

Rewwixta

/reuwixte/

A solo story generation TTRPG about
local rebellion against colonial powers



Ghar Gremxul



*U l-Kotra qamet f'daqqa – u għajtet: “Jien Maltija!
Miskin min ikasbarni, - miskin min jidhak bija!”*

Excerpt from the poem *Jum ir-Rebħ*,
by Rużar Briffa

Created for the [Unearthed Expansions](#) jam.

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Ghar Gremxul

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 [@ghargremxul](#)  <https://ghargremxul.itch.io/>

Rewwixta

/rɛʊwɪstə/

Rewwixta is a solo story generation TTRPG where you recount tales of revolt, rebellion, and uprising against colonial powers. It is based on *brilli*, a Maltese folk game.

While *Rewwixta* is inspired by various historical rebellions carried out by the Maltese population, the game is explicitly anti-canon, and we encourage you to tell your own stories of colonial revolt.

Roles

There are three roles in *Rewwixta*: the sultan, the advisors, and the locals.

The Sultan

The Sultan represents the current leaders of the island. These could be colonial forces, an order of knights, clergy, nobles, academics, or other people who could have power.

Who represents the Sultan in your game? How did they ascend to power? What do they look like, and what do they wear? What is their general disposition to the locals?



The Advisors

The Advisors serve to advise and consult the Sultan, or as the Sultan's enforcement to ensure they remain in power. They are often found around the Sultan in the form of soldiers, policemen, nobility, or royal aides.

Who represents the Advisors in your game? Why do they aid the Sultan? How did they become the Advisors?



The Locals

The Locals represent the role of the native population. Whether willingly or not, they've been dragged into this mess, and quite frankly, they've had enough. It's time to revolt.

How did they end up in this situation? Were they invaded, or was the country bought and sold? Has a tyrannical monarch ascended to the throne? Has the once benevolent ruler taken a turn for the worse?



Setting Up the Game

You will need four d4, four d6, three d12, and a d20 to play *Rewwixta*. You will also need to use the board found on page 9.

- Place the board, which consists of a grid of nine squares, on a flat surface. Make sure you have plenty of space to play.
- Place a d12 in the central square. This represents the **Sultan**. Place d4s in the four corner squares. These represents the **Advisors**. Finally, place d6s in the remaining four squares. These represent the **Locals**. The top face of each die represents its starting value.
- Below are two layouts that you can use as scenarios to set up your game. Feel free to experiment with different types of dice, different amounts of dice, and different starting values!

2	3	2
3	10	3
2	3	2

The Tyrant

4	2	4
2	3	2
4	2	4

The Schemers

How To Play

Rewwixta is played by rolling a d20 into the dice that have been set up in the grid. This is done twice over the course of the game. By rolling the die with enough strength into the grid, you can knock over some of the dice to change their values, allowing you to influence the rebellion.

- First, roll a d6 to determine the Sultan's scenario. This determines the last straw, the event that pushes the locals over the edge and triggers the rebellion.

The Sultan's Scenario

1	Fetch me some of that delicious local cuisine; I don't care how
2	Take me to the nearest palace, for I must rest. Evict the owner if you have to.
3	Grab what the locals have, we need supplies for our next trip
4	How dare the locals mock me in their celebrations!
5	I heard the churches have fine riches I can add to my collection...
6	I demand respect, and I'll have my soldiers show them who's boss.

- Next, roll 2d12 to determine the locals' actions during this scenario. This determines what potential actions the locals will be taking during this revolution. If you're not satisfied with the results, simply roll again.

The Locals' Actions

1	Maybe I can make a quick sale by selling my goods to the invaders
2	We're pissed, and somebody's getting thrown off the balcony
3	We've overheard a plot at a local coffee shop; we have to do something!
4	You can't buy and sell our lands like property! We're people and we live here!
5	Why should we pay more taxes to fund your elaborate projects?
6	You've banned my only means of obtaining meat, just so you can keep your hunting hobby
7	Fine, if you want control over our city, we'll lock you inside!
8	You can't just waltz in here and make the local nobility irrelevant
9	What do you mean we're not allowed to speak our own language?
10	We were sold for how much?! Then we'll collect that money and buy our own freedom.
11	One of us is a spy!
12	One of the Sultan's inner circle is on our side!

- Roll a d20 **into** the pieces on the board. Make sure you roll it hard enough to knock over some of the dice on the board! If dice have left the grid, move them back to their correct spot with their new values, if any.
- Pick up the d20 and roll it for one last time into the grid.

Ending The Game

Add up the values on the Locals dice to determine the Locals' score. Add up the values on the Sultan die and the values on all Advisors dice to determine the Sultan's score. This determines a successful or failed rebellion.



Success

If the Locals' score is greater than or equal to the Sultan's score, the rebellion is considered a success!

Failure

If the Locals' score is less than the Sultan's score, the rebellion has failed.

Whatever the outcome, the revolt will surely have consequences. Has the local population successfully overthrown their oppressors? Do they now control their own destiny? Or have the rebels been successfully captured and imprisoned, or worse...

The story is yours to tell.

What is Brilli anyway?

Brilli is a physical folk game that was very popular in the Maltese Islands. It is said to have been played even before the arrival of the Knights of St. John to the islands in 1530. It has unfortunately all but died out, and is nowadays only played in the village of Għarb, Gozo.

The game is a cross between bowling and blackjack. Here, the object of the game is to knock down a set of 9 wooden skittles (or *brilli*) with a wooden ball so that the total score is as close as possible to 21.

In Maltese, the central skittle is known as *is-Sultan*, the Sultan. The corner skittles are known as *is-Sekond*, the second-in-command and here translated as the Advisor. The remaining skittles are known as *il-Qarmuċ*, translated here as the Local, but literally meaning *the gristle*.

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Images

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Cover: *Birds-eye view of the city and port of Malta*, illustrator unknown. In “*Ancient and Modern Malta*”, Vol. 1, by Pierre-Marie-Louis de Boisgelin de Kerdu, 1804.

Page 1, Sultan: *Habito Solenne del Prencipe Gran Maestro de i Cavalieri di Malta*, by Isabella Piccini. In “*Historie cronologiche dell'origine degl'ordini militari e di tutte le religioni cavalleresche infino ad hora instituite nel mondo*” by Bernardo Giustiniani, 1692, pg 264

Page 2, Advisors: *Habito Capitulare e Militare de Cavalieri di Malta*, by Isabella Piccini. In “*Historie cronologiche dell'origine degl'ordini militari e di tutte le religioni cavalleresche infino ad hora instituite nel mondo*” by Bernardo Giustiniani, 1692, pg 265

Page 2, Locals: *Maltese Country Man and Woman*, by Andrew Baker Smith? In “*The Cruise of the Steam Yacht North Star*” by John Overton Choules, 1854, pg 269

Page 6, Ending the Game: *The Rising of the Maltese*, by Robert Caruana Dingli. In “*Outlines Of Maltese History*” by Salvatore Laspina, 1945

Advisor	Local	Advisor
Local	Sultan	Local
Advisor	Local	Advisor



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