

h.o.r.n.

OF HAPPINESS

Oh noes! Another transmission of meanness coming from Main Meanies United on Earth! We must dash, fellow H.O.R.N. agents! We must bring love and kindness back to the world before it's too late. So yet again our agents from Hopelessly Odd Research Network of Happiness must travel from the future to help make the world a friendlier place. The time and place of their adventure changes as do the meanies they face. Unfortunately, the agents can't speak to each other because they are from different eras, but they can still communicate with love and kindness. Awww.

You need print:

- ✓ Character sheets for all the players
- ✓ Sadness/kindness tokens
- ✓ Meanie card deck
- ✓ Rules (optional)

You also need:

- ✓ 6-sided die (D6)
- ✓ Pens
- ✓ A timer
- ✓ Scissors

For 3-5 players
Character creation 10min
Playtime 15-30min

Character creation

Each player comes up with a name, description, sound (or phrase), age and gender for their character. The players give a short description about their character to the other players.

The person sitting to your left will come up with an ability for your character from your description. The abilities can be anything they are mostly used for narrative purposes, but try to think of something that's nice to play! Some examples of abilities could be "writes a lot of poems" or "good listener."

Setting up the Mission

Choose the game master (GM), not the same person twice in a row. At the start of the game, the GM determines the time, place & a clue for the adventure by throwing a D6 three times and selects the corresponding time, place and clue from chart 1. The GM can also come up with their own time, place and/or clue if they want to.

After selecting the time, place & clue, the GM draws 3-5 cards from the meanie deck (choose more cards for a longer adventure) and chooses who of the creatures is the Main Meanie. Don't show the cards to the players yet.

Set up the players token pool. Take as many tokens as there are players (including the GM!) and place them the kindness side up in the middle of the table so that everyone can see them.

Each mission starts with the GM's character being kidnapped by the Main Meanie of the mission. (This happens every time! The poor H.O.R.N. agents get kidnapped a lot.) The GM sets the scene for the players using the time period, place and clue selected earlier. Then the game can start!

Playing the game

This is a roleplaying game, so telling stories is just as important as winning the disagreements - if not even more so. The GM is in charge of telling what the world looks like and what the meanies do, and the players describe what their characters do. Your abilities and allies can influence the story on a narrative level however you see fit.

The players will have to use storytelling and the clues to find the meanies. During the storytelling phase the characters can communicate using normal language, not just their chosen sounds/phrases like in the disagreement rounds. The goal of the game is stop the meanness from spreading and save the kidnapped H.O.R.N. agent.



Disagreement round

Disagreements are the conflicts of this game. When you find a meanie, a disagreement round starts. At the start of the disagreement the GM chooses the meanie that the players will face first and sets that card face up on the table. The GM also set a proper amount of sadness tokens on top of the card: the first meanie has one sadness token, the second meanie has two tokens etc.

One disagreement round consists of three phases - defining the target score (referred to as TS from now on), negotiating approaches and checking the result.

First, the GM chooses the TS between 7 - 15 for the round. Once the TS is chosen, the GM sets a timer for 20 secs. During this time each of the players has to choose an approach to deal with the meanie and communicate their choice to the team using only their sound and body language (showing number with fingers is cheating and mean!). Try to communicate the name of your approach, not the number - this is harder, but much more fun!

The approaches are numbered (see chart below) and the combined score of players' approaches determines the result of the disagreement. If two players choose the same approach this will only be calculated once, for example if Twinkle and Nessie both choose "empowerment" (3) and Coon chooses Logic (4) the combined score for the team will be 7. If a player can justify using the character's or an ally's ability to help defeating the meanie, the combined score can be altered by -/+ 1. Each sadness token on the team's token pool will add +1 to the team's combined score making it more complicated to reach the TS.

- 1 - Nurture
- 2 - Empowerment
- 3 - Logic
- 4 - Flirt
- 5 - Ignore
- 6 - Mean

There are three possible results for one round of a disagreement:

1. If the team hits the exact TS, turn one sadness token on the opponent from sadness to kindness. When all the tokens on the opponent have turned kindness, the meanie becomes the team's ally and you can take the card for yourselves. The meanie's kindness tokens are also transferred to the team's token pool.

2. If the team goes over the TS, one of the meanie's tokens is destroyed and one of the team's kindness tokens is turned into a sadness token. If the meanie loses all it's tokens, it gets depressed and runs away never to be seen again. So don't be meanie!

3. If the team goes under the TS, there wasn't enough kindness to change the meanie's mind. The meanie's tokens stay the same and one of the team's kindness tokens is turned into a sadness token.

Repeat the disagreement steps until the meanie has either ran away or joined your team. If all the H.O.R.N. agents's kindness tokens turn to sadness tokens, the team fails the mission, and they will have to return to the future to regain their kindness without the kidnapped agent. Sad times.

Have fun, make silly stories, and remember to be kind! <3 <3 <3

Chart 1: Define the mission

Era

1. Viking age with dinosaur riders
2. 1980
3. The Distant Future
4. Medieval times
5. Ancient Egypt
6. Modern day

Place

1. Reptilian kingdom
2. A robot dog factory
3. A pirate harbour
4. A space station
5. Fairytale kingdom
6. A floating island

Clue

1. A map
2. A letter
3. Fingerprints
4. An eye witness
5. A wanted poster
6. A radio signal

The character sheet is a purple and pink form. At the top left is a logo for 'HORN' with 'AGENTS' and 'HAPPINESS' text. Below the logo is a section for 'Short Rules'. To the right of the logo is a section for 'Your Abilities'. Further right is a section for 'Picture' with a blank box. Below the 'Picture' box are fields for 'Name', 'Age', 'Gender', 'Your Sound', and 'Short Description'. The form is designed to be folded.

Picture: Character sheet before folding.