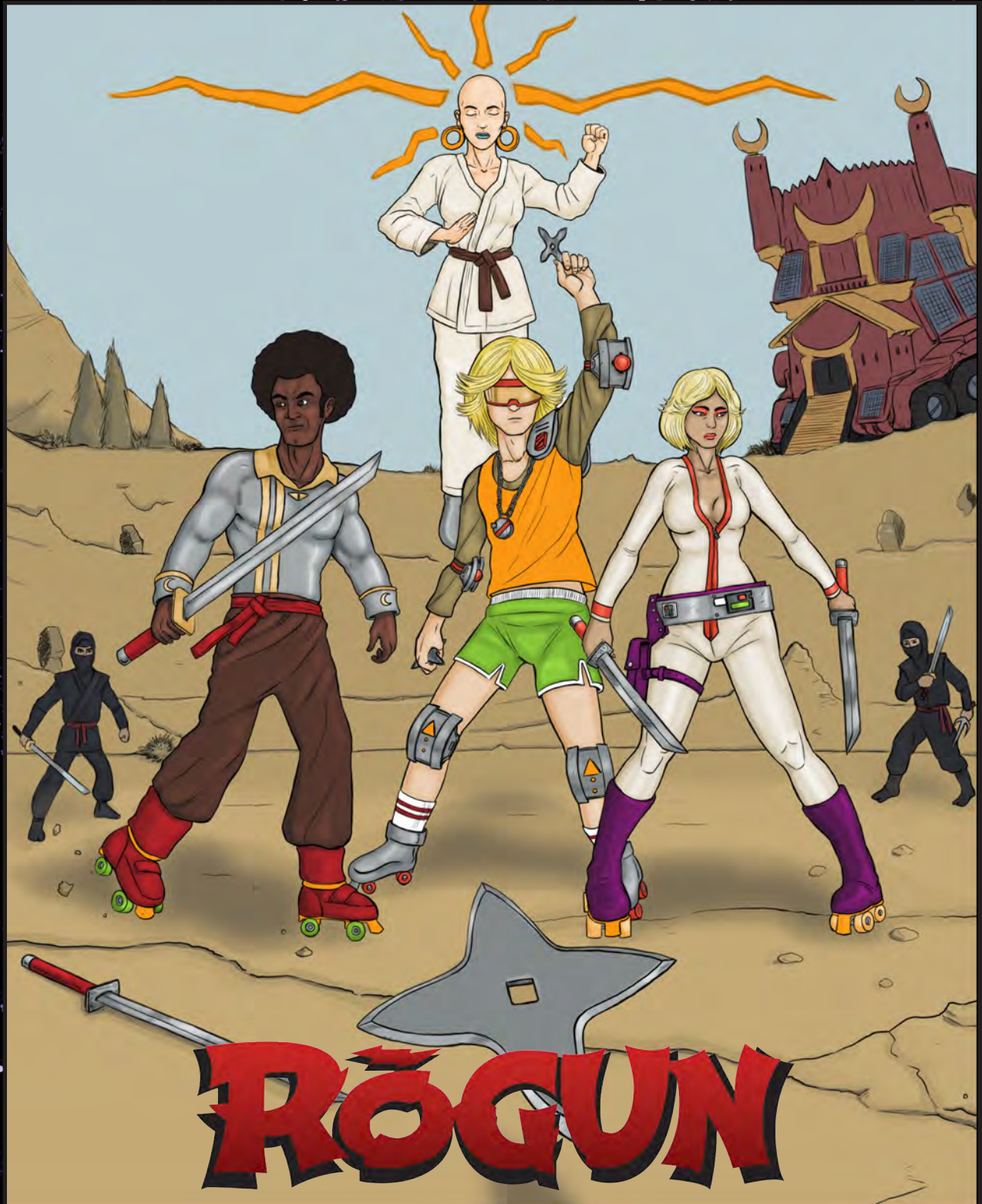


RETROSTAR



Holiday Special

The “Holiday Special” is a time-honored tradition for television series, especially those that aired during the groovy seventies!

So, what exactly did these Specials entail?

It usually varied from show to show, but they usually had one common trait: they were heavy-handed in their messages of kindness, togetherness and any other feel-good emotions ending in “ness”. They were also almost universally cheesier than a deep pan pizza!

That’s what this particular PDF is all about. It offers a ready-to-run Holiday Special for the series found in the Retrostar “Lightspeed Adventure Manual PDF. You will need the L.A.M. in order to use this Episode. It can be downloaded at the same place that you downloaded this PDF from... and it’s free as well.

Here’s to a happy holiday season from all of us at Spectrum Games!

Written, Directed and Produced by Barak Blackburn

Executive Producer: Cynthia Celeste Miller

Producer: Norbert Franz

Visual Effects: Patrick Sullivan



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ABOUT 2-HOUR HOLIDAY SPECIALS

The 11th episode of Rōgun was titled “Pervading” after the 11th / *Ching* hexagram, other translations include “peace” and “greatness.” Airing on Saturday, December 23rd, 1978, it was a 2-hour special from 8pm-10pm (EST). What follows are the show notes for Rōgun Showrunners to have their own 2-hour holiday extravaganza!

Time Management

But wait! Two hours? How will the time management rules handle such a thing?

The holiday spirit flows through the Spectrum staff and we are giving you another little tidbit that you might not have seen until the release of the Retrostar rulebook.

The 5-Act structure will essentially remain the same, but the tracking of the time will be different.

Additionally, the Showrunner is encouraged to use awesome cliffhangers at appropriate moments; the more cliffhangers the better.

How? Any time a PC fails or cedes control is your chance to end a Scene in a dramatic fashion and when the next Scene starts, throw as many space-wrenches in the works as possible.

Ratings, Ratings, Ratings!

- **Act 1:** Introduce the world and characters, introduce the problem. *Act 1 should be comprised of 20 Intentions.*
- **Act 2:** More is learned about the problem. *Act 2 should be comprised of 20 Intentions.*
- **Act 3:** Characters work towards the resolution of the problem; often, a wrinkle is introduced, be it complications or new information about the problem or a second problem entirely. *Act 3 should be comprised of 20 Intentions.*
- **Act 4:** The stakes rise! All seems lost and, finally, the solution likely presents itself. *Act 4 should be comprised of 30 Intentions.*
- **Act 5:** Dramatic climax with resolution of the problem. *Act 5 should be comprised of 30 Intentions.*

Isn't it cool how there are both 20- and 30-sided dice available at fine hobby shops? You can use them to track Intentions.

You can switch up any of Acts 1-3 with Act 4, see how the story develops.

The Celebrity Guest Star

Also, in true ratings-stunt fashion, “Pervading” featured a very prominent guest star. This guest star is also a playable character and will be detailed here, so your regular gaming group can add cousin Marty to the mix when Marty comes home for the holidays!

In classic TV tradition, the new character is not introduced as “new”... they are just *there*, as if they have always been there, and through some really hammy exposition, the viewers are given all the pertinent information about them.

Increased Budget

Additionally, because this is a big budget holiday extravaganza, the SFX rating for the Series increases by one, so players have additional SFX to call upon over the course of the Episode, AND, after the first hour (60 Intentions or so), the Showrunner should allow players to refresh their SFX pool!



OVERVIEW OF THE EPISODE

The scouts have returned and have bad news: The fortress Rōgun is in a bind, approaching an impassable ravine. The Warriors of the Night are closing in and all could be lost for the people of Rōgun.

Fortunately, the ravine is a river bed, long dry. Several miles away, there is a great dam. If enough power can be generated, the dam could be opened. If the fortress could be fitted for a water crossing, perhaps they could be saved. It just so happens that there are eight power generators and if they are all ignited, the dam’s power reserves can be activated. Eight lights, Hanukkah? See where this is going? But, wait, it gets better. Instead of parting the sea, they will be crossing a great expanse of water; so *that* is different, but no less subtle.

In order to really up the ante, the honorable Samouri will at the last minute find it in their hearts to also rescue the Warriors of the Night and for one night, there will be peace.

And, if you are scratching your head, asking how and why, know that the producers had the same problem when the network brass deemed it couldn’t be a holiday special unless a miracle happened.

Oy vey! So, the producers put their heads together and began shooting, hoping that by the end of 4-week shoot, they would have some sort of resolution.

And, indeed they came up with something.

They had to introduce a never before mentioned or discussed greater evil. They loved this idea, and imagine how they could incorporate it into future episodes. Sadly, there was never again a mention of the Yumokai.

The Yumokai were responsible for the devastation of much of the landscape. Large spider-like vehicles with large proboscises used for mining. Originally designed for mining and a last ditch effort by mankind to mine terra firma, hoping that there might yet be more resources found to save humanity. Something went wrong with their artificial intelligence and their programming converted to that of destruction.

SFX

Ionic Cannons (Yumokai) 3d

SCs

Yumokai 4d

Showrunner Notes

The Yumokai are designed to be an unbeatable threat, they cannot be defeated, only slowed down. They are the size of a jumbo jet, moving via their spider-like legs. However, due to their size, they can be boarded. Any full body shots of them are done using stop-motion.

Now, on to the Episode!



The landscape is still desolate, think Grand Canyon, Death Valley, harsh parched land, but is covered in snow. The snow allowed producers to set up even more rollerskating battles, as they could build what they needed, paint it white, and cover it with fake snow, a.k.a. soap flakes.

First Scene

The PCs (including Mose) are fighting off the Warriors of the Night as they attempt to return home, having done the day's scouting. Any failure might very well be a dramatic injury to a PC. After all, a holiday episode needs to have high drama!

Second Scene

The PCs return to Rōgun, detail other scouting parties, though one is missing and they all report to Lord Zell and Dr. Takamoto: The way ahead is impassable for miles in every direction. Lord Zell will take a very long, dramatic pause and declare that perhaps now is the time that Rōgun must take a stand and fight. Perhaps this is the end.

Have an SC ask where the fifth scouting party is.

Lord Zell says that he believed that they were near roaming Yumokai, and he asked them to investigate, and that he must consider them lost. The Showrunner must provide exposition from Zell and Takamoto about the Yumokai.

Another SC will approach Mose and plead with him to investigate. Her husband (Jo-Real) was in that scouting party and she does not want her unborn baby to grow up without a father.

This set-up is designed so that Mose may stand up to Lord Zell, since “all life is sacred.” If the player portraying Mose does not grab this opportunity, the burden falls on the Showrunner, through exposition and directing dialogue, to bring this up.

The PCs will journey outside the walls of Rōgun as the sun is setting to attempt to bring the other scouting party home.

Third Scene: Using a night lens, the party makes their way across the desert landscape as snow is falling. They come across the scouting party, under siege by the Warriors of the Night, and with several members already missing. Allow the players a chance to engage in battle before an appearance by a Yumokai, which moves into the shot from behind a rock outcropping. It creaks and moans, billowing smoke into the sky, and once it appears, the Warriors of the Night make haste to escape, leaving the PCs and the injured Jo-Real.

Defeat might mean injury and if the entire group of PCs is defeated, there is no shame in having another scouting party arrive to save their hides.

How to deal with injuries: Any character who is injured might suffer a -1d penalty to all Adventure actions, or might even be unable to participate until they are healed.



Act 2



The players are summoned to meet with Zell and Takamoto again. As they enter, the two are in heated debate. Jo-Real has reported to them that there are more Yumokai; their programming has them mining for energy sources to remain powered. Takamoto suggests they try and find a city and hold on to the hope that there must be some way around the ravine. Zell says he cannot afford the loss of manpower, that if indeed the Yumokai are en route, Rōgun’s defense must be fortified.

The players should be allowed to be the one scouting party to leave Rōgun and perhaps if there is a city, they might have information.

They will move to the city. The signs outside declare that they are entering the “Nation of Dam” (...damnation, get it? Just wait, it gets worse!).

Introduce a skirmish with the Scroungers, before allowing the PCs a chance to meet the locals who do not mean them harm. This is a city in need. They have no fuel, the winter is cold, everyone is dressed in piecemeal winter clothing, but as the daylight hours diminish, they are worried they will not survive the harsh winter. There is no wood to burn. Describe scenes of huddled citizens around small fires, warming themselves.

Allow players the chance to try and scrounge supplies for the citizens and as the Act is nearing the conclusion, allow some further interactions that reveal that long ago, this was a prosperous nation, that they had as much power as they needed, but when the Pyrotaic generators stopped working, the waters in the lake stopped churning.

Hunh?

There is a dam and the dam generated power.

Ask for a Thoughtful intention. Success will allow the Showrunner to convey the information, that dams also have water-release schedules and if the dam could be opened, perhaps the ravine/riverbed would be high enough to allow passage... if Rōgun was fitted for traversing the water.

Allow the characters to investigate the dam and show it to them in the distance and add in an attack by more Scroungers to eat up screen time.



Act 3



Open with a long panning shot of the PCs rollerskating atop the dam.

Thought will reveal that there are 8 Pyrotaic stations and if they were lit, the dam could generate enough energy to power the Nation of Dam and perhaps they could open the gates enough to release the waters. First, they have to find and investigate the Pyrotaic stations. The first three will be easy to find and with Thought can be made operational. The fourth is inaccessible; the bridge to it was destroyed long ago. Allow the players to devise a way across the insanely deep span, with naught but ice-cold water beneath. Seems like a great place for an awesome rollerskating or BMX jump (-2d). Stations 5 to 7 are also accessible, but not without some work and the eighth is the most precarious of all. Allow only one character to traverse the bridge leading to it and be very clear that it could break at any moment. Not to spoil anything, but it *will* break as the Episode builds to a climax.

Of course, how to make Rōgun “sea-worthy” is another problem altogether, but it sounds like the type of problem that can be solved with a little something called Thought and then a whole bunch of Dramatic and Adventurous intentions to acquire the right supplies.

As a Showrunner, start planting the seeds that the top of the dam would make an awesome location for a battle!

Round out the Scene with an attack by Scroungers if needed or more interactions in the city.



Act 4



The Showrunner should remind players that their SFX pools refresh at this point!

Again, aboard Rōgun, the PCs must convince Zell and Takamoto that their plan is a solid one: reactivate the Pyrotaic generators, as this will power the town and then the dam can be opened... hopefully.

At some point, Maxis will return to his chambers and waiting for him is none other than Altaria. This is primarily a roleplaying opportunity, but a Showrunner might try and have the Empress seduce Maxis.

Why is she there, aside from the cheesy seduction and lovemaking?

She is concerned about the Yumokai, concerned about the people of Rōgun as well as the citizens and the Warriors of the Night. She feels that perhaps they can put aside their differences to combat the Yumokai.

She knows nothing about the plans to reactivate the dam or for Rōgun to traverse the hopefully soon-to-be raging river. A failed Dramatic intention might have Maxis spill the beans.

Now, Altaria is a villain, so she needs to be villainous. If she is armed with this information, she might even offer assistance, but likely, she would try and rally her subjects to take over Rōgun.

How sympathetic the portrayal of her is, is entirely up to the Showrunner.

What happens in any Act 4?

The stakes rise, all seems lost, and finally, the solution likely presents itself.

Players will need to find a way to charge the Pyrotaic generators. They each need to be lit. Perhaps, as Showrunner, you really want to drive the whole Hanukkah theme home and only one can be lit each night. Perhaps explain that they must be lit in order and after one is lit, the cells need to recharge enough for 24 hours before the next one is activated.

The Thought-oriented folks need to figure out how to make Rōgun capable of crossing the water.

How? Scavenging, re-entering the Nation of Dam or perhaps parts could be salvaged off a Yumokai, if only one could be defeated! The Yumokai, after all, are all-terrain and given their advanced technologies, scavenging materials from one might be the only way to go.

The 4th Act is going to have a lot happen and here are some ideas about how to accomplish that: Split the party, have there be Scrounger attacks against 1 or 2 PCs who are isolated, along with short battles. Have there be work scenes. Thought failure sets the project back. Drama-based Scenes; perhaps Altaria makes another appearance or Lord Zell must be

convinced that they must try this and Zell is wary to allocate manpower to such a folly. Introduce an attractive widowed citizen of the Nation of Dam with a young son as a love interest for Dr. Crystal.

Seven of the Pyrotaic generators have been activated. Include yet another stunt if needed for the seventh generator, complete with a crowd watching as the sun is setting (with more night filters on the cameras).

But, by the end of Act 4, Rōgun should be outfitted well enough to make the journey across the river. And seven of the Pyrotaic generators should have been lit.



Act 5



The climax!

After another seduction scene with Maxis, Altaria realizes she does not have enough manpower to overtake Rōgun (Describe the incredible number of Samouri and their superior firepower). She decides that if she cannot overtake Rōgun, they shall not leave.

She might even tell Maxis that she did indeed love him once, but that love is no more and she will stop them at all costs (though, if she does, be sure that the player has ceded control or failed, so that the player cannot declare that Maxis stops her as she leaves).

Having a villain announce their plans seems very villainous and is a perfect excuse to capitalize on the ceding and failure rules. Maxis is powerless to stop her and ominous things have been foretold.

Of course, this means that all the PCs must then journey to the dam to light the eighth Pyrotaic generator.

This gives us a chance to have an epic battle atop the dam. Failure during this battle, the Showrunner should indicate, may very well mean characters going over the dam. The stakes have been seriously raised.

Don't tell the players that failure will instead mean a very dramatic Scene at the real conclusion.

Altaria pulls out all the stops! Warriors of the Night are everywhere and as they approach, they realize the bridge to the eighth generator has indeed broken!

As a Showrunner, keep a careful track of the Intentions for this Act.

Because once the eighth generator is lit (C'mon, we know it had to be done; maybe if all the players fail, a SC previously introduced does it or maybe even a Scrounger... throw an awesome twist their way, it is the way TV works.), the mechanisms within the dam slowly churn to life and the Nation of Dam begins to glow.

The surviving PCs (those who didn't fall) return to Rōgun. The Warriors of the Night are still in pursuit and their numbers are increasing as they seek to make one last-ditch effort to stop Rōgun.

And then they all see the Yumokai! More than one of them! And, in true episodic television fashion, there needs to be an incredible solution.

Sadly, that solution must involve the death of Mose, allowing the Warriors of the Night to board Rōgun... and the Yumokai must be defeated and the fallen PCs have to return.

Let's work backwards: The fallen PCs return by surfing the waves; we see a flashback to them riding the dam down to the water (an amazing SFX shot, at least by 1970s-era television standards) and once the dam was opened... being able to surf the waves? How? Don't let minor details get in the way. They find a piece of something that looks just like a surfboard. They ride a wave to the shore, prepared for this final showdown.

Have Altaria show up and appeal to Mose, perhaps after appealing to Zell and Takamoto. Mose has to convince the people of Rōgun that all life is sacred. Together, the Yumokai can be defeated!

Hopefully, Mose will use his Noble Sacrifice SFX to save the day. Allow and encourage the players to come up with a harebrained scheme, and allow them to work together, always building towards one final roll!

Hey, is this the plot train and the players have no choice? Maybe. It's a holiday special.

The Yumokai should all self-destruct just as Rōgun is heading into the water, the Samouri assisting the Warriors of the Night in boarding the now-waterborne fortress.

Allow Maxis to have a final moment with Altaria, hinting both at her villainous nature as well the woman he once loved!

In the great courtyard (What great courtyard? Whoever said anything about a great courtyard...?), Lord Zell declares that tonight, all aboard Rōgun shall dine in peace, that there is food enough for them all as they cross the raging river and once they hit land again in the morning, it will be a new day.

Then the Warriors of the Night, the Samouri, Altaria, Zell, Takamoto and the PCs all dine together. As the camera pans out, we see the great mobile fortress crossing the raging river and in the distance, the eight lights of the Pyrotaic generators dot the sky. In the Nation of Dam below, we see families warm, dining on hot food and gathering together for the evening.

And if you really want to drive the point home, perhaps for one last Scene, include a PC or two as they stand on a balcony overlooking their voyage, guided by the North Star.

Character Name:

Mose

Series Name:

Rögun

Player:

Series Dial:

3

Thematic

2

Plot

5

Recurring

3

Cheese

4

SFX

Background:

A prophet and man of the people. His presence calms those around him and he always has helpful advice for any and all; wishes the remaining people on Earth could unite, and through their combined efforts rebuild humanity. Mysterious and enigmatic, seems to cheat death, and miraculously reappear.

Casting:

A man's man, sun-bleached brown hair, beard, piercing blue eyes, gravelly voice.

Notes:

Mose is meant to be a one-shot character, one who will sacrifice himself for the greater good. It's the way it is. Therefore his Thematic, Plot, and Recurring are not terribly important and just for the sake of color, he has Cheese, but he will not roll at the beginning of the Episode. Instead, allow the player a chance to incorporate the Cheese into the Episode, but he will also get a Spotlight Token as if a Dial was rolled: Martyr. The characters should wait to use this until Act 5 as the finale looms.

How Many Dice Do I Roll and What Do I Keep?

-2	-1	0	1	2
4 dice (add together the 2 lowest results)	3 dice (add together the 2 lowest results)	2 dice (add together the two results)	3 dice (add together the 2 highest results)	4 dice (add together the 2 highest results)

This table is open-ended in both directions. Simply keep adding an extra die to the roll and keep the two lowest results or highest results, whichever is appropriate.

ADVENTURE

1

▲ Manly

THOUGHT

-1

▲ Lets Others Do the Thinking

DRAMA

1

▲ Empathetic

Thematic
N/A

Plot
N/A

Recurring
N/A

Cheese
• Martyr (see notes to the left)

SFX
• Bo-Stick 1/+2d
• Powerful Rollerskating Stunt 1/+2d
• Feat of Strength 2/+3d
• Feat of Will 2/+3d
• Noble Sacrifice 3/+4d

SFX Pool:

4

Excitement. Adventure. Disco.



(Skin-Tight Jumpsuit Not Included)

If you enjoyed the taste of Retrostar we've given you in the Lightspeed Adventure Manual, you'll *really* dig the full rulebook, which is set for release in the first half of 2015! In addition to character creation rules, series creation rules, loads of advice and an abundance of other bells and whistles, you'll also receive numerous series write-ups, including:

GALACTIC RUN

**EARTH
SQUARED**

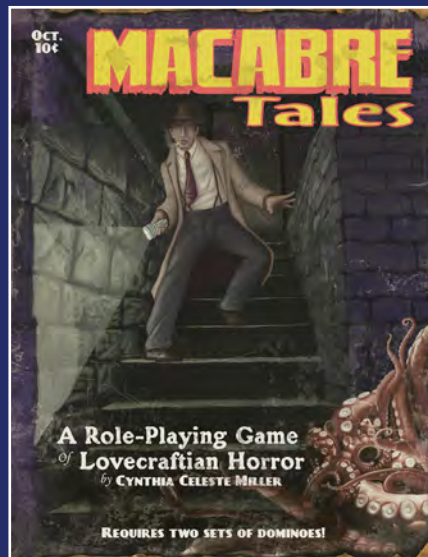
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