



BIKE ON FIRE

A Role-playing game of tragic hobby obsessions
for two players, requires a deck of cards

Character Creation:

Draw two cards from the deck. Pick your hobby battleground from those, or come up with a better one yourself:

- 2 Motorcycle stunts
- 3 Christmas Lights
- 4 Gingerbread houses
- 5 Dog shows
- 6 Miniature railways
- 7 Cosplay
- 8 Exotic BBQ
- 9 Haunted house creation
- 10 Orchid breeding
- J Quilting
- Q Extreme sports experiences
- K Stage magic
- A Tiger shows

Return the cards to the deck.

Give your character a name, and describe their personality with a few words, and their social status with a few more. Come up with why you respect, and why you can't stand the other player's character. Write these down.

Before Play:

Divide the deck into four stacks by suit and take the two jokers aside. Shuffle each stack and deal 5 cards of each suit plus one joker to be each player's deck. Set aside the 12 extra cards and shuffle the players' decks.

Each player draws 5 cards from their deck and play the lowest card from their deck as their first achievement.

Decide who goes first.

Gameplay

At the start of the turn, draw your hand back up to five cards.

- 1) If you have trophies, you can hold on to them by winning them again. If you don't, the trophy is removed from play as your character neglects it.
- 2) You have to win the card on the top of the opponent's achievement stack. With it you undermine their last effort or top it somehow.
- 3) You have to win the card on the top of your own achievement stack. With this, you do what you can to create something more memorable than you've done before.
- 4) Put the cards you used to win your own card on the top of your achievement stack in any order you wish. If the new card is smaller than the previous top card, draw a card as a new trophy — your character found something significant in their life.
- 5) Pass the turn to your opponent.

If you would have to draw a card from the deck, but there are no more cards in your deck, the game ends with your character's death.

Always when you play a card, discuss and describe what this means in the fiction

Winning cards

You can win a card by playing one or more cards with the summed value equal or more to the value of the card being won. You can play a card from your hand, draw from the top of your deck, or from your trophies. The card being won stays on the table.

An Ace is valued at 14. A Joker is worth more than any other card when it's used to win a card, and it is worth less than any other card when it's being won. When the joker is played, both players discard their hands.

Each trophy in play gives the player a +1 to the value of cards from the same suit they play. A face card gives a +2 instead. Joker as a trophy gives +1 to value of all player's played card.

End game

When the game ends with the death of a character, the surviving character's player counts the remaining cards in their deck. If this number is equal or more than the value of the card on the top of the dead character's achievement stack, this exchange wasn't the most memorable one the survivor had in the hobby field.

Both players shuffle their achievement decks and draw one card from theirs at random. This card's suit and value determined how the character will be remembered.

The trophies still in play reveal what each character had surrounding them on their death bed. The cards still left in their hands tell us what they would have wanted to accomplish in their life before they died.

Suits:

- ♠ Determination, stamina, grit
- ♥ Passion, love, emotions
- ♣ Violence, power, force
- ♦ Money, investment, education

Cards when winning:

- 2-5 Using own resources
- 6-10 Relying on others
- J Person: Shady
- Q Person: Family
- K Person: Authority
- A Perfect performance / opportunity
- Joker Cooperation with the opponent

Cards as trophies:

- 2-4 Tools, techniques, methods
- 5-7 Community support, assistants, standing
- 8-10 Recognition, outside or media attention
- J Person: Friend
- Q Person: Loved one
- K Person: Mentor
- A Personal achievement
- Joker Happiness

Your impact:

- 2-4 Completely forgotten
- 5-7 Remembered by a few
- 8-10 A name brought up every now and then in the hobby
- J A notable name inside the hobby
- Q A name that's known even outside the hobby
- K A notable name known in public
- A Your name becomes tightly associated with the hobby
- Joker Your genius is understood only a generation from now