

# Hangry Hangry Hippos V0.1

Hangry Hangry Hippos is a competitive roleplaying game set within the Wildlife Wrestling Confederation (WWC).

You play one of the heavy weights, the titular Hangry Hippos. These Hippos are the main event, and compete in a four way Watermelon Rumble for the WWC Belt. The game takes place in two phases. In the Ring, and Backstage.

To play Hangry Hippos, you will need a ring. A checkerboard works perfectly, and you'll also need four hippo tokens (anything from small gray hippo looking stones that you color with markers to a custom 3d printed masterpiece), a referee token (something gazelle like), 20 small tokens (green and round if you can) for watermelons, and at least 4, 6 sided dice. One die for each player. Each hippo token should cover 4 squares of the checkerboard you are using, while the ref only covers one. The watermelons should only cover part of one.

## Your Hippo

Before playing, you will need to create a hippo. Every successful hippo has a fantastic costume and entrance song, so make sure you pick a good one.

During creation, you will need to make a few decisions. First, is your hippo a face or a heel? A face is the good guy everyone roots for, and has a Pop score governing how excited they can get the audience. A heel is the one we love to boo, and instead has a Heat score for how riled up they can make us. All hippos have a Bulk score governing their mass and physical prowess.

Once you've decided on playing a heel or face, assign your ability scores. You have 7 points to spend between Bulk or Heat/Pop and must put at least one in each.

All the great hippos have signature moves, so you'll need to design yours.

Lastly, and most importantly you'll want to sketch your hippo, select a token (decorate as needed), and pick some entrance music. Don't forget a killer name, and awesome nickname. Players should keep that song queued up and blast it at opportune times.

Signature Moves: Each Hippo has a signature move. Whenever you use it, it doesn't count against normal movement. Choose a pattern of movement with a number of squares equal to your combined Bulk and Heat/Pop scores (envision a knight's movement in chess, for example). You can move that specific pattern. If you would move through a ref or opponent, take two off the max distance you would normally move and instead, jump to the other side of that token without moving it. Lastly, the ref comes to make sure everything is legal, and you can position them anywhere in the ring you'd like.

## How to Play

In general, there are some basic mechanics to play. When a check is called for, if there aren't specific rules, make opposed rolls of your die, and add either your Bulk or Heat/Pop scores to it. If there is ever a tie when determining who gets to do

something, break it. Rock Paper Scissors is a great method.

## Backstage

Backstage is where hippos are allowed to let their personality run wild. Each hippo gets a turn to say something in a pre-match interview, and hype up their performance. The player with the highest Pop goes first. Once all Pop players have gone, players with the lowest Heat go in order.

During their interview, the hippos can choose to Hype themselves or Trash Talk an opponent. To Hype, make a die roll. If it's under their Heat/Pop score, they can increase their Heat/Pop by one for the duration of the match. To Trash Talk, you can pick a specific other hippo. That Hippo takes -1 to Bulk against you, unless they choose to Interrupt.

During another hippo's interview, you may decide you've got something to say. Especially if they are Trash Talking you. Start your theme music. Then, you can give up your turn, to Interrupt a speech. If this is the case, you force the other hippo to make opposed Heat/Pop checks with you. The winner of this check gains a +1 to their Bulk score vs the loser during the next match. Regardless, the hippo you interrupted does not gain the normal bonuses from their turn.

## In The Ring

The goal while In the Ring is to eat the most watermelons possible before the match ends. The match begins with 4 watermelons in the center of the ring. The player who goes last during the first turn gets to place the ref. Each hippo enters the ring during their first turn, in the order that their

interviews were conducted. If an interview was interrupted, the interruptor gets to enter first. They can enter from any side.

Time in the ring is measured in turns, rounds, and matches. The players determine turn order by rolling their d6, and letting the highest go first, then clockwise around the table. Turn order is established at the start of each round. After each player takes a turn, reverse the order, and take another set of turns. Each player gets two turns to a round, and the player who goes first, also goes last. A complete set of 2 turns is a round, and a set of rounds is called a match.

At the beginning of each turn, a hippo can move 1d6 squares in any cardinal direction they want, diagonal movement is not allowed. Movement is decided on a square by square basis, and can change direction at any time. To move through an opposing hippo, you make an opposed Bulk check. If you win, you can move as desired, and the opponent's hippo is pushed back in a straight line. When pushing, your opponent is never forced to change direction. If you choose to push 2 squares, then turn and walk 4, your opponent is just pushed 2. In a tie or loss, your movement is stopped. If you want to push multiple hippos, they can add their Bulk modifiers together to oppose you. A hippo can always choose to fail a bulk check. If a hippo rolls exactly equal to their Bulk score, they can play their theme music, and then execute a Signature Move. If two hippos roll to use their Signature Move at the same time, break the tie.

If a hippo purposefully pushes the ref they forfeit their next turn as the ref scolds them, after movement is complete (they can still eat watermelons at the end of the round). If

a player is pushed into a ref, they need to make an opposed Heat/Pop check with their pusher. Success means they can sweet talk or intimidate the ref and avoid punishment. Failure, means they forfeit their next turn.

If a hippo is knocked from the ring, they forfeit any future turns that round. They can re-enter the ring at the beginning of the next round, if they play their theme music. Then, the player with the least watermelons gets to move the ref. A hippo with any portion of their token out of the ring, is considered out of the ring.

If a hippo moves adjacent to the edge of the ring, they can bounce off the ropes by spending 1 movement, and gaining an extra 1d6 that turn per rope bounced. To bounce off multiple ropes, they must be across from one another.

If a hippo does not want to move during a given turn, they can instead Showboat. They roll 1d6, if the result is under their Heat/Pop score, they gain +1 Bulk until the end of their next turn.

At the end of a round, a hippo eats any watermelon in a square adjacent to them. The player takes that watermelon off the board and puts it in a pile in front of them. If the watermelon is in contest, the hippos make opposed Bulk checks to resolve. Lastly, the fans will launch 1d6 additional watermelons into the ring. Placement is chosen by the hippo that has eaten the least amount of watermelons. A hippo can walk over, or stand on top of a watermelon with no problems, but only gets to eat it if they are next to it.

The game is played round by round until the last watermelons are in the ring. The game

is played for one final round to grab any last watermelons possible. The player with the most watermelons at the end of the match is the winner and gets the coveted WWC Belt.

## Seasons - Optional Rule

Most groups love this game so much, they decide they want to play a whole season. A Season consists of a series of matches with the belt going to the one with the best record. During a Season, gameplay should alternate between Backstage and In the Ring events. If an entire Season is run, the Hippo who wins a given Match should also be awarded a +1 bonus to either their Bulk or Heat/Pop score (their discretion).

## Variants

**Tag Team:** Tag team, or 2v2 can be played by having hippos swap in and out. Only one hippo is allowed in the ring at a given time, but can spend their turns making Showboat checks to give their partner the +1 Bulk score. They can be tagged in if their partner ends a turn in their corner, or is knocked from the ring.

**XvX:** In general, the game needs 5 watermelons per hippo, and starts with 1 per hippo in play. You can mix and match any combo of hippos you can fit on the board.

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