

**You**

A human person just trying to make it in this big galaxy. You run a vending machine business. You like to hacky sack, as do a lot of people in the galaxy... you think it might have something to do with the various levels of gravity on all the different planets.

You almost have enough money to buy a spaceship, but need to earn/save a few hundred more. You have one vending machine that takes in about a hundred a day. There are some cheap restaurants nearby, and you sleep in a hostel.

Your goal is to own at least one vending machine on all the major planets. When you can afford a ship and some gas you will travel from planet to planet, picking up on the desires and disgusts of the local aliens, place vending machines at key locations, and then stock their vending machines with the appropriate snacks to maximize your profits; and often get involved in hacky sack challenges. You may challenge random people to hack sack to earn extra money.

**Unique Characters**



Bloody Mary the Drunken Ex-Space Pirate **(EASY)**

A drunken ex-space pirate, down on her luck and far gone from her days of glory. With one working leg she hobbles between space stations, displaying her comical skill of hacky sack for the entertainment of others, asking in a whiskey-worn voice, “Throw me a dollar, ya gravity goon,” until her welcome is worn or her past comes back to haunt her.

You encounter Mary on the Merx space station (where a lot of trade is done, and where you buy supplies for your vending machine). Mary will automatically encounter you as you walk by her. She will put on a quick show, bragging about her hacky sack levitation ability. You may offer her some money to learn/see her ability. She hacky sacks a few times, and, due to her disability, a wild kick sends the ball in a random direction. There is no way she can reach it in time. She doesn’t react the way you’d expect. She stomps her wooden leg onto the ground, and all of the sudden the hacky sack slows down to a crawl, mid air.

With no need to rush she positions herself under the hacky sack, then it drops. She kicks it again, and then catches it. Show's over.

You ask her how she did it? “If you can keep your hack up long enough for me to finish, then I’ll teach you, also it’ll cost money to try.

You pay her some money.

Mini Game Begins

You need to outlast her hacking. Since she can levitate the sack, she can go for a long time, but only get a few hits in. Flying drones might knock your hacky sack out of the sky (set up for Jeorge). Trick to win: you can flip a switch on the corner of the screen (door open button/talk button) to turn the gravity on, causing her sack to fall while it’s levitating.

If you win she teaches you the move. Special ability - *Slow Hacky Sack*! She will also tell you, from this point on, random information about other characters in the world that will help you make economical choices about which products to buy for each location or how to beat the other hacky sackers.

If you fail she says, “Come back when you can keep it up longer.” You may not attempt the challenge again until you’ve traveled away from the space station and then returned.



Jeorge the Grounded Farmer **(MEDIUM)**

Born and raised among many from a fine crop by the elder plant-mother Botanikos, by day he is a farmer, growing cash crops on the vast planes of the fertile planet Plenus, and by other times he uses his vine-like limbs and quick movements to keep the hacky bouncing around. “Check the skills, broto.”

Jeorge has a wild style, hitting the hacky sack high in the air, and then dashing over to it. You’ve never seen anything like it, but his flashy moves are subject to interruptions from all the flying birds and bees.

Mini Game Begins

He says, “Want to have a sesh?” and then passes you the sack. You must not drop the sack, and successfully pass it to him. You have to stay close to his dashing, because he will randomly pass it to you, but not without a bit of warning -- he will say, “heads up,” and pass the sack in your general direction, then walk his way over to you. You have to pass it back to him (pass it to his general area and he should be able to keep it up). You win by not dropping the sack or having a bad pass. Trick to win: You can shout (talk button) to cause nearby birds to take off, which can knock his hacky sack out of the air.

If you win you learn the special move *Direction Dash*! From this point on the vending machine gets extra use.

If you lose he says, “Maybe later, man I have to get back to the farm.” He’s always up for a game after you stock the vending machine.

Voelhoorn the Fluid Squid Hacker **(HARD)**

“Lagh,” was his first ‘word’, and that wasn’t the last time he uttered a strange sound through his beak. Most comfortable drifting through the halls of an orbiting ship, hacking the planet below, he sports a fancy hat, goggles, and a curly mustache.

When forced to do the dirty down among the ground-dwellers he likes to impress sexy aliens by juggle a multitude of objects between his many tentacles, implying he might be able to single-handedly -- “*multi-tentacledly*,” as he says -- be the sole male in an orgy of space women; it’s only natural for him to be an expert hacky sacker as well.

Mini Game Begins

He wants you to keep up with him. He starts off hacky sacking one sack. After a few hacks he passes it to you. You have to pass it back. He then adds another hacky sack. He passes you them both in quick succession. You have to pass them back. Upon doing so, he adds a third. This goes on until all his tentacles are filled.

If you can pass all of them back, then you win! You are rewarded with the admiration of the surrounding people. As well as great fame for your vending machines.

If not he travels to one of the other planets. You have to track him down and pay for another challenge.

***\*CHARACTER PHILOSOPHY***

*Past, Existence, Actions, Physical Characteristic related to hacky sack, Quote, How/why are they obstacles to your mission to restock vending machines? What is their challenge/minigame? What happens when you win/lose? What/which skill do you learn from them? Trick to win/how to cheat,*