

# *Roaring Rockets Playing Reference*

VERSION 3.1 (BOOSTER) / <http://www.roaringrockets.org/>

SUMMARY of how to play the game and how to role-play

## *How to play*

Role-playing is COOPERATIVE STORYTELLING.

All of the players role-play a pulp science fiction character. This means acting and reacting like the character as the character experiences a pulp science fiction story.

The game master sets the scene, telling you what you see and hear according to a pre-written adventure.

As the players react and act, saying what they say and do, the story unfolds.

Classic pulp science fiction plots usually involve travel to strange planets, confronting bad guys, and rescuing people.

## *Vocabulary*

- **Role playing** is acting like another person, either real or fictional.
- **Improvisational role playing** is making it up as you go, without a script.
- A **role-playing game** is a game where the players improvisationally role-play their own fictional character. They engage in adventures and participate in cooperative storytelling. These are usually cooperation games, where all players win or lose together.

## *Role-playing is first person*

Right: *I run to the rescue.*

Wrong: *My character runs to the rescue.*

## *The Basics*

- You act, think, and talk like your character. Not like yourself.
- Try not to break character. In other words, try to keep acting, thinking, and talking like your character while playing the game.
- Your character has different attitudes, goals, and desires than you do. Use these attitudes, goals, and desires instead of your own.
- Embrace the game and the genre. Start small with what you know, pick up more as you play games, and have a look at supplementary materials when you have time. In Roaring Rockets, that means slowly immersing yourself in pulp science fiction and the culture of 100 years ago (you might have a look at **RR\_Genre**).

