

Groove Away Game

The Mitch Stream Mini-Game

BackBeatBot's running diagnostics. The chat is losing its mind. You've got one banana, six dice rolls, and a mission: **Keep the stream alive.** *Let the groove guide you.*

Your Mission:

Gather enough Groove Energy to get through stream before the Gremlins break everything.

You have six rounds. Survive the sabotage, collect Groove Energy, and avoid burnout.

What You Need:

2 six-sided die (or a random number generator)

Player Sheet and Pencil/pen (or digital equivalent)

Setup

You begin with:

3 Groove Energy

3 Equipment Integrity (your gear is holding it together)

2 Focus Points (because let's be real, you're distracted)

1 Banana Override (single use)

How to Play:

1. Complete **six rounds** to finish the stream.
2. On each round, roll your dice (2D6) and resolve the result from the chart below.
 - You can use your Banana Override for any round to cancel a negative effect once per game.
 - If you roll the same total on consecutive turns (e.g., 7 followed by 7), double the effect of that result on the second turn.

- Example: First turn roll = 8 → +1 Groove. Second turn roll = 8 again → BackBeatBot Support triggers twice (e.g., repair 2 Equipment or gain 2 Groove, your choice).
- If Groove Energy or Focus drops to 0, continue playing. These values do not go below 0, even if a loss occurs.
- If Equipment Integrity reaches 0, you enter a "stream freeze" state:
 - Equipment Integrity does not go below 0, even if a loss occurs.
 - Continue completing rounds, but roll only one die (1D6) each round.
 - No die results are resolved until you roll a 6 (R&D Support), which restores 1 Equipment Integrity.
 - Once you roll a 6 (R&D Support) restoring 1 Equipment Integrity proceed with two dice (2D6) for any remaining rounds.

3. Track all changes on your Player Sheet.

Die Roll	Event	Result
2-3 (8%)	Gremlin Surge	Lose 1 Equipment Integrity.
4-5 (19%)	Squirrel Distraction	Lose 1 Focus unless you spend 1 Groove Energy to resist.
6 (14%)	R&D Support	Gain 1 Equipment Integrity.
7 (17%)	In the Pocket	Gain 1 Groove OR 1 Focus.
8-9 (25%)	Vibe Check Passed	Nothing bad happens. Re-center. Gain 1 Focus.
10-11 (14%)	Popped collar	Gain 1 Groove
12 (3%)	Epic Groove Surge	Gain 2 Groove. If Focus is 3, gain 4 Groove instead.

End of Game:

Once you have completed six rounds, Your Groove Energy total determines your outcome.

You need 5 Groove Energy AND 1+ Equipment Integrity and 1+ Focus for a WIN condition.

If you end with:

- 5+ Groove, 1+ Integrity, 1+ Focus= YOU WIN! Stream was a rousing success!
- 5+ Groove, 1+ Integrity, 0 Focus = Loss. Stream kept going, but the content was a mess.
- 5+ Groove, 0 Integrity = Loss. You felt the vibe, but the stream disconnected.
- <5 Groove, 1+ Integrity = Loss. You limped along and finished stream, but at what cost?
- <5 Groove, 0 Integrity = Loss. The Gremlins did you a favor and pulled the plug.

Optional Hard Mode:

- Start with 1 Focus
- Play eight rounds instead of six.

Player Sheet

ROUND	DIE ROLL	GROOVE ENERGY	EQUIPMENT INTEGRITY	FOCUS POINTS	BANANA OVERRIDE
START	NA	3	3	2	1
Round 1					
Round 2					
Round 3					
Round 4					
Round 5					
Round 6					

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