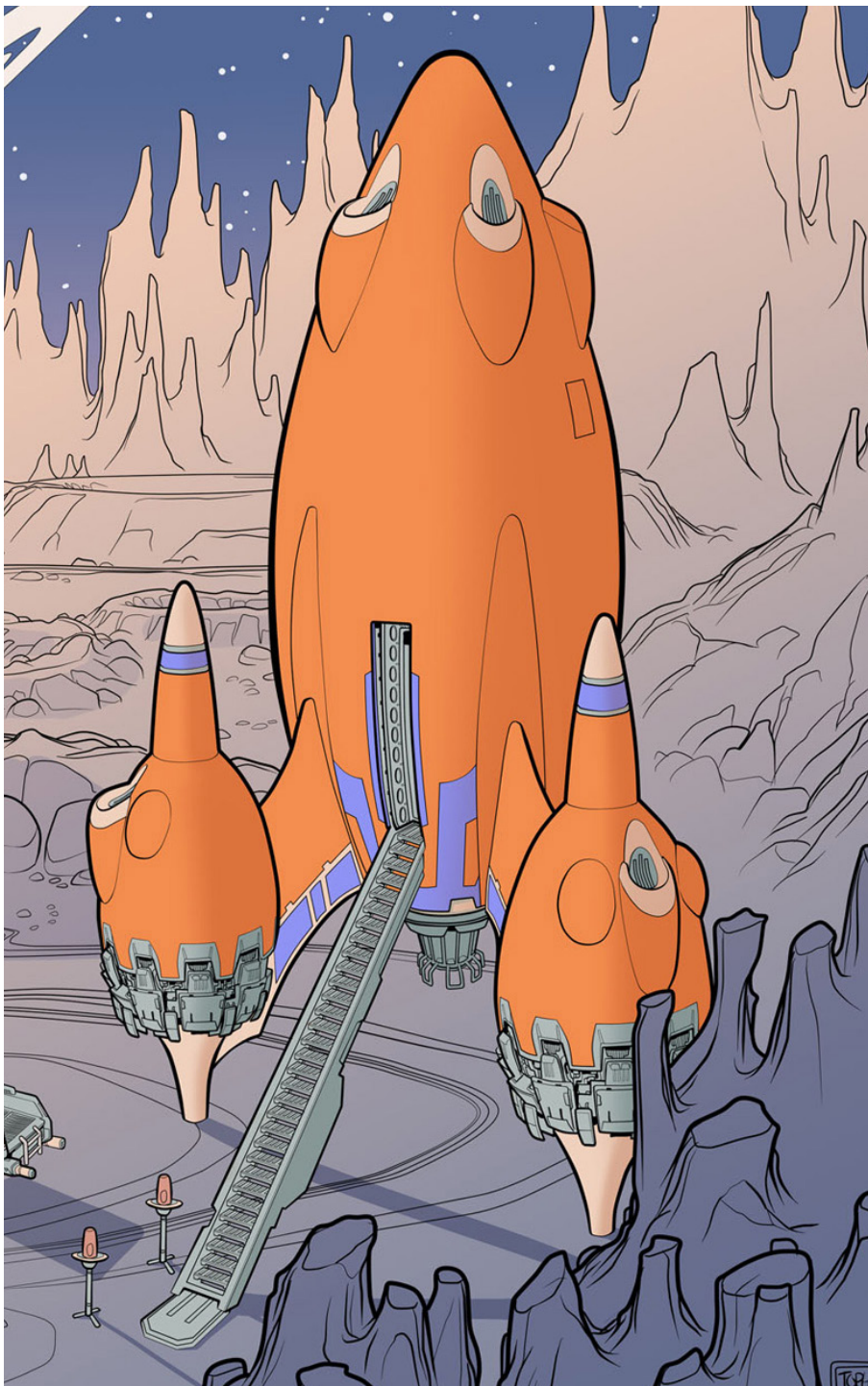




# ROBO DERBY

AN INTRODUCTORY BRIEFING



# CONGRATULATIONS!

Congratulations--your IRDL application has been accepted!

It's 2322, and you've just been recruited to play in the **interplanetary Robo Derby League (IRDL)**! Robo Derby is a brutal, fast-paced sport, and anything less than a top medal means being doomed to obscurity once the season ends—so you'll have to put everything you've got into the IRDL to make this worth your while. And in Robo Derby, winning takes just as much off the track as on it.

In between matches, you and the 11 other competitors will be shuttled from planet to planet on the **IRDL's luxury shuttle**. You might not be competing on the shuttle, but that doesn't mean the games stop when the engines start. On the shuttle, you've got a few uninterrupted hours of travel between each match with your rivals—enough time to make enemies, friends... or more?

You might not be the best Robo Derby player, but if you make the right allies, **you might just have a shot at winning it all!**

# WELCOME TO THE DERBY!



# ABOUT THE DERBY

Robo Derby is a **2-4 player campaign-style sports game**. Playing as Derbyists--competitors in the futuristic game of Robo Derby--you'll complete a series of 3-7 Robo Derby matches, each taking place on a **different planet or moon**.

Between matches, Derbyists will have the chance to **interact with their competitors**. By completing short dialogue sequences or tasks, Derbyists are able to change their opponents' opinions of them, either positively or negatively. These interactions are broadcast to all Derbyists and their competitors at the end of the journey with AI subtitles, which might or might not accurately reflect what happened; these broadcasts can further influence the opinions of opponents.

**Creative Hook:** A sports game where actions outside of the game have consequences within it

**Tone:**

- Manic
- Competitive
- Joyous

**Theme:**

The use of others as tools, not people

# EXTROVERTED! FLIRTY! IN IT TO WIN IT!

- Relentless flirt
- Extroverted, sociable
- Challenges, self-imposed and otherwise
- Group activities
- In it to win it, but likes the stakes to be low
- Can have a tendency to think of people as objects to be manipulated

Marcie is a senior in college. She's a business major and sorority member with a B average—although she managed straight As through her first two years of college, she's been "senior sliding" since fall of junior year. She considers herself to be very smart, but the moment an activity or assignment becomes too easy or too boring, she drops it. Marcie is very gregarious—she's often the one to suggest ideas for events at her sorority, and she's usually one of the first to arrive and last to leave. She tends to leave the planning of those events to other people, though. Marcie is an insufferable flirt; in her relationships, she tends to pursue people in short, obsessive bursts. Like in her schoolwork, once the thrill of the chase wears off, Marcie gets bored and moves on to chase other prey. She can be loud and somewhat polarizing, but in her eyes, any problem other people have with her is their fault, not hers. Marcie already has several job offers for managerial positions after graduation, but she's been procrastinating on responding to them for almost two weeks.

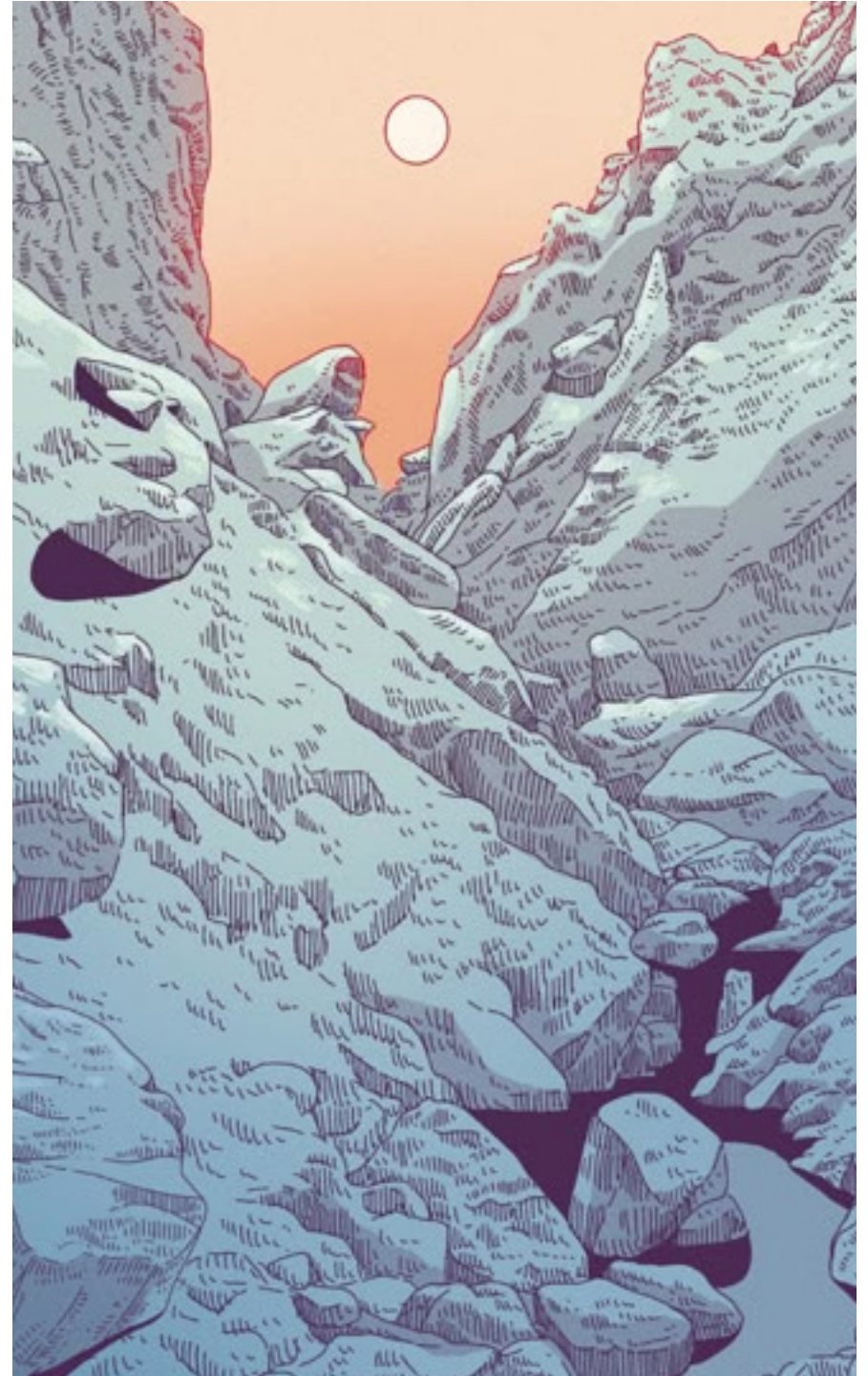


# RULES AND REGULATIONS

Although we know you're a professional, before signing on with the Interplanetary Robo Derby League, we suggest you take the time to review the following IRDL Rules & Regulations (revised Mar. 2322).

Although bonding with your rival Derbyists is important, the bulk of your time as a Derbyist will be spent in Robo Derby matches. Robo Derby is a simple, fast-paced, full-contact sport, where the goal is to beat 11 other competitors to the finish line of a prescribed track. There are three core differences between Robo Derby and other racing sports, though:

1. Unlike most team sports, the IRDL permits and encourages **any and all robotic body mods** (up to 80% of the player's body mass, according to IRDL Rules & Regulations). Past Derbyists have used engines, wheels, additional limbs, and even portable rocket launchers to propel themselves down the track. Best of all, you'll have the chance to upgrade your mods between races using the money you earn from winning races and brand deals!
2. Although each Robo Derby match takes place on a unique track, **there is no penalty for leaving the track**. A good enough shortcut can propel a clever Derbyist far ahead of the competition--or leave them stuck in a ditch while their opponents pass them by.
3. As a full-contact sport, Robo Derby allows **bodily contact between Derbyists**. Pushing each other out of the way or even off the track is one of the easiest ways to get ahead of pesky opponents. Just be careful not to kill anybody!





# RULES AND REGULATIONS, CONT.

Getting disqualified from a Robo Derby match is almost impossible. As long as you don't kill any of your opponents, you can stay in the race! Per IRDL standards, every competitor's helmet comes equipped with **health lights**, which will glow green when a player is unharmed, yellow when the player is mildly injured, and red when the player is seriously injured. Watch out for red-light players--if they're injured enough, even a small tap could be enough to ruin your chances in the race! Don't worry, though--**killing another Derbyist will only disqualify you from your current race.**

After each match, your match score will be added to your cumulative season score. First place receives one point, second place receives two points, and so on, with any disqualified Derbyists receiving a flat 13 points for the match.

The final match of the IRDL season takes place on Earth and is played between only the **top six Derbyists (the six lowest scores)** of the season. Winning a medal in the final match of the season will earn you wealth, prestige, and brand deals! Any other score means resigning yourself to a life of obscurity, mediocrity, and billboards without your face on them--so play your hardest!

# THE SHUTTLE

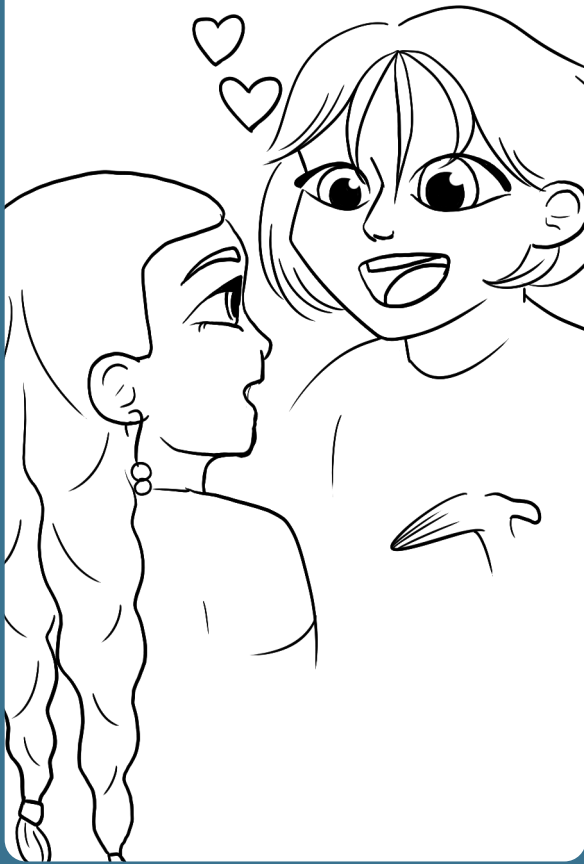
Although not strictly endorsed by the IRDL, fraternizing with other Derbyists between matches has recently become a standard and well-loved feature of the game by Derby fans across the solar system. In light of this, the IRDL has decided to install cameras throughout the space shuttle.

Between matches, you'll get the chance to **interact with your fellow Derbyists**. You'll be able to have simple dialogues with other Derbyists or help them with tasks. Unfortunately, our cameras don't pick up on audio very well, so our patented AI will take on the task of **translating your actions to be broadcast across the solar system**. At the end of each trip, you'll be able to watch the **highlight reel** of your flight.

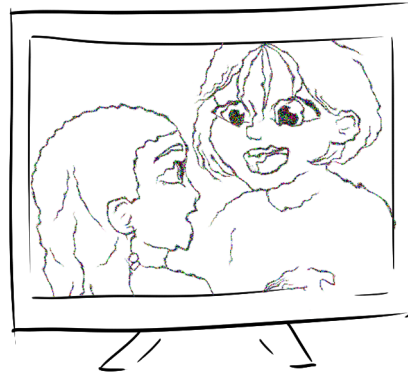
**Sponsors** will also be watching the highlights. Depending on how interestingly the AI depicts your actions, you'll receive money from **sponsorships and brand deals** at the end of the shuttle ride.



# EXAMPLE: INTERACTIONS

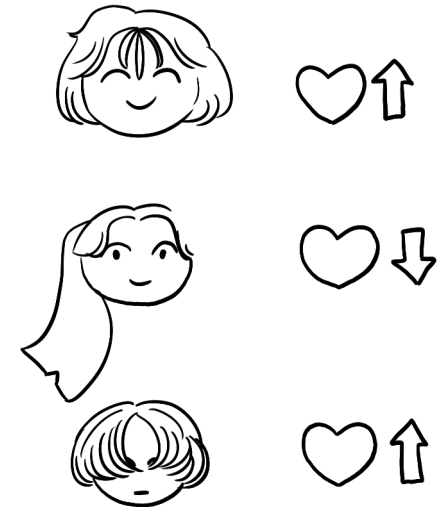


Interactions with competitors might involve simple conversations or more complex interactions.



BREAKING NEWS  
FIGHT BREAKS OUT

Cameras aboard the shuttle record interactions, and an AI interprets these interactions based on facial expressions and movement and adds subtitles. The full reel of interactions is displayed at the end of each voyage.



"NEW" BRAND  
DEAL OFFER  
210 \$

Depending on how the AI interprets interactions, with more shocking subtitles receiving more attention, Derbyists are given money from brand deals to upgrade themselves. Watching the reel also affects the opinions of other competitors.

# EXAMPLE: CUSTOMIZATION

210 \$

+1 SPEED . . . 20 \$

+1 HANDLING . . . 20 \$

+1 AIR CONTROL . . 20 \$

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+1 BODY MOD . . 1000 \$

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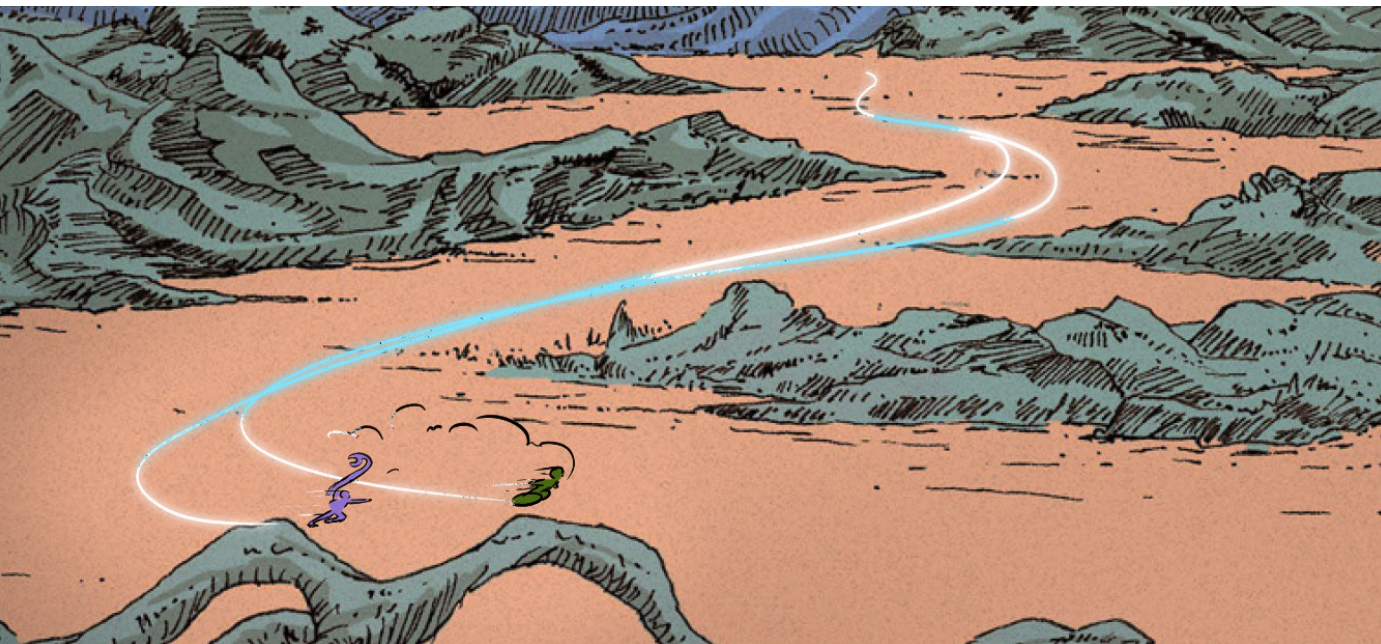
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+1 ENERGY DRINK . . 50 \$

Money earned from brand deals and winning medals in races can be used to upgrade existing body mods or add new ones.



# EXAMPLE: RACING



Races take place across the unique terrain of a variety of planets and moons.

1<sup>ST</sup> PLACE

300\$ PRIZE

BRAND DEAL . . 30\$

BRAND DEAL . . 74\$

TOTAL WINNINGS

. . . 404\$

The top performers in each race are given prize money and/or brand deals to upgrade their body mods.

# READY TO JOIN THE LEAGUE

*By signing below, I acknowledge that I have read and understood the Interplanetary Robo Derby League ("IRDL") rules and regulations above ("Rules.") I agree to license my name and likeness to the IRDL for the duration of one (1) IRDL standard season, to be renewed for additional seasons under the discretion of the IRDL. I acknowledge the inherent dangers to my physical self and to my public image laid out in the Rules, and I agree that the IRDL and its associates will not be held accountable for any physical or mental damage accrued during my partnership with the IRDL. I agree to keep the information laid out in the above Rules private, and acknowledge that any breach of this contract may result in legal action from the IRDL and its associates.*

Printed Name \_\_\_\_\_ Date \_\_\_\_\_

Signature \_\_\_\_\_