

# Revenge of the Norbs

a game using the Parsely system  
v1.6 / 2010-05-28

## Start-of-Game Notes

The player starts the game as a prisoner in a ship under attack by an alien race. They have to learn all of this, though. If they do an "Inventory" they will find that they have a prisoner's uniform which is not useful or used in any part of the game.

## Prison Cell

> *You are standing in a small prison cell. A guard is standing on the other side of an energy plasma field. Red lights are flashing in the outer room and the cell rocks occasionally, from nearby explosions.*

**Exits are:** Out (blocked) «GUARD ROOM»

**Description:** *This is a plain prison cell, with a hard metal cot in one corner, bolted to the floor.*

**Game Notes:** The only way out is to talk to the guard and ask to be let out, which he will do.

## Guard Room

> *You are in the prison guard room. There is a (dead/unconscious) prison guard here. There are flashing red lights with a klaxon going off every 20 seconds along with a computer's voice saying "Red Alert".*

**Exits are:** East «HALLWAY ONE», West «HALLWAY TWO», In «PRISON CELL»

**Description:** *There is a panel with a button on it on the wall next to the prison cell.*

**Description of Prison Guard:** *The guard has a laser pistol and a passkey.*

**Game Notes:** Pressing the button will raise and lower the energy plasma field in front of the prison cell. The guard will give the laser pistol to the player if asked, but not the passkey, saying "You are not authorized to have that." The guard may be overpowered or knocked out (or even killed), in which case the passkey can be taken. Asking the guard to follow the player will result in him saying "I'm too afraid?". Asking the guard about what's happening will result in him saying "The Norb!".

## Alphabetical Listing of Rooms & Areas

### Barracks

> *You are in the Barracks. (There is a Norb here blocking the exit East.) (There is a dead Norb here.)*

**Exits are:** North «HALLWAY ONE», East (blocked) «MEDICAL BAY», West «GALLEY»

**Description:** *You find a laser rifle and a large hunting knife.*

**Description of Norb:** *It is about 3.5 feet tall and 2.5 feet wide. It is mostly a large head with lots and lots of teeth. It has short, T-rex like arms with red-stained claws, and stubby, powerful legs also ending in red-stained claws. Oddly enough, it smells like a Gardenia flower on a summer evening just after a cooling rain.*

**Description of dead Norb:** *You find a Norb torture knife and a Norb game.*

**Game Notes:** Any attempt to exit East without killing the Norb will result in the Norb eating the player. Any attempt to search the room without killing the Norb will result in the Norb eating the player (exception: feeding the rations to Norb will give the player time to search the Barracks and pick up one of the weapons). The Norb can only be killed by firing the laser pistol/rifle, using the hunting knife or the large cast-iron skillet.

## Captain's Quarters

> *You are in the Captain's Quarters. There is a desk and a water bed here. The Captain's mutilated body is in the corner of the room; there is blood and gore everywhere. There is a great big window on the North wall. (Outside the window is a menacing looking spaceship firing on your ship with missiles and lasers.) (Outside the window you see the debris from the Norb ship.)*

**Exits are:** South «HALLWAY THREE»

**Description:** *There is a desk and a water bed here.*

**Description of Desk:** *You find the Captain's Log and an Orb.*

**Description of Bed:** *You find a (porn magazine / stack of comic books) under the bed. (For a more family-friendly game, substitute comic books for the porn magazine).*

**Description of Captain's Log:** *There are many notes, mostly routine things. The last entry reads: "Captain's Log, Stardate 19019. Dr. Fry has finally completed the "super-whatzit" fuel, with which we can finally beat the Norb once and for all. We must get it back to headquarters in the Casper system. Oh no, the Norb have found us and we're under attack! They must not get the vial! They're coming this way! They're... Aghhhhhhh....."*

**Description of the Orb:** *The orb is spherical, about 4.5" in diameter. It's made of red swirly glass. When you shake it, nothing happens.*

**Description of porn magazine:** *The usual stuff, human on human, mild inter-species kinks, including one rather exotic photo spread with a man and a many-tentacled alien entitled "Oh, That's Not Right". There is a bookmark in it marking the section "Tails of the Astonishing".*

**Description of comic books:** *The usual superhero stuff. There is a bookmark in one of them whose title is "Tales of the Astonishing".*

**Description of Tails/Tales of the Astonishing:** *Reading this reveals some interesting but not terribly relevant information.*

**Description of Bookmark:** *The bookmark is a 25% off coupon for Starbucks. The reverse side is blank, with a seemingly random series of numbers and letters written on it.*

**Game Notes:** *Once the Norb ship is destroyed, they will see space debris through the window instead. There is no significance to the Orb other than to confuse the player with "a Norb" and "an orb". The code on the bookmark is needed for the First Mate to deactivate the self-destruct sequence.*

## Cargo Hold

> *You are in the ship's Cargo Hold.*

**Exits are:** South «HALLWAY TWO»

**Description:** *You find a space suit and a jetpack.*

**Description of space suit:** *It is a standard issue space suit, and it looks like it will fit perfectly.*

**Description of jetpack:** *The fuel gauge reads "empty".*

**Game Notes:** *The suit and jetpack serve no purpose other than to provide a distraction and another way to get the player killed later on.*

## Engineering

> *You are in Engineering. There are body parts everywhere, mostly human, with an occasional Norb limb tossed in here and there. There is an airlock here.*

**Exits are:** East «ESCAPE POD BAY», West «HALLWAY THREE», In «AIRLOCK»

**Description:** *You find a panel with Engineering Controls on it.*

**Description of Engineering Controls:** *They look like Engineering Controls.*

**Deactivating Self-Destruct Sequence:** *The timer starts counting down at ever-increasing speeds. No matter what you do, the timer keeps counting down faster and faster. As it approaches 0:00 you break out in a cold sweat, and wonder at the futility of it all. With 1 second remaining, the countdown stops*

*and a voice announces that the self-destruct sequence has been deactivated.*

**Game Notes:** Messing with/fiddling with/using the Engineering Controls in any way will start the self-destruct sequence (“T-minus 15 minutes”). Once the self-destruct is activated, it will stay activated *even across saved games* (it's a bug in the program)! The self-destruct sequence will prevent the player from winning but will not otherwise kill the player unless they are very, very slow. Anytime the player asks how much time is left, subtract 20 seconds from the last time they asked, no matter how many turns have elapsed. Similarly, any time the game is restored, subtract 20 seconds from the last time. That gives them 45 times to ask, which if they haven't won by then they deserve to die. If the self-destruct goes off, it takes the game with it (seriously, if they've asked/restored 45 times and still haven't won, and not figured out that it's 20 seconds every single time, chances are no one will want to continue the game anyway). A less-harsh GM can dispense with all of this and simply use it as a way to prevent them from winning until they figure out how to disarm the self-destruct. Disarming the self-destruct sequence requires the code from the Captain's Quarters and the First Mate, and can only be done from here or the Bridge. Disarming the code will make it count down very quickly, stopping at 1 second. Of course.

## Engineering: Airlock

> *You are in the Airlock. There is a button here.*

**Exits are:** Out «ENGINEERING»

**Game Notes:** Pressing the button will result in the player being **Outside the Ship** (see next paragraph).

## Engineering: Airlock - Outside the Ship

> *You are floating outside of the ship. (You see the Norb ship flying by, shooting at your ship.) (You see the debris field of the Norb ship). (There is no air here; you slowly and painfully suffocate.) (Luckily you have your space suit on to protect you.) There is a button here.*

**Game Notes:** The only way back in is to push the button again. If the player uses the jetpack and the Norb ship has not yet been destroyed, they are shot with a missile, explode and die in a massive fireball. If the Norb ship has been destroyed, they have one turn to return to the ship after which they run out of fuel and are adrift in space. If they have already called for reinforcements and have the vial in their inventory, their body will eventually be found along with the vial, and they will have won a Pyrrhic victory. Otherwise they have lost the game. If they fly away and return successfully, they will not have enough fuel to fly away again.

## Escape Pod Bay

> *You are in the Escape Pod Bay. There used to be 3 Escape Pods here. There is a body here.*

**Exits are:** North «GAME ROOM», South «HALLWAY FOUR», West «ENGINEERING»

**Description of Body:** *The body is alive, and it's First Mate Kenny! He is unconscious and looks like he's about to die.*

**Game Notes:** Using the MedKit on the First Mate will save his life and return him to consciousness. If asked how to turn off the self-destruct sequence, he will reply: “*Only the Captain has the code to do that.*” If given the bookmark from the Captain's porn/comic book, the First Mate will tell the player that he can use this to turn off the self-destruct sequence (assuming it's been activated, of course). If asked to follow the player, he will respond that he is too weak. Feeding the rations or the power bars to the First Mate will give him the strength to follow the player. Trying to move the First Mate before feeding him is not possible; say something like “*He is too weak to move*”.

## Galley

> *You are in the Galley.*

**Exits are:** East «BARRACKS», West «SCIENCE LAB»

**Description:** *Searching the Galley you find standard issue rations, a spatula & a large cast-iron skillet.*

**Description of rations:** *They look un-tasty.*

**Game Notes:** The spatula is useless (except to knock out the guard, the scientist or First Mate Kenny).

## Game Room

> *You are in the ship's Game Room.*

**Exits are:** South «ESCAPE POD BAY»

**Description:** *There is a small game library here. In it are copies of Agricola, Le Havre, Race for the Galaxy and Arkham Horror.*

**Game Notes:** If the player sets up one of the games and starts to play a solitaire game, a Norb will come along and eat them while they are distracted. If the player tries to take a game, they should be told that they may not check games out of the library. Otherwise, the games play no other part in the story.

## Hallway One

> *You are in a hallway. There are red flashing lights. There is a containment field blocking off the East end of the hallway, behind which is open space. Beyond the open space you can see another hallway in another part of the ship.*

**Exits are:** North «OBSERVATION DECK», South «BARRACKS», West «GUARD ROOM»

**Game Notes:** There is no way to shut the containment field down, and there is nothing behind it anyway. It's just another time waster.

## Hallway Two

> *You are in a hallway. There are red flashing lights. There is a locked door to the North.*

**Exits are:** North (blocked) «CARGO HOLD», South «SCIENCE LAB», East «GUARD ROOM»

**Game Notes:** The player needs the passkey from the guard to unlock the door.

## Hallway Three

> *You are in a hallway. There are red flashing lights. There is a containment field blocking off the West end of the hallway, behind which is open space. Beyond the open space you can see another hallway in another part of the ship. There is a locked door to the North.*

**Exits are:** North (blocked) «CAPTAIN'S QUARTERS», South «MEDICAL BAY», East «ENGINEERING»

**Game Notes:** The player needs the passkey from the guard to unlock the door. There is no way to shut the containment field down, and there is nothing behind it anyway. It's just another time waster.

## Hallway Four

> *You are in a hallway. There are red flashing lights.*

**Exits are:** North «ESCAPE POD BAY», West «WEAPONS CONTROL»

## Main Bridge

> *You are on the Main Bridge of the U.S.S. Sitting Duck. The room is huge, twice as wide as other rooms on the ship. There are body parts everywhere, mostly human, with an occasional Norb limb tossed in here and there. There is a great big window on the South wall. (Outside the window is a menacing looking spaceship firing on your ship with missiles and lasers.) (Outside the window you see the debris from the Norb ship.) (There are 3 angry Norbs here.) (There are 3 dead Norbs here.) There are red flashing lights.*

**Exits are:** North «MEDICAL BAY»

**Description:** *There are Navigational Controls, Communications Controls, Sensor Controls and Engineering Controls.*

**Game Notes:** If the player searches the room before killing the Norbs they will be eaten. The only way to kill these Norb are to first give them the Norb game taken from the Norb in the Barracks, which they will then play. They will be distracted enough for the player to shoot them all with the laser pistol/rifle. Using the large cast-iron skillet, the hunting knife or the Norb torture knife will only kill one of them, and the remaining two will eat the player. Similarly, killing one of the Norb without distracting them will result in the remaining two eating the player.

**Description of Navigational Controls:** *They show the ship to be in the Borax System.*

**Description of Sensor Controls:** *Sensor Controls show three more Norb ships are on the way.*

**Description of Engineering Controls:** see *Engineering* description.

**Special Note on Communication Controls:** Using the Communications Controls before the first enemy ship is destroyed will result in the Norb intercepting the communications, and a Norb officer answering the player, saying: “Give us the OptiFuel formula or face destruction!” Using the Communications controls after the Norb ship is destroyed will result in a human officer demanding to speak first to the Captain, then the First Mate. If the player says that they are both dead, or poses as one or the other, the human officer will offer to send reinforcements, but only if told where the U.S.S. Sitting Duck is currently located (they must find out first using the Nav controls). Once the player has told the human communications officer where the Sitting Duck is, the officer will inform the player that remote sensors show that 3 more Norb ships are coming in (which is fairly irrelevant to the story). They will instruct the player to set course for the Shadow System, a point mid-way between the Borax and Casper systems, and that reinforcements have been dispatched to meet them. If the self-destruct sequence has been initiated, the human comm officer will inform the player that they must find a way to disarm it or else they will not reach the rendezvous point. See “Winning the Game” below.

**Game Notes:** In order to win the game, the player needs to enter the coordinates given by the human communications officer. If the player has the vial, or the Scientist is still alive, the player wins. The additional Norb ships can be shot down with the weapons in the Weapon's Bay, but whether or not they are, they will play no further part in the story.

## Medical Bay

> *You are in the Medical Bay*

**Exits are:** North «HALLWAY THREE», South «MAIN BRIDGE», East «WEAPONS CONTROL», West «BARRACKS»

**Description:** *Searching the medical bay reveals a MedKit.*

**Description of MedKit:** *It is a standard issue field medical kit, capable of saving and sustaining human life. It also contains fruit-flavored power bars.*

## Observation Deck

> *You are in the Observation Deck. There is a great big window on the North wall. (Outside the window is a menacing looking spaceship firing on your ship with missiles and lasers.) (Outside the window you see the debris from the Norb ship.)*

**Exits are:** South «HALLWAY ONE»

## Science Lab

> *You are in the ship's Science Lab.*

**Exits are:** North «HALLWAY TWO», East «GALLEY»

**Description:** *You find a scientist hiding under a lab table.*

**Description of Scientist:** *He has a vial and a scanner.*

**Description of vial:** *It contains a thick, bright-green liquid. It is sealed shut with no apparent way to*

*open it.*

**Description of scanner:** *It looks like an atomic scanner.*

**Game Notes:** The scientist will willingly give both the vial and the scanner to the player. If the player takes the vial, the scientist will exclaim: “*They must not get their claws on this!*” after which he promptly faints and plays no further role in the game. He will not voluntarily leave the lab.

**Scanner Notes:** The player can scan almost anything. Scanning non-carbon-based objects will reveal nothing. Scanning the following will reveal:

- vial - scanning the vial will reveal it to be “experimental biometric optifuel”, capable of increasing current speeds exponentially; the player will realize that this will give the humans a significant edge in the fight, allowing them to defeat the Norb once and for all.
- the player - if the player scans themselves they will learn that they are a genetically modified, super-soldier human
- humans - scanning other humans or human remains will reveal that they are human
- Norbs - scanning Norbs will reveal that they are incredibly alien and scary looking

Scanning anything else will reveal nothing more than what is already known.

## Weapon's Control

*> You are in Weapon's Control. There are red flashing lights. There are many scorched, dead bodies, all human.*

**Exits are:** East «HALLWAY FOUR», West «MEDICAL BAY»

**Description:** *There is a Weapons Control Panel here.*

**Description of Weapons Control Panel:** *There are four knobs, seven dials and exactly one bell and one whistle. And a large, glowing red button in the center.*

**Game Notes:** Searching the bodies reveals nothing. Pushing the red button will destroy the enemy ship with one shot (yes, it's both corny *and* cheesy). Fiddling with any of the knobs and dials will have no apparent affect. The player may ring the bell and blow the whistle.

## Winning the Game

The player needs to either have the vial or the scientist must be alive when the player meets up with the reinforcement fleet in the Shadow System. They must also disarm the self-destruct sequence, if they have set it off.

**Regular Victory (with vial):** *You meet up with the fleet at the rendezvous point, and together you easily dispatch the pursuing Norb vessels. With the “experimental biometric optifuel” safely in the hands of the naval scientists they are able to replicate the formula, giving the humans a swift and crushing victory over the Norb. As recognition for your vital contributions for the war effort, your sentence is commuted and you're given a cushy job as a board game playtester.*

**Regular Victory (without vial):** *You meet up with the fleet at the rendezvous point, and together you easily dispatch the pursuing Norb vessels. With Dr. Fry safe, naval scientists are able to replicate his formula for the “experimental biometric optifuel”, giving the humans a swift and crushing victory over the Norb. As recognition for your vital contributions for the war effort, your sentence is commuted and you're given a cushy job as a board game playtester.*

**Pyrrhic Victory:** *Your body is eventually found by the reinforcements you managed to call before foolishly jetting out into space. With you is the vial of “experimental biometric optifuel” which, now safely in the hands of the naval scientists, they are able to replicate the formula for, giving the humans a swift and crushing victory over the Norb. Too bad you're dead.*

## **Scoring**

The player receives points as follows:

- Milestones (10 pts/max 50): getting out of prison, killing the Norb in the Barracks, killing the 3 Norb on the Bridge, arranging for reinforcements to be sent, winning the game.
- Locations (2 pts/max 10): Science Lab, Barracks, Captain's Quarters, Bridge, Weapons Control.
- Items (5 pts/max 30): Laser pistol/rifle, passkey, rations/power bars, vial, Norb game, captain's bookmark.
- Bonus: 10 points for not setting off the self-destruct sequence!

There is a separate scoring sheet available to help manage the score across saved games.

## **Credits**

***Revenge of the Norb Scripting:*** Jay E. Treat & Joe Casadonte

**Map:** Joe Casadonte & Jay E. Treat

**Parsely System Design:** Jared A. Sorensen

For Parsely game instructions, please purchase *Action Castle* from Memento Mori Theatrics:

<http://memento-mori.com/online-store/>

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<http://www.wizardsfamiliar.com/RevengeOfTheNorbs.html>

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