the room - make this awesome. Look to your Skater's portrait and Signature Techs for ideas on how to characterize this. This is your moment to introduce your Skater and show us what they're about!

Next, the player to your left will introduce the Defense with the lowest power by following its intro instructions (the part that ends with "What do you do?"). They should NOT show the Defense card to you.

Now you're confronting the Defense, and you have a choice to make. You can spend Two energy that match the Defense's color for a good outcome, spend one matching energy for an okay outcome, or spend no energy for an awful outcome. OR you can engage a piece of Tech.

To engage Tech, spend one point of energy in the Tech's color (you can use any kind of energy to activate Blue Wild Tech) and follow the instructions on the card. The Tech will usually help you deal with Defenses, or even allow you to Disable them altogether.

But, unless a Defense is disabled, you still have to confront it and pay one of its costs - even if you engaged Tech.

When you pay a Defense's cost, follow the instructions next to the cost. Then, move on to the next Defense, which will be introduced by the player to your right. Have the players on your left and right continue alternating introducing Defenses until all of the Defenses in the Challenge have been either confronted or disabled.

Then, describe how your Skater speeds (Limps? Wobbles? Crawls?) away from the Challenge.

Go around the table until every player has put their Skater through a Challenge. Now it's time for the boss fight!

ALARM, HARM, AND DEAD SKATERS

Some Defenses tell you to either take Harm or +/- Alarm when you pay their costs. Here's how that works.

When you get +1 Alarm, fill in a portion of the Alarm clock on the Boss sheet. When all three portions are filled in, add another Defense to each Challenge that hasn't yet been completed. The alarm has now been sounded!

When you take Harm, write it on your Skater's sheet. If you haven't taken Harm yet, you take Minor Harm - you're not hurt too bad and can totally keep skating. If you take Harm when you already have Minor Harm then you take Major Harm instead - write your major, gnarly injury on your Skater's sheet. If you take Harm when you have Major Harm, your Skater is dead.

When your Skater dies, lose 1 Solar and choose another Skater to join the Boss Fight. Don't worry about completing the Challenge that killed your previous Skater.

CONFRONTING THE BOSS

Now it's time to try and take down The Boss - one of The Corporation's big guns.

Continue going around the table taking turns, in the established order (just like The Corporation wants!).

On your turn, ATTACK THE BOSS. You can either use Tech to attack, or just try your luck.

If you use Tech to attack, say which piece of Tech you're using, pay one point in its color, and follow its intro instructions (the sentence beginning with "When you activate"). Then, pick up 2d6 and roll, adding your remaining points in the Tech's color as a bonus to the roll.

On a result of 10+, The Boss loses HP equal to the number of Hits listed on the Tech you used. On a result of 7-9, The Boss loses 1 HP and you must select a drawback from The Boss's "7-9" list. On a result of 6-, you deal no damage to The Boss and must select a drawback from the Boss's "6-" list. (Ha ha! I didn't finish the drawback list in time. On 7-9 take harm; on 6- take major harm or -1 Solar)

WINNING?

If you reduce The Boss to zero HP...you've killed The Boss. Nice work, but things still may not be sunny for the people of the undercity.

Have the luckiest player roll+Solar

On a result of 10+ the next half year in the undercity is marked by surplus harvests, festival nights, and restful days. Say what kind of quality idling your Skater gets up to. Six months on, though, and it's back out for another mission.

On a result of 7-9 you get home only to find that some of your friends, family, and loved ones are out on missions of their own. Say who, and how you pass the time to keep from worrying. Do they come back? The crops won't grow themselves, after all.

On a result of 6- there's not enough energy to bring in the undercity's meager harvest after your reckless exploits. There will be deaths. Say whose.

LOSING

If all of the Skaters die during their Challenges or the Boss Fight, then it's a loss. Thanks for playing, better luck next time. Stay sunny.

Sun Stealers X-treme is a game by Miles Gaborit, made as part of Game Chef 2016. Tell me what you think about it! @milesgaborit or miles.a.gaborit@gmail

SPINNER FILAMENTS

General

When you activate the Filament Spinner, dance it and say how you slice.

CHALLENGE EFFECT

Disable 1 Defense in the current Challenge

HITS

2

RAVE

BACKUP HOLOGRAMS

General

When you activate the Hologram, dance it and say how the Backups back you up.

CHALLENGE EFFECT

Prevent Harm

HITS

4

RAVE

MICROSECOND SHIMMY

General

When you activate the Microsecond Shimmy, dance it and say how you speed into a blur.

CHALLENGE EFFECT

-1 cost for all Defenses in the current Challenge

HITS

2

RAVE

EMERGENCY BATTERY

General

When you activate the Battery say how you engage it.

CHALLENGE EFFECT

+1 Solar. This effect applies during the Boss Fight.

HITS

1

WILD

QUICKMEND SPRAY

General

When you activate the Spray apparatus say what it mends.

CHALLENGE EFFECT

Remove Minor Harm. This effect applies during the Boss Fight.

HITS

1

WILD

NANO SURGEONS

General

When you activate the Surgeons say how you're healed.

CHALLENGE EFFECT

Downgrade Harm. This effect applies during the Boss Fight.

HITS

1

WILD

HOPSCOTCH TELEPORTER

General

When you activate the Teleporter, describe it and say how you skate, blink out, then blink back in.

CHALLENGE EFFECT

Disable 1 Defense in the current Challenge

HITS

4

X-TREME

ANTI-GRAV WHEELS

General

When you activate the Wheels, describe them and say how your skating defies physics.

CHALLENGE EFFECT

Disable all Defenses in the current Challenge with Power 1

HITS

2

X-TREME

WINDBLADE AERODYNAMICS

General

When you activate the Windblades, describe them and say how they make you skate impossible turns.

CHALLENGE EFFECT

-1 Cost for all Defenses in the current Challenge

HITS

2

X-TREME

TECH



TECH



TECH



TECH



TECH



TECH



TECH



TECH



TECH



FUSCHIA BLADES

General

When you activate the Blades, Draw them and say what you slash.

CHALLENGE EFFECT

Disable one Defense in the current Challenge for each blade

HITS

4

NEON

FLASH BOOMERANGS

General

When you activate the Boomerangs, draw them and say how they distract.

CHALLENGE EFFECT

-1 Cost in the current Challenge for each Boomerang

HITS

2

NEON

GLOW SHIELD

General

When you activate the Shield, draw it and say how it protects you.

CHALLENGE EFFECT

Prevent Harm if the shield is an open shape, Downgrade Harm if it's closed

HITS

2

NEON

NANITE SPIES

Cyber

When you activate the Spies, describe them and say how their data overlay augments your skating.

CHALLENGE EFFECT

View any three Defenses, Disabling one and replacing the other two as you like.

HITS

4

X-TREME

LASER TENTACLES

Cyber

When you activate the Tentacles, draw them and say how they lash out.

CHALLENGE EFFECT

+1 temporary Neon per Tentacle.

HITS

6

NEON

BAT COUNTRY

Gonzo

When you activate Bat Country describe how the bats appear suddenly, (again) and how they make you skate wildly.

CHALLENGE EFFECT

-1 Cost for all Defenses in the current Challenge. Draw Tech.

HITS

4

X-TREME

GOLF SHOES

Gonzo

When you activate the Shoes, describe them and say how your skating turns them into weapons.

CHALLENGE EFFECT

Disable 1 Defense in the current Challenge. Always recycle the Golf Shoes.

HITS

6

X-TREME

SOMERSAULT SHRED

Grunge

When you activate the Shredder describe where the blades pop out, and how you use them to cut as you skate.

CHALLENGE EFFECT

Disable 1 Defense in the current Challenge, -1 Alarm, and -1 Cost Forward.

HITS

4

X-TREME

STAGE DIVE BOMB

Grunge

When you activate the Bomb, describe how you skate, jump, then come crashing down.

CHALLENGE EFFECT

Disable 1 Defense in the current Challenge and -2 Boss HP.

HITS

6

X-TREME

TECH



TECH



TECH



TECH



TECH



TECH



TECH



TECH



TECH



POWER PACKER

Hyper

When you activate the Power Packer, dance it and say what you drain for energy.

CHALLENGE EFFECT

Disable 1 Defense and gain 2 tokens of the Defense's type.

HITS

4

RAVE

SURGE SMASHER

Hyper

When you activate the Surge Smasher, dance it and say what gets smashed.

CHALLENGE EFFECT

-2 cost for one Defense in the current Challenge and -2 Boss HP.

HITS

6

RAVE

INERTIA BLASTER

Shred

When you activate the Inertia Blaster, dance it and say how your body becomes a bullet.

CHALLENGE EFFECT

-2 Cost for one Defense in the current Challenge and -1 Cost Forward.

HITS

4

RAVE

ROAD RAGER

Shred

When you activate the Road Rager, describe how you SKATE ANGRY.

CHALLENGE EFFECT

+1 X-treme for each Defense in the current Challenge.

HITS

6

X-TREME

SMARTLIGHT DRONES

Tricky

When you activate the Drones, draw them and say how they watch you and your friends backs.

CHALLENGE EFFECT

+1 Neon to each Skater.

HITS

4

NEON

LIGHT MODEL DECOY

Tricky

When you activate the Decoy, draw it and say how it draws the Defenses' attacks and attention.

CHALLENGE EFFECT

Prevent all Harm in the current Challenge.

HITS

6

NEON

TECH



TECH



TECH



TECH



TECH



TECH



TECH



TECH



TECH



HARD LIGHT DISRUPTOR

Draw the Disruptor and say how it powers up. Then say "what do you do?"

- ✓ Say how you redirect the Disruptor. Disable Defense Forward
- ✓ Say how you fail to get out of range before the Disruptor shorts your Tech. Discard Tech
- ✓ Say how your systems are pirated by the Disruptor to fry another skater. Discard Tech and -1 Neon from another skater

5

POWER

NEON

FREEZE RAY

Describe the Ray and say how it starts freezing stuff. Then say "what do you do?"

- ✗ Say how you skate stealthily past the Ray's without alerting it. -1 Alarm
- ✗ Say how you skate daringly between the Ray's blasts, cooling your systems. Recycle Tech
- ✗ Say how your careless skating gets some Tech destroyed by the Ray. Discard Tech

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POWER

X-TREME

MONOFILAMENT WEB

Describe the Web and say how it rotates. Then say "what do you do?"

- ✗ Say how you skate close enough to draw a little power from the Web. +1 Neon
- ✗ Say how you're going so fast when you trick through the Web that you disrupt it. +1 Alarm
- ✗ Say how you get sliced by the Web as you try to skate through its threads. Take Harm

...

POWER

X-TREME

DAY GLO LOCUSTS

Draw the Locusts and say how they swarm. Then say "what do you do?"

- ✓ Say how your evasion of the Locusts generates feedback. -1 Alarm
- ✓ Say how you fail to avoid the Locusts' body scans. +2 Boss HP
- ✓ Say how your Tech is drained by one of the Locusts. -1 Solar

3

POWER

NEON

HYPER COLORS

Draw the Colors and say how they shift. Then say "what do you do?"

- ✓ Say how you extract code from the Colors pattern. View and Swap Defenses Forward
- ✓ Say how you have to struggle to break away from the Colors allure. +1 Cost Forward
- ✓ Say how you succumb to the Colors' beauty. Kill Skater

3

POWER

NEON

HOLOGRAM TRAP

Draw the Trap and say how it lures. Then say "what do you do?"

- ✓ Say how you depower the Trap. +1 Solar
- ✓ Say how you're injured by the Trap. Take Harm
- ✓ Say how your efforts to escape the Trap draw attention. Harm and +1 Alarm

5

POWER

NEON

LASER CAGE

Draw the Cage and say how it forms around the skater. Then say "what do you do?"

- ✓ Say how you steal a little energy from the Cage as you slide by. +1 Solar
- ✓ Say how you manage to avoid the Cage's bars but still trip the sensors. +1 Alarm
- ✓ Say where and how your flesh is scorched by the Cage. Take Harm

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POWER

NEON

CHARGED CARDS

Draw the Cards and say how they seek. Then say "what do you do?"

- ✓ Say how you weave gracefully past the Cards. +1 Rave
- ✓ Say how you recharge some tech with one of the Cards. Recycle Tech
- ✓ Say how you burn out some Tech evading the Cards. Discard Tech

...

POWER

NEON

SABERS OF LIGHT

Draw the Sabers and say how they attack wildly. Then say "what do you do?"

- ✓ Say how you trick the Sabers into wrecking stuff. Disable Defense Forward
- ✓ Say how evading the Sabers slows you down. +1 Cost Forward
- ✓ Say how you fall for the Sabers' feint, and then they strike. Take Harm

3

POWER

NEON

DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



ACHEY-BREAKY HATE-
Dance the Achey-Breaky-Hate-A-Tron's steps and say when its weapons systems activate. Then say "what do you do?"

- R R** Say how you pull a trick as you fly past the Hate-A-Tron +1 Xtreme
- R** Say how you tear something useful off the Hate-A-Tron as it attacks. Take Harm and Draw Tech
- Say how the Hate-A-Tron damages your power supply. -1 Solar

POWER
RAVE

THE ROBOCOPS
Dance the Robocops' steps and say when their weapons systems activate. Then say "what do you do?"

- R R** Say how you disarm one of the Robocops. Draw Tech
- R** Say how you evade the Robocops, but not before they raise the alarm. +1 Alarm
- Say how you barely break away from the Robocops' metal hands. Take Harm and +1 Alarm

POWER
RAVE

THE SCHWARZENATOR
Dance the Governor's steps and say when its weapons systems activate. Then say "what do you do?"

- R R** Say how you get the Governor to pump you up. +1 Solar
- R** Say how you're surprised by the Governor's agility. +1 Cost Forward and Recycle Tech
- Say how you're nearly terminated by the Governor's punch. Take Major Harm

POWER
RAVE

TOXIN, MISTER
Describe the Toxic Mist and say how it wafts. Then say "what do you do?"

- X X** Say how you skate through a narrow gap in the Mist, ganking some Tech on the way. Draw Tech
- X** Say how you skate too close and accidentally breathe the Mist in, and how it effects you. +1 Cost Forward
- Say how your skates start to melt from the Toxin. +2 Cost Forward

POWER
X-TREME

COOL-SEEKING MISSILES
Describe the Missiles and say how they lock on. Then say "what do you do?"

- X X** Say how you skate close to important Defense controls, which the Missiles target. Disable Defense Forward
- X** Say how you skate too close to a Missile and get caught by its blast. Take Harm
- Say how you skate right into a direct Missile hit. Kill Skater

POWER
X-TREME

ROGER'S RAB-BOTS
Dance the Rab-Bots steps and say when their weapons systems activate. Then say "what do you do?"

- R R** Say how you befriend the Rab-Bots -1 Cost Forward
- R** Say how you evade all of the Rab-Bots but one +1 Cost Forward
- Say how you end up surrounded by the Rab-Bots Take Harm

POWER
RAVE

THREE SEASHELLS
Describe the Shells and say how they cleanse. Then say "what do you do?"

- X X** Say how you skate over and through the Shells, destroying one. -2 Boss HP
- X** Say how you get knocked off your skates by the Shells, shorting some Tech. Discard Tech
- Say how as the Shells suck you in and drain you... 1 Solar

POWER
X-TREME

TENTAKILL
Describe the Tentakill and say how it attacks. Then say "what do you do?"

- X X** Say how your skating ties the Tentakill in knots -1 Cost Forward
- X** Say how you the Tentakill catches a limb as you skate past. Take Harm
- Say how you skate right into the Tentakill's clutches, only escaping when it thinks you're dead. Take Major Harm

POWER
X-TREME

GLEANING CUBE
Describe the Cube and say how it beguiles. Then say "what do you do?"

- X X** Say how you skate (and pull an epic trick) right through the Cube, glimpsing some important intel. View and Swap Defenses
- X** Say how you see yourself skating in the Cube's depths, and who's with you in the vision. +1 Cost Forward
- Say how you come to some time later with your mind burned, skating dazedly in the Cube's glow. Take Harm and +1 Cost Forward

POWER
X-TREME

DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



HAMMERING PANTS

Dance the Hammering Pants' steps and say when their weapons systems activate. Then say "what do you do?"

- R R** Say how you dodge as the Pants crush some important Defense controls. Disable Defense Forward
- R** Say how you get stomped by the Pants. Take Harm
- Say how you have to sacrifice some Tech to escape the Pants. Discard Tech

3
POWER

RAVE

TECHNOTRONIC JAM

Dance the Jam Pumpers' steps and say when its weapons systems activate. Then say "what do you do?"

- R R** Say how you get the Technotronic signal to feedback on itself. -2 Boss HP
- R** Say how you are nearly deafened by the Technotronic Jam and can't hear the alarm. +2 Alarm
- Say how you accidentally amplify the Technotronic signal, frying you and another skater. Take Harm and -1 Rave from another skater

5
POWER

RAVE

THE DEF ENESTRATOR

Dance the Def Enestrator's steps and say when its weapons systems activate. Then say "what do you do?"

- R R** Say how you activate the Def Enestrator's original medi-bot functions. Downgrade Harm
- R** Say how you take a bad gash from one of the Def Enestrator's sharpest bits. Take Harm
- Say how you can't escape the Def Enestrator's claws. Ever. Kill Skater

5
POWER

RAVE

DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE



DEFENSE





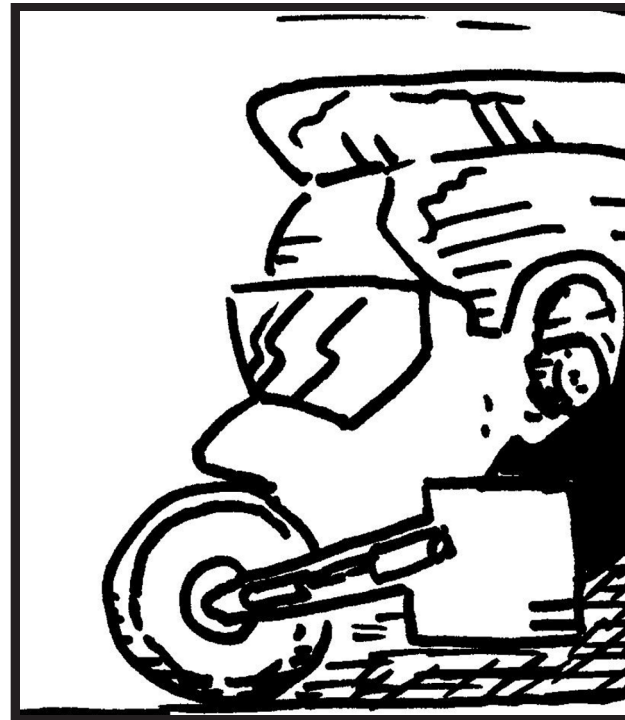
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HIT POINTS
4 PER PLAYER

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ALARM



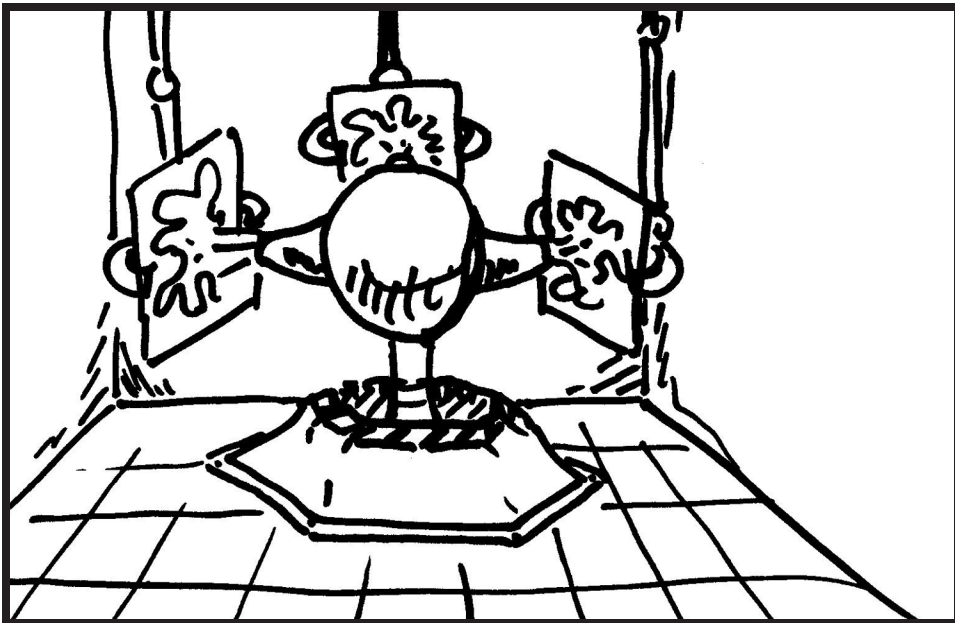
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HIT POINTS
4 PER PLAYER

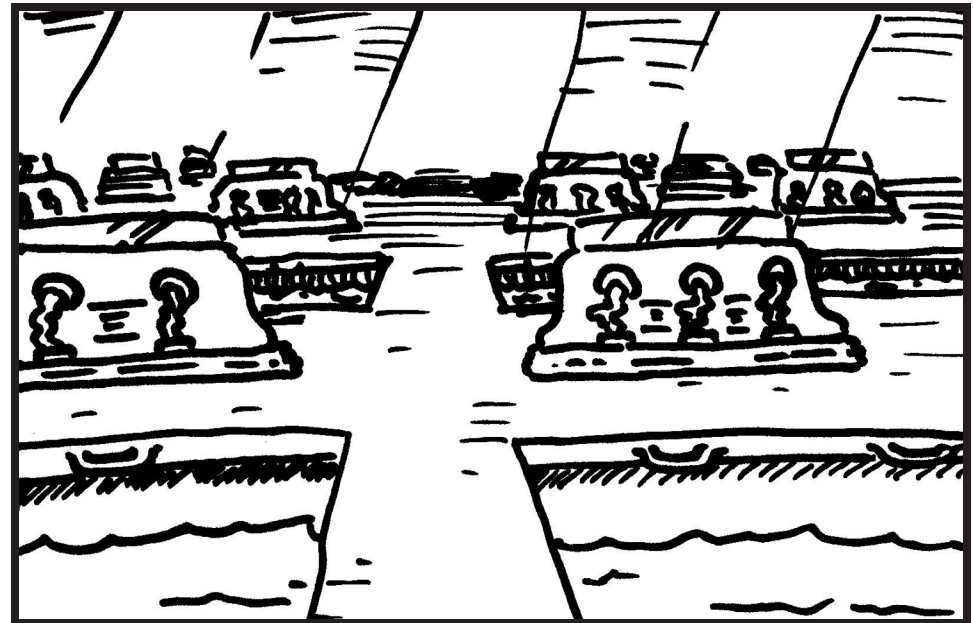
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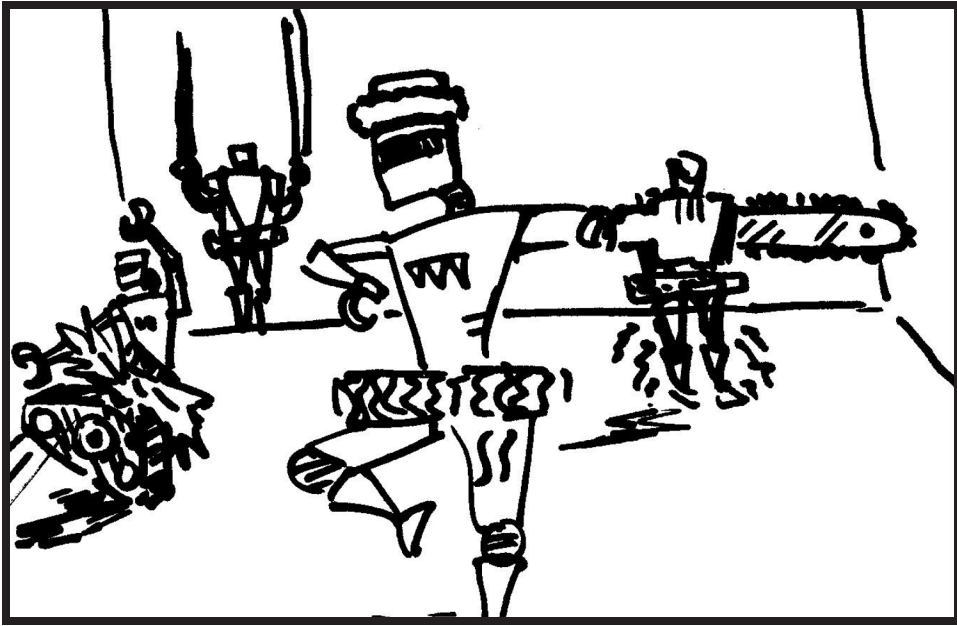
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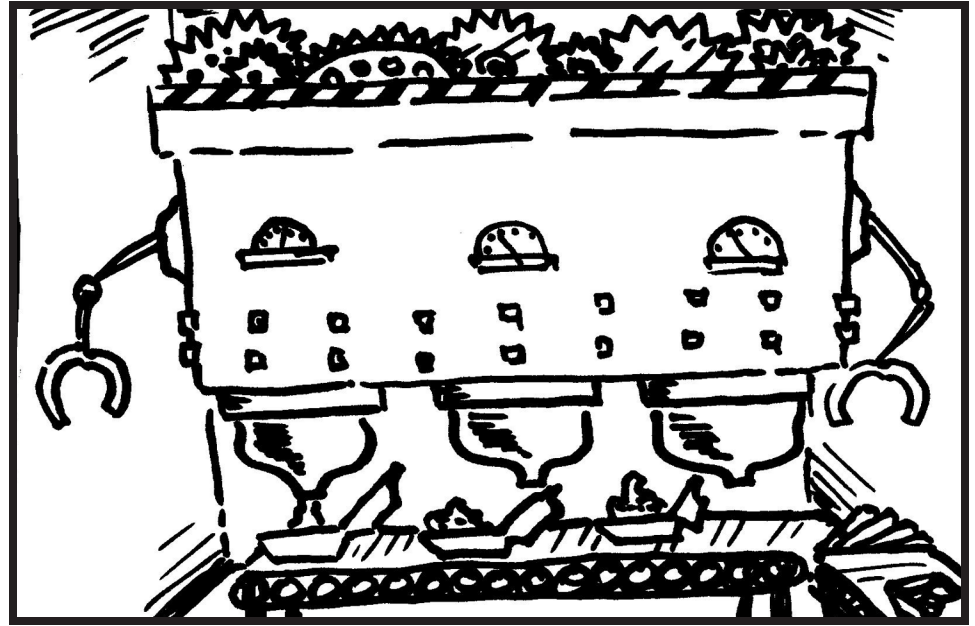
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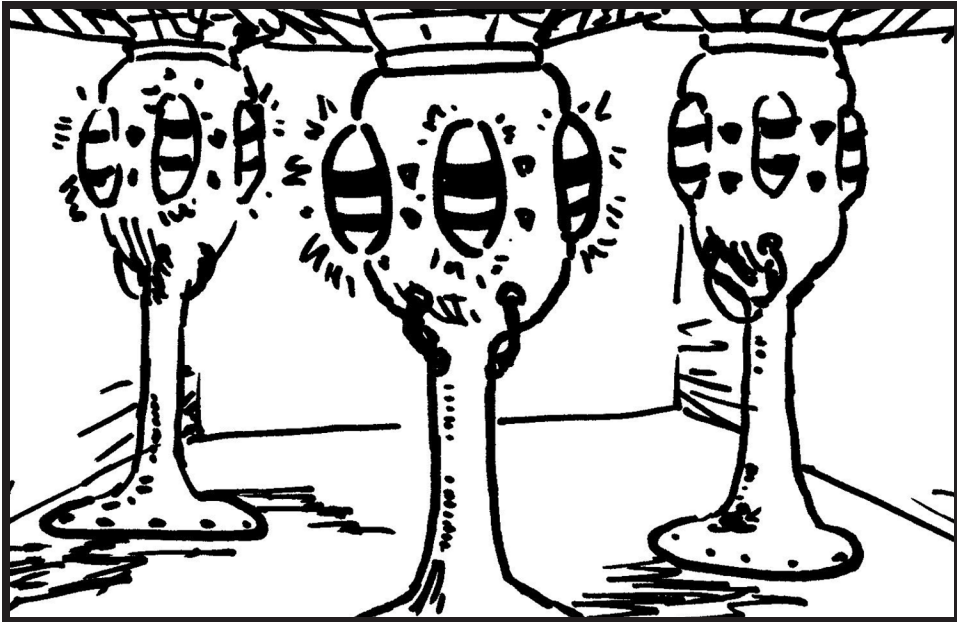
CLONING VATS



DANCEBOT TRAINING GYM



SOYLENT GREEN MACHINE



SOLAR COLLECTORS



GONZO

NEON: 2

RAVE: 3

X-TREME: 5

HARM

MINOR | MAJOR

GRUNGE

NEON: 3

RAVE: 3

X-TREME: 4

HARM

MINOR | MAJOR

TRICKY

NEON: 5

RAVE: 2

X-TREME: 3

HARM

MINOR | MAJOR

CYBER

NEON: 4

RAVE: 4

X-TREME: 2

HARM

MINOR | MAJOR

HYPER

NEON: 1

RAVE: 5

X-TREME: 4

HARM

MINOR | MAJOR

SHRED

NEON: 2

RAVE: 4

X-TREME: 4

HARM

MINOR | MAJOR