

SUGBLASTER

TURBO X

EXAMPLE SCENARIO!

You step out into The Golden Jungle, where dense, glittery rainforest grows over the ruins of an advanced civilization and decommissioned gundam sleep under blankets of moss. You want to see those gundam. But first you gotta cross this gap...

1 GAP

A muddy river. Lichen-coated turbines and old sheets of aluminum scatter the banks, vines dangle from the canopy above, and crocodiles drift lazily in the brown water.

2 PARTY

A dozen or so kids are already here drinking PANIC Energy® and blasting music on a portable speaker. You know a few of them:

- **Lee** (cold, intelligent, handpoked tattoos she did herself) in charge of the aux cord.
- **Travis** (chill, laughter, torn flannel shirt) sitting on a cooler of drinks, in a lively discussion about kissing parallel versions of oneself.
- **K-jump** (girl scout vibes, pushes herself) and **Whiplash** (loyal, sore loser) doing tricks on a grindable length of robotic forearm.
- **Bez** (quiet, curious) studying the locked access panel to the mecha's powercore.

Problems might include bad first impressions, humiliation, sprained wrists, imminent core meltdown, and (ultimately) waking the giant robot hand.

3 MONSTER

An alarm sounds and capacitors clunk to life. Kids scream and scatter for safety as running lights flicker on the mecha's giant hand. It rises up on its fingers, breaks free at the wrist, shakes the moss off itself, and begins obeying buggy, half-eroded defense protocols.

- If they hide, it stalks around like a tarantula, scanning randomly and firing occasional salvos of microrockets at perceived threats.
- If they run, it jets after them, shooting down terrain and curling into a collision fist.
- If faced head on, it beats them down and uses a tractor beam to pull someone into it's palm. It then either squeezes them like a lime or flees with a hostage as part of its baffling 8-bit agenda.
- It can be hacked via a hard-to-reach panel or destroyed once it's forcefield goes down.

4 CHASE

If/when a chase begins, they must get through 3 checkpoints to reach safety.

- ☐ A muddy, crocodile infested river.
- ☐ A mag-train hanging from tangled vines.
- ☐ Rusted-out silos tipped on their side.

Problems might include broken gear, mandatory detours, being blasted off course, etc.

Track slow-downs. After 5, they lose the chase and the hand either corners the group or gets away with its hostage. What now?

5 HOME

Use the epilogue rules. Ask players to describe their characters' next couple weeks.