

**YOU GOT TA BE STARTIN SUMTHIN:
*a B-BOY WhackoCaLYPse***



a game of BOOGIE in the end times

BY

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The beat was hot, but the station was hotter...

C-Mar's sweat was a thousand needles on his back. Every heaving breath burned, and he earned a new bruise every time his shoulder hit the cardboard. Boy was in heaven, though.

Darrylicious stepped back and forth in front of Mar's dizzying windmill, shaking a bucket full of quarters, sporting a smile a mile wide, and hyping the 5 PM crowd. Tourists and businessmen stopped in the Herald Square mezzanine to get out of the sudden August storm Business was good for the Fulton Fresh Market.

C-Mar ended with his trademark Fig-4 Freeze and kipped straight into a robot, joined by Razz and Flo. A little blonde girl squealed and laughed with excitement...the end was coming.

And then The Jolt.

The ground jumped like a sucker scared of sirens. It waved, the crowd dropped, and the robots couldn't even keep their feet. The boombox buzzed for a second and cut out just as "Don't Stop Til You Get Enough" came in. After the sonic boom hit, the stairwell through the turnstiles filled with the glass that used to be the Manhattan Mall.

It got warmer.

When the quake stopped, everyone got their feet again. Darryl took the stairs two at a time and took a look. After 15 minutes he came back, grabbed the bucket, and emptied it out on the ground.

"Ain't no reason. Take yo' change back, we don' need it."

C-Mar was stunned. "Darryl, what the fuck is goin' on? What are we gonna do now?"

"Razz? Hit that box again. Let's start it up."

- THE WHACKOCALPYSE -

You have in your hot little hands a game about the Apocalypse.

Yeah, you hear that, and it brings to mind millions of images: dingy desert huts, rusty technology, stockpiles of military weapons, raiders in leather jackets, giant ants...

Don't worry-all that's gonna be there if you want it. The big difference here is that you won't be takin on the aspects of a bunch of hardened, ragged, stubbled heroes of the wastes.

This game is about how to survive the end of days with nothin in your arsenal but a smile, a beat, and the right moves. For some reason, all of the Dance Teams on Earth have survived a catastrophic event, while the entire rest of the population was devastated. These Teams roam the city, entertainin survivors, facin off against other Teams, and, of course, fightin zombies. The Teams are the greatest hope for humanity, and every Team is out to become the Hottest Team in Town. To do this, you will need a copy of the character sheet, a deck of ordinary poker cards, a bunch of 6-sided dice, and some funky beats.

Don't think of the Apocalypse as *Mad Max* and *Day of the Dead*.

Think of it as *The Warriors* meets *You Got Served*.

- Toprock: Creatin your B-Boy -

Causin Whackocalypse

You Got Ta Be Startin Sumthin is a game about dance and adventure, but before you can get to that, you've gotta grab 2-4 friends and create your Team and the new world they live in. The first step in this is choosin your Whackocalypse and why your Team survived. For example, maybe the ice caps melted, and your Team was breakin on a roof in Brooklyn. Maybe there was a super disease, but the good shape your Team stays in to break means they fought it off. Maybe an evil sorcerer cast an ancient ritual to summon the demons of Hell, but their weakness is anyone wearin day-glo colors. Discuss with the rest of your Team, and come up with a Whackocalypse as normal or far-out as you'd all like. This step also tells the GM, who will be takin on the role of the rival Teams and raiders, which challenges to give you and what tone you want the game to have.

Jordan, Kristin, and BJ want to play a game as C-Mar, Razz, and Flo. They tell Kevin, the GM, that their Team will be called the Fulton Fresh Market. Kevin asks what their Whackocalypse will be. Kristin suggests a swarm of insects descending on LA from the desert, led by a Giant Queen. Jordan says he'd like to keep it simple for the first game, and suggests a nuke hitting NYC. BJ agrees with Jordan, and suggests that the reason their Team survived is because they were breakin in Herald Square subway station. Kristin pouts, but agrees. Maybe they'll use her Whackocalypse later. She *loves* giant insects...

Givin em Soul

The next step is creatin each individual B-Boy and B-Girl. First choose a name and a style. Then assign 10 points to your three stats: **Crown, Joints, and Soul.**

Crown is everythin to do with your dome and grill. It's your brains, it's your smile, it's your silver tongue-and it's what takes the pain when you do a headspin. Mark your value in this in the circle labeled "C."

Joints is everythin to do with your arms and legs, from the hips to your tippy-toes and shoulders to your fingernails. It's your runnin, jumpin, poppin, lockin, and how easy it is for you to bust in a door. Mark your value in this in the circle labeled "J."

Soul is everythin, period. What have you got without **Soul**? This is what makes you a B-Boy, this is what separates your Team from a

bunch of punkass suckas tryin to grab a piece of the pie that ain't theirs. **Soul** governs all moves based on your gut, and measures your *cajones*...if they can be measured. Mark your value in this in the circle labeled "S."

The next and final step to creatin a B-Boy is **Moves**. Write your **Crown**, **Joints**, and **Soul** in the larger circles next to the **Moves** entries on the character sheet. These numbers determine how many **Moves** you know that come from each part of you. For example, if you have 3 points in **Crown**, choose 3 moves that have to do with the head or upper back. If you can't come up with enough, example moves are in the appendix.

If you have the same moves as your Teammates, don't worry! They all have different styles and do their moves from a different 6-step, so it's a different move!

BJ picks Flo's style, which is Soul Glide. He describes it as a style that stretches the limits of the circle and glides like a hawk across the floor, hunting suckas. He assigns 3 points to her **Crown**, 3 points to her **Joints**, and 4 points to her **Soul**. He then chooses her **Crown** moves: Headspin, 1990, and the Munchmill. Her **Joints** moves are the Turtle, the Robot, and the Handglide. Finally, he chooses her **Soul** moves as the Rubber Band, Elbow Freeze, The Worm, and the Backflip.

- Uprock: Conflicts and Dancefights -

HOTNESS and WHACKNESS

Now, you ain't gonna be the Hottest Team in Town without the most important thing: respect. In *You Got Ta Be Startin Sumthin*, this is measured in two ways: **HOTNESS** and **WHACKNESS**. When your crew does somethin fresh, you gain **HOTNESS**. When your crew does somethin beat, you gain **WHACKNESS**.

These are noted on the far right of your sheet, on the circles in a semi-circle. When you gain **HOTNESS**, fill in the empty white circles, startin from the top left and movin toward the center of the sheet. If you gain **WHACKNESS** (Fab Five forbid!), fill in the empty gray circles, startin from the bottom left and movin toward the center of the sheet.

If your **HOTNESS** reaches the center first, congratulations! Your Team has become the *Hottest Team in Town*. If your **WHACKNESS** reaches the center first, better luck next year, turkeys! Your Team is a miserable group of sucka MCs, and is banished to the Wastes to stop moochin off our food.

SIMPLE CONFLICTS

In gettin to and from various **Dancefights** (described below), there will be minor challenges: jumpin chasms, climbin walls, gettin an unfriendly group of people to give directions. These will be resolved by **Simple Conflicts**.

These couldn't be easier. To perform a **simple conflict**, the two sides choose stakes that are agreeable. For example, the player may choose that if she wins, the Team finds out where a rival Team lives. The GM states that if he wins, the Team is misinformed, and goes to a building across town (which he secretly knows is infested with Zombies).

Then the GM sets a **difficulty** and rolls that many six-sided dice. The Player rolls the appropriate stat and rolls that many dice. For example, the GM states this is an average task with 3 dice of difficulty, and the player rolls her **Crown** of 4 dice. They then compare the highest to the highest, and that player wins. In the case of a tie (unlike in a **Dancefight**) compare the next highest, then the next, until one side runs out of dice or there is no longer a tie. The side that runs out or loses one comparison loses the conflict, and the winner narrates the outcome based on the stakes.

Kristin wants Razz to outrun some bandits. She sets her stakes at "I get away from them and hide." Kevin states that his stakes are "They catch you and subdue you." Kevin sets the **Threat** at 3, and states that it is a **Joints** challenge. Kristin rolls her 4 dice: 5, 3, 2, 1. Kevin rolls his 3 dice: 3, 3, 1. Razz loses the bandits in an alley, and rejoins her Team.

Example Difficulties for Simple Conflicts:

1-2: **Easy**: Crossing a slightly broken bridge

3: **Average**: Breaking in a non-deadbolted door

4-5: **Challenging**: Hiding from a pack of hungry wolves

6+: **Overwhelming**: Jumping down 4 stories onto broken glass-and surviving.

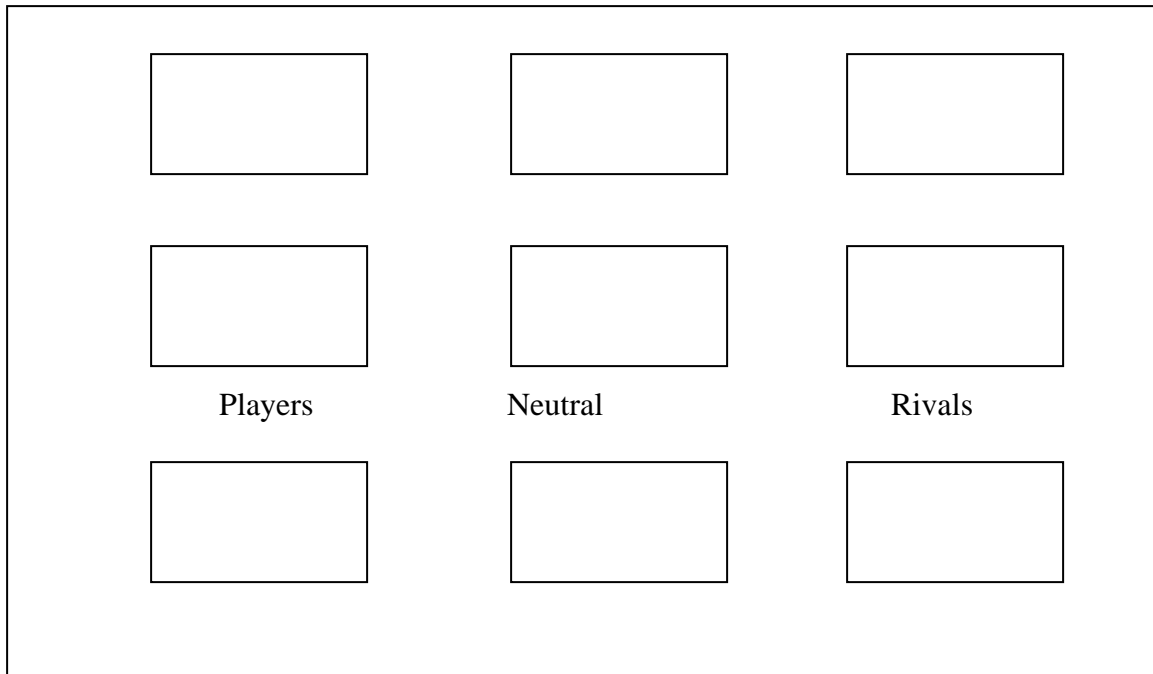
COMPLEX CONFLICTS: DANCEFIGHT!

The only way to gain **HOTNESS** is to risk **WHACKNESS**, and that's just the law of the jungle, B. You can do this in 3 major ways: **Entertaining Civilians, Dance-offs, and Fighting Zombies.**

All three of these are solved by a **Dancefight**. These are reserved for major, dramatic conflicts.

To begin a **Dancefight**, turn on the stereo with the beats. If you have no stereo, I hope someone in your group can beatbox...The players clap to the beat to get the flow (if you've never seen a real **Dancefight**, this may seem silly. I assure you, *it is necessary!*).

While they work it up, the GM will introduce the challenge and frame the scene. He will then deal out, *all face-down*, one card for each player, an equal amount for each rival, and one row of neutral cards in between. For 3 players, the initial setup will look like the following diagram:



This is the setup for one **bout**. **Dancefights** generally consist of three **bouts**. Each **bout** consists of one **round** per player-rival pair and one **team round**.

The *face-down* cards in the **Players** row are the players' **Team Cards**. The *face-down* cards in the **Neutral** row **Neutral Cards**. The *face-down* cards in the **Rivals** row are the GM's **Team Cards**.

This **bout** will have 4 **rounds**: 3 **rounds** where a player faces off against a rival, and one **team round** where the entire Team faces off against the rival team (not necessarily a Dance Team).

The player Team chooses the **Active Player**, usually the player to the GM's right, and the **bout** begins.

The first round comes, and the **Active Player** decides on a move to use. The player rolls a number of dice equal to her stat keyed to that move.

The highest single die wins the **Neutral** card, and adds it to the winning team's **hand**.

In the event of a tie, the two sides must roll off again, choosing a different move, and reducing their dice pool by one. The two sides of the **bout** have already used one of their moves, and only a sucka would repeat herself when **HOTNESS** was on the line.

This continues until a winner is determined or one side runs out of dice. Either the **Active Player** or the GM may, before rolling, discard their **Team Card** to roll an extra die *for the rest of the round*. This represents a sudden inspiration, and adds one move to the list of either side.

Jordan has C-Mar facing off against a rival with a **Threat** of 3. He chooses C-Mar's Windmill move, and rolls his 4 **Crown** dice. His 6 ties Kevin's 6, so they roll again, at one less die each. Jordan gives up his **Team Card** and rolls an extra die for the rest of the round: 4 dice rather than 3. Kevin keeps his and rolls 2. Jordan's 6 beats Kevin's 3, so he takes the **Neutral** card.

In the (extremely unlikely) event of a tie when all **Team Cards** are discarded and both sides have no more dice for a roll-off, the *players' Team receives the **Neutral** card*. Heroes always go first.

At the end of each round, a player narrates how sweet her move was, or how bad she flubbed it. The GM may make suggestions as to what the rival has done, but generally the players control the narrative. The player then marks down how many moves he has left for each set in the smaller circle on the left.

After all players and rivals have faced off, and all **Neutral** cards are in one **hand** or the other, all players and rivals flip over their **Team Cards**. Highest **Team Card** goes into that team's **hand**, and the rest are discarded. For example, the above **bout**, at the end of the player rounds, resulted in the players with 2 **Team Cards** and the GM with 3. The players flip over a Queen and a 7, and the GM flips over a 2, a Jack, and a 10. The players add the Queen to their **hand**, and the 2, Jack, 10, and 7 are discarded.

The two sides then compare **hands**. The **hand** with the highest card wins the **bout**. After each **bout**, the players mark down which moves were used. These cannot be used again in this battle (i.e. dice pools for that type of move remain at their lowered state), but moves refresh at the end of the **Dancefight**. Also note that players and GMs lose all bonus moves from discarded cards at the end of each **round**. The rivals perform each **bout** at full **Threat** for any 3-round **Dancefight**.

Most **bout** wins per **Dancefight** win!

DIFFERENT RIVALS

Citizens: These crowds of survivors are just itching to be danced at. Their team's **Threat** is 2 for friendly citizens and 3 for hostile citizens. Successful **Dancefights** against these teams get the Team 1 **HOTNESS**, while failed ones get the Team 1 **WHACKNESS**.

Dance Teams: These rival Teams will stop at nothin to gain **HOTNESS** and lay down **WHACKNESS**. They have their own styles and secret moves, and a true Uprock between Teams is a sight to see. Winning a **Dancefight** against another Team gains the players' Team 2 **HOTNESS**, while a loss gains them 2 **WHACKNESS**.

Zombies: Not always the Undead, this category includes any challenge that promises to bring the pain to the Team and the citizenry at large: Giant Ants, Bandits, and Demons are all considered **Zombies**. Conflicts with **Zombies** are still **Dancefights**, however, whether a player knocks a bandit down with a Flare and another finishes him off with a 2000 to the face, or if a player does a Float to a Freeze so fresh and so clean it blows a mutant's head *cold off*.

- Downrock: Damage, Growth, and the Rest -

TAKIN THE PAIN

The End Times ain't just dancin and smilin, b. There's straight danger in them hills.

When your BBoy takes damage to her **Crown**, it could be dizziness or frustration, or some kind of blow to confidence that drops her swagger a notch. All **Crown** damage goes away after a nice sit-down (at least a few hours) or a decent night's sleep. Malt liquor helps.

Joints damage, which is more severe, can be anythin from fatigue to actual physical pain (broken wrists are common when breakin in a world with less cardboard). After each good night's sleep, one point of **Joints** damage is healed.

As can be expected, a BBoy's worst nightmare is a blow to her **Soul**. **Soul** damage happens when a BBoy is shaken to her core, and her connection with the break is wanin. **Soul** damage *does not heal naturally*. The only way to heal **Soul** damage is for your team to pull together and throw your ass a **Benefit** (described below).

When a player has accumulated 5 total points of **Crown** damage, the next point that would be **Crown** spills over to **Joints** damage. Likewise, when a player has accumulated 5 points of **Joints** damage, the 6th would spill over to **Soul**. When a BBoy has taken 5 points of **Soul** damage, she is **Down and Out**, and can't participate in **Dancefights** until she has healed at least one **Soul** damage. If the BBoy becomes **Down and Out** in the middle of a **Dancefight**, that BBoy must drop out of the fight and the rival no longer competes for **Neutral** cards. Deal one less **Neutral** card per **bout**. The **Down and Out** BBoy no longer receives **Team Cards**, however, while the rival does.

WHO GIVES THE PAIN?

For **Simple Conflicts**, the stakes may be determined as damage of an appropriate level based on the **Threat**. A **Down and Out** player may still participate in any **Simple Conflict** as long as doin so would not give her any more **Soul** damage (includin spillover that escalates to **Soul** damage).

In a **Dancefight**, damage is determined by the rival:
Against **Citizens**, the entire **Dancefight** deals 1 **Crown** damage to each player.

Against **Rival Teams**, each time a player loses a round to a rival, she takes 1 point of **Crown** damage.

Against **Zombies**, each time a player loses a round to a rival, she takes 1 **Joints** damage. Against particularly dangerous **Zombies** (raiders with flamethrowers, fishmen with gatlin guns), the GM may announce that this will be replaced by **Soul** damage.

BENEFITS

A brother who is **Down and Out** needs to find his groove again, and a **Benefit** is the way to do this. This is a **Dancefight** against a crowd of **Citizens**, with the remainin Team members participatin. Each **bout** the Team wins heals 1 **Soul** damage to the recipient of the **Benefit**. **Benefits** gain the team neither **HOTNESS** nor **WHACKNESS**, nor do they reward any **Growth** (described below).

GETTIN BETTER

Growth is gained durin **Dancefights**. Each time a player wins a **round**, she receives one **Growth Point**. 3 **Growth Points** may be spent to buy a new move of any type or to increase one stat by one (this does not also teach a new move). Additionally, 2 **Growth Points** may be spent when a BBoy would become **Down and Out** to ignore that damage and all other damage for the duration of the **Dancefight**. After the last round, the BBoy becomes **Down and Out** as normal.

STRAIGHT TRIPPIN

When your crew is beat, you can just peace. If all players agree, the Team can announce they are **Hittin the Bricks**. The first time's a freebie, but each time after that, the Team gains **WHACKNESS** equal to the number of times they've run away before (e.g second time gains 1 **WHACKNESS**, fourth time gains 3 **WHACKNESS**). No whack-ass prankster has any hope of risin to the top in this town-runnin's for chumps.

HOTTEST TEAM IN THE WORLD

Where do you go from here? Well, the town is not enough! When your Team achieves the title of Hottest Team in Town, recruit some shorties and send them to the next town, until your Crew becomes Hottest in the World. Create new BBoys with new styles, moves, and stats, and begin your adventure again, or create a new Whackocalypse!

- Appendix: Moves List -

Your style is your own, so feel free to make up your own moves. If you need help, here are a few common moves and their descriptions:

Six-Step (Downrock): This is the basic ground move. The breaker starts on hands and toes, and moves his feet in a circle while switching hands to build up momentum for other moves.

Turtle (Float): This move is when a breaker spins in a circle, hands on the ground, elbows thrust against the thighs for support.

1990 (2000): This is a one-handed handstand move, where the body stays straight up, and the breaker shifts from one hand to the next to keep the body spinning. The 2000 variant is when the breaker uses both hands at once, one on top of the other, and spins.

Backspin: This famous move is when a breaker spins on the ground in a fetal position, on his back.

Windmill: With many variations, this move's basic form is when a breaker rolls from shoulder to shoulder in a spin, with legs in the air.

Poppin (Robot): This is another famous move, usually an entire routine or Toprock (intro) move, where the breaker moves each muscle in a mechanical way, often doing a robot or wave.

Kip-up: This martial-arts move is when a breaker rolls back onto his shoulders with hands behind his head, springing up from a down position to a standing position.

Freeze: This move is often done to end a routine. A breaker suddenly stops, often in seemingly impossible positions, and holds it for several seconds.

Flares: The breaker, imitating a gymnast on a horse, balances on both hands while swinging his legs around him, weaving in between the hands.

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Second, thanks to Jordan, BJ, and Kristin for being my Monster Truck pit crew. Extra thanks to Jordan for loving B-Boying.

I used these websites for info:
<http://www.b-boys.com/bboymoves.html>
http://en.wikipedia.org/wiki/List_of_breakdance_moves/
<http://www.breakdancecrew.com/movelist.php> (with great videos)
http://www.geocities.com/blackomen99/BBOYING_NONSTOPPING_MOVES.html (a paragon of early 90s web design)

And god is this a sweet video:
http://www.metacafe.com/watch/26525/amazing_breakdance_moves/

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