



Above: Meet the New Kid In Class

SKIP THIS IF YOU HATE INTRODUCTIONS

Alien Contact. The subject of scholarly and science-fictional works throughout the ages. The Eternal Dream of Mankind; to know, at last, that he is not Alone in the Cosmos. This game has nothing to do with that stuff.

This is *Teenagers From Outer Space*.

What's the Game *really* About?

Exactly what the title says it is. Stop for a moment and think about the possibilities present when several thousand alien teenyboppers from an uncountable number of planets all start slumming on Earth (The "Fun Planet"). Think of it as *Easter Vacation at Fort Lauderdale* meets *Plan Nine From Outer Space*. What other game offers you the unique opportunity to cover Manhattan Island in 500 feet of shaving cream? Grow an extra arm on your character to improve his "Horizontal Combat" skills? Drag race the Starship *Enterprise* in your flying saucer? Make a clone of yourself who goes to History Class while *you* go to the beach? Let your imagination run wildly around in little circles for a moment; when you calm down, come on back and we'll continue reading. Okay? Fine.

The plot of *Teenagers From Outer Space* is pretty simple. Aliens from Out There invade our planet. They enroll their kids in our schools; shop in our shopping malls; hang out in our fast food joints. It's sort of like "*Leave it to Beaver*" crossed with the "*Twilight Zone*", "*The Outer Limits*" and "*Alien*".

We said this was simple. We didn't say it made sense.

The first thing an experienced roleplayer will notice is that the "game system" in *Teenagers* is pretty simplistic. Most "RPG's"(Role Playing Games) have very complex rules to simulate the effects of "realism" in the game. In *Teenagers*, you have people trying to hit other people with hyperspace hammers while they're flying upside down around the Homeroom. Anyone who wants realism in this context should have his head examined.

If you can do an impersonation of Ronald Reagan, you can roleplay. If you can do an impersonation of Ronald Reagan playing Jimmy Stewart in *The Guns of Navarone*, you are a Master Roleplayer.

About the Rules (or lack thereof)

There are very few rules in this game (So why'd you buy it? You bought it because you liked the blonde cheesecake on the cover in the skintight leotard. Now shut up). There are no calculations more complex than addition and subtraction. Very few tables (which is why we despair of ever publishing a *Teenagers From Outer Space Official Referee's Screen*). Only one type of dice, and we don't mean 30 sided either.

For you Experienced Roleplayers: Brace yourselves. You're not going to be able to impress the crowd with your knowledge of 16th Century polearms. Around here, a bec de corbin is a small ice cream treat with extra marshmallow on top. You're just going to have to relax and have a Good Time.

The Obligatory "If You've Never Played a Roleplaying Game Before" Section

This is the mandatory "start of the roleplaying game" section in which the writers assure the trembling novice player that roleplaying isn't *really* that hard, even though there are 2,676 pages of closely packed tables with arcane references to "protoplasmic systemic shock damage." For you novices, here's the same concise explanation of roleplaying we give our own mothers when they ask us, for the hundreth time, "what exactly it is that you do for a living, anyway?"

Roleplaying is "Let's Pretend" with rules.

Cowboys and Indians? Army? Playing House (with or without the Good Parts)? In *Teenagers From Outer Space* (or T.F.O.S), you're going to be playing the part of Nice Kid From the Solar System Next Door, hanging out on Earth. No problem. The rules are really simple. And the only person who has to worry about them is the Referee.

Refereeing "*Teenagers*"

The most important person in a *Teenagers* game is the **Referee** (after all, he's the guy who shelled out the bucks for this puppy, which makes him pretty important to *us*). The Referee is the person who sets up the game ("Hey, Wally! I got this rad new game! Wanna play?"), creates the situations the other players will find themselves in ("So. In this episode, you find the entire high school has been taken over by Demon Bolivian Cheerleaders with Lazer-Zap guns. What do you want to do--besides run?"), and is the final arbiter of whatever rules there are ("It's my game,

and you'll do it my way or I'll go home"). In short, the Referee is very much like God (a comparison Referees never tire of reminding players of).

For those of you who have refereed roleplaying games before, we'll skip all the usual stuff about being fair, honest, impartial and so on. You don't use any of that stuff anyway. For you rookie Referees, we'll be dropping lots of hints (like the ones in the margin of this page) on how to "run" (gamer slang) this game throughout this book, in the places where you'll need it most, as well as a few selected sections for the Important Stuff. You experts might want to check it out too.

CREATING YOUR VERY OWN TEENAGER

This isn't as hard as it sounds--after all, your parents did it, and they don't even play roleplaying games. First, get out the Highly Miniaturized Six-Sided Dice Imported at Great Cost From the Other Side of the Free World, which are cleverly affixed to the back of this book (Note the six sides, carefully machined to allow them to roll smoothly on any flat surface. They don't make dice like this in Russia, y'know). Roll them around a bit to get the feel, and keep reading:

ALL ABOUT STATISTICS

Sta-tis-tic Sta-'tis-tik (*noun*)

1) A fact collected and arranged in an orderly way (as in tables of figures) for study. 2) A value rolled on dice to determine a roleplaying character's abilities in a certain specified area. -- See also *Stat.* (*abbrv.*) See also *Statistical* (*adj.*) .

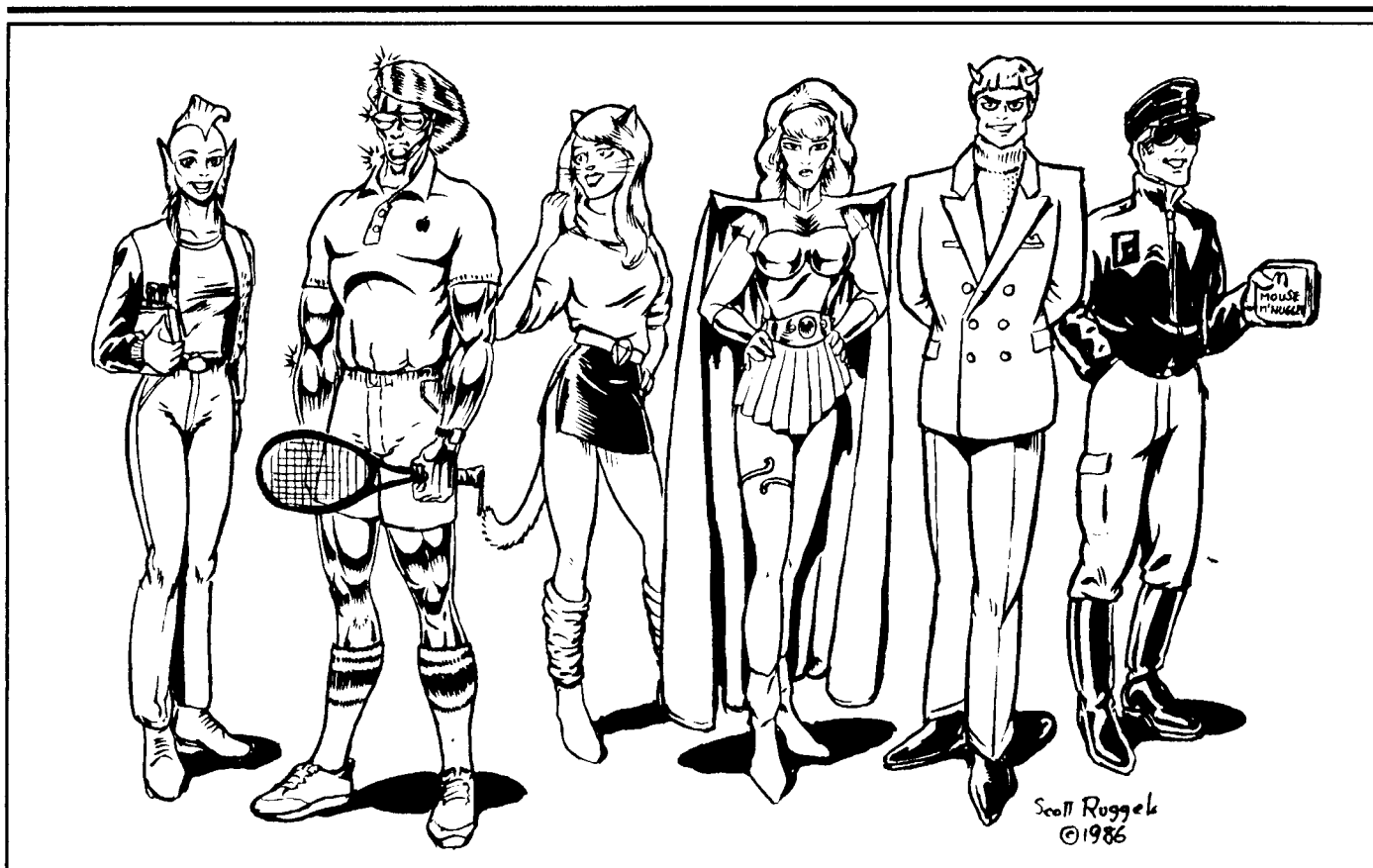
Every *Teenagers* character has 8 Statistics, which are used to determine how good he, she or it is at doing particular things. *Teenagers* Statistics (or Stats) cover the following areas:

Smarts: This is how bright you are. A high Smarts score means you can figure out languages, do Hyperdimensional Calculus, and not fumble tying your shoelaces.

Bod: This is how good you are at physical activities. Bod counts not only for shooting and fighting, but also for more mundane tasks, like athletic events, dancing, or even walking on your hands. If you have hands, that is.

Running a *Teenagers* game will require skill, determination, and the combined jokebooks of Henny Youngman, Bill Cosby, Robin Williams and Steve Martin. If you don't happen to have all of this talent in one place, relax. You have this book. Now, don't you feel better?

Dice are an integral part of roleplaying games. They give the players something to do with their hands, and occasionally can even be used to resolve game situations. We had a choice of designing very specialized dice with a lot of complex sides and numbers for use in T.F.O.S. (raising the price by a lucrative 50 cents a game), or using the standard off the rack 6 sided dice you can get in the drug store. Guess which option we chose?



Above: The Class of '85

Relationship with Parents: This is how well you get along with the people who pay your rent. *Teenagers* assumes that almost everyone in the game has a somewhat stable, nuclear (or thermonuclear) family, with one Mom, one Dad, maybe a couple brothers and sisters, and split-level somewhere in the suburbs of Alpha Centauri. Sure, it's unrealistic, but you can *always* have a divorced Rosicrucian astrologer stepdad in real life (especially in California). It's time for a refreshing change of pace. **R.W.P.** can go up and down quite a bit, depending on how many favors you ask for, whether you've gotten into trouble recently, etc.--but it'll never be higher than originally rolled. Your parents can only like you so much, right?

Luck: If you can't figure out what luck is, you obviously have never really been through High School. You'll use this stat when you've tried everything else and it didn't work.

Driving: Let's face it--a teenager without a car is a squid*. Your Driving Stat is what you use to pilot your car, flying saucer, or any other type of vehicle. You need a Driving Stat just to get to Earth at all, unless you're willing to suffer the major social humiliation of having your parents drop you off.

* See also: *dweebie, tweek, loser, hoser, nerd, dip*, etc.

Looks: This stat is, of course, relative to what Character type you are. Clean, sharp teeth, a nicely polished coat of wax on your scales, and new sunglasses jauntily perched

on your eyestalks may not cut it in certain Social Circles. Looks count a lot towards your ability to be socially accepted, get dates, and win the Miss Galaxia Contest.

Cool: You can be good looking and still be a jerk. Or be ugly as a Rigellian Bat-Toad and still look great in the right sunglasses. Your Cool stat is more than a measurement of how well you wear clothes (if you wear them at all); it's how unshakable you are in the face of major disaster (like inviting two dates to the same Prom), or whether you'll say the right thing when you accidentally land your Skyhoofer MKII on top of the Principal's Cadillac.

Bonk Index: If people got killed in *Teenagers*, it would be a miserable reflection on our violence prone society, wouldn't it? So, in the classic tradition of animated cartoons, nobody *ever* gets killed. Instead, they get **bonked**. You can get bonked any time someone or something scores a hit on you--maybe with a great put down, a really sneaky trick, or a giant wooden mallet from the Fifth Dimension.

Each time you get bonked (or zapped), your Bonk Index drops by a certain amount. When it gets to **zero**, your character is reduced to standing around looking stupid (and maybe smoking slightly from the effects of a zap gun, or reeling from a really sarcastic remark) for one entire turn, while everyone else gets to do something interesting. For every point of lost bonk *below* zero, you're out one additional turn. Once you've sat out the required number of turns, your Bonk Index is automatically restored to it's full amount. How do you determine the amount of bonk you've taken? We'll tell you that later.

ROLLING UP (More Gamer Talk) YOUR STATS

With one hand, whip out a *Teenagers* Official School Record Sheet (or a reasonable photocopy of one) from the back of this gamebook. With the other, firmly grasp one of your nifty six sided dice and roll it with a flamboyant, devil-may-care flick of the wrist (Now go pick the dice up off of the floor and try again). Write the roled number in the first of the Stat boxes. Repeat until you have filled all of the Stat Boxes on the sheet. You may not re-roll. Doing so is a violation of the Warranty on this Game, and may result in the self-destruction of your Gamebook.

The higher the value rolled, the better your Character will be at doing that particular thing. For example, a character with a 6 Bod Stat can safely attempt to balance on the top of the Statue of Liberty while juggling twenty flaming torches. A character with a 1 Bod Stat will need extensive pre-preparation to get out of bed in the morning, and even then should have a paramedical team standing by just in case.

Imagine for a moment you've started out with 1 bonk. Suddenly, you're hit by a Zap gun that causes 2 bonk of damage. You're automatically sidelined for two full turns. At the end of the two turns, you'll spring back into action again with your original 1 bonk! Great, eh?

We figure the less chance you have of getting your character killed, the more interesting (and potentially stupid) things you'll do with it.

Just your luck that you rolled an incredible streak of eight 1's in a row, isn't it?

Now, the good news. You can *move* points from one stat to another, just as long as the changed stats are **A)** never greater than 6 total, and **B)** never less than 1. This means that if you scored a 1 in Cool and a 6 in Relationship with Parents, you could re-arrange the points to get a 4 in Cool and a 3 in R.W.P.

ADVANCED TEENAGERS: KNACKS

Knacks are particular abilities connected with each of your basic Stats. Think of it this way--suppose you had a really high Smarts Stat. If you had to fix a malfunctioning Tachyon-Dyrillium Matchbook Cover, you might be able to apply up to 6 whole points of Smarts to your die roll. But if you'd spent 10 years in the Rigellian University Technical College mastering the knack of Fixing-Tachyon-Dyrillum-Matchbooks, you should logically be a little better at it, right? Knacks reflect the fact that your Teenager has spent some time mastering the ability to do certain things better than others. When you have a knack in something, you'll be able to add an extra few points to your basic Stat in the right area.

Each knack must be connected in some way to a basic character Stat--for instance; the knack of *Flying Saucer Piloting* would be connected to your **Driving** Stat. You may have as many knacks as you want-- sort of. To determine how many knacks you have and how high they are, roll one die, for a value between 1 and 6. You may apply from 1 to 6 of these points to each Knack you want to have, until the points are all used up.

For example, you roll a 4. You decide to have three knacks: Shoot Big Zap Gun (2 Points), Look Cool in Sunglasses (1 point), and Con Your Kid Brother Out of His Allowance (1 Point). Whenever you decided to hit the lil' bro up for a few bucks, you'd roll 1 dice, add your Smarts Stat (let's say it's 4), and add another 1 for your knack. Of course, your little brother might have a Smarts of 6, and (after losing a lot of allowance along the way), the knack of Resist Con Job By My Big Sister (10).

What kind of Knacks can you have? Almost anything can be a knack. The trick is to decide which Stat the Knack will relate to, then define your Knack in one simple sentence. To make it easier, we've listed a few of our favorites. If yours isn't in here, talk to your Teenager's Referee and ask him about inventing your own. If he refuses, threaten to tie die his cat.

Here are Just a Few Possible Knacks:

Clobbering
Convince Anyone
Get a Date
Sweet Talk Your Mom
Look Cool Wearing Shades
Shoot Big Raygun
Sneak
Dance
Play Air Guitar
Figure Things Out
Fixit
Weird Science
Perfect Makeup
Never Look Rumped
Dazzling Smile
Master of Gong Foo
Juggle
Keep Your Balance
Hunch
Remember Trivia
Flirt Outrageously
Party Hard
Know about Alien Stuff
Know about Earth Stuff
Whine & Wheedle
Resist Fast Talk
Flying Saucer Piloting

WHEN TOO MUCH IS TOO MUCH

Wow! Totally bending the laws of statistics as we know it, you managed to get eight straight 6's in a row! Then, unbelievably, you got another 6 for your Knacks, and put it all into the Knack of "Get A Date With Anyone I Want"! Boy, is your character gonna be incredible!

Well, maybe.

Here's the catch. In most Roleplaying Games, the higher your stats and knacks (also sometimes called skills), the better your character does. But in *Teenagers* (just like in Real Life), we reward mediocrity by grading on the curve. This means if you make a successful Stat Roll too high, it will start to backfire on you. For example; the girl you asked out to the movies falls madly in love with you. She starts following you everywhere, scaring away all your other dates. She spray paints love notes to you on the side of the Gym. She gets on the school P.A. System and asks you to marry her...you get the idea. A smart *Teenagers* player never, *ever* lets his Knacks or Stats get too high--or else. How high is too high?

Refs: Your players will eventually figure it out, but it won't do them any good. The secret, cleverly disguised by reversing the following type and printing it upside down (use a mirror to read), is right below:

MUCH!
amount--17.2 100
greater than this
and required roll is
between player's Roll
if the difference
Referee rolls 1 die.
At start of each game.

You're never going to know.



Above: When too much is Too Much

You'd be amazed at the complex ways we created to determine what species a player could be. Graphs, charts, tables... Then we said, "Aw, what the heck-- let 'em choose!" Of *course* most of the players will angle to be aliens. Let 'em. Just remember--it isn't all Fun and Games being an alien on Earth. The first time the Dogcatcher picks up their N.V.N. Human, or crowds follow their Near Human to the beach, they'll get the idea...

Near Humans can have:
Small Horns
Small Fangs
Webbed Feet or Hands
Weird Eyes or Hair
Small Tails
Pointed Ears

N.V.N.Humans can have:
Weird Shaped Limbs
Big Teeth
Claws
Fur or Scales
Long Tails
Glowing Eyes
Antennae
Wings

Real Weirdies can have:
Extra Arms, Legs or Heads
Huge Teeth
Armor Plate
Lots of Fur
Blobby Shapes
All of the above plus
anything else that sounds
interesting.

CHOOSING YOUR CHARACTER TYPE

In *Teenagers*, you'll be playing one of two things-- either a "Youthful Ambassador of Galactic Goodwill" (read "Kid from Syrtis Minor, looking for a chance to party down"), or a "Young Representative of Mankind" (read "Kid from Around Here, looking for a chance to party down"). Humans come in one flavor--Basic **Human**. Aliens come in three varieties: **Near Humans**, **Not Very Near Humans**, and **Real Weirdies**.

Near Humans are aliens who look so human, they can oftentimes pass for the real thing (important if you want to sneak into the movies without causing a media event). Near Humans are distinguished from humans by minor things, like small tails, pointed ears, small horns, weird hair, eye and body colors, fur or other "minor" social embarrassments. Mr. Spock from *Star Trek* would be a good example of a N.H.

Not Very Near Humans are aliens with roughly humanoid forms, but who also either have a lot of really odd variations, or a large number of smaller differences. In a dark alley at midnight, dressed in a trench coat and hiding in a dense fog, N.V.N. Humans might pass as your "Uncle Ernie who-was-run-over-by-the-wheat-combine at-an-early-age." Maybe. A good example of a Not Very Near Human might be *E.T.* or the little blue saucer guys from *Close Encounters of the Third Kind*.

Real Weirdies haven't got a snowball's chance in a blast furnace of passing in a crowd. They cause traffic jams and autograph parties just dropping into the local 17-11 store. Maybe it's the extra arms or legs, or the scaly tentacles. Or possibly the big teeth and the tendency to eat cars. A good example of a Real Weirdie would be *Godzilla* or any monster from a Grade B sci-fi flick.

Now, decide **WHAT** you're going to be and what you look like. If you're having one of those days when you just can't fire up the old imagination about what your character resembles, we offer two alternatives. The first is to go out and rent about a dozen Grade B horror and "summer fun" films and spend the night hunched over your VCR eating popcorn. The second is to decide roughly what category you think your character falls into, then use one of the handy **Alien Goodies Lists** we've provided. Once that's out of the way, let's talk about your **powers**.

POWERS & ABILITIES FAR BEYOND THOSE OF MORTAL MEN

One of the things that make alien Teenagers really alien is that many of



Above: The Class of '86

them have abilities or powers to match their bizzare appearances. What makes T.F.O.S. more than another "superhero" game is the utter *silliness* of those powers. As an alien teenager, you have a possibility of possessing up to **three** weird and unearthly abilities (just like in any low budget monster movie). To determine what you'll get, you'll make three rolls (use one die)--once for each of the following **Alien Powers** tables. Cross reference each roll with the corresponding number on the table.

Zap: This is the ability to throw 2 points of high voltage **bonk** at friends and foes alike. Useful for solving the energy crisis they're having on Earth.

Fly: This allows you to fly as long and as high as you want, up to Very Fast Speed. In certain situations, however, a major distraction may mess up your coordination and you'll fall. Down. Very Fast.

Shapechange: This is the ability to take on the shape and abilities of any animal you've ever seen, as long as it's roughly the same size as you are (you can turn into a frog, for example, but it'll be a really BIG frog). For some really gross ideas on the subject, go rent a copy of John Carpenter's *The Thing*.

Breathe Fire: This allows you to breathe out a cone of fire, just like a basic fairy-

FIRST ROLL	
Roll	Power
1	Nothing
2	Fly
3	Teleport
4	Superspeed
5	Telemove
6	Bounce

SECOND ROLL	
Roll	Power
1	Nothing
2	Zap
3	Breathe Fire
4	Monster Out
5	Deep Freeze
6	Bonk Drain

tale dragon. Breathing fire causes 2 bonk, as well as trashing the victim's clothes.

THIRD ROLL	
Roll	Power
1	Nothing
2	Forcefield
3	Shapechange
4	Superstrength
5	Talk to Aliens
6	Telephone

Forcefield: This ability creates a bubble of force that *nothing* can penetrate, big enough to fit you and two other friends. Just remember that it works *both* ways before you shoot off that Mega bazooka you're carrying.

Monster Out: This ability allows you to transform into a 50 foot, silly looking rubber monster at will (sort of an instant *Godzilla Meets the Smog Creature*). You can look any way you want, but it had better not be too gross or you won't have any friends left. While Monstered Out, you also have Super Strength.

Super Strength: Need to move that building out of the way? No problem; if you can get a grip. With Super Strength, you too can do all the comic-book weightlifting the average super-type can do (cars, busses, buildings, etc). Who needs red tights anyway?

Super Speed: With this power, you can run faster than anyone else in the game (Very Fast)--and are usually the one who gets stuck going down to the corner for a six pack of soda. Unless of course, everyone else has Super Speed, which in that case you're back to square one.

Talk to Aliens: This power allows you to talk to anyone; rocks, birds, trees; even your Aunt Sally who's always talking about the "little blue people who live in the broom closet." We didn't say the conversation would be interesting, just intelligible.

Bounce: This ability allows you to bounce off of any hard surface, taking no bonk and rebounding up to 20 feet in the air. People with Bounce ability are always the life of the party, especially around the volleyball net.

Bonk Drain: This allows you to drain away up to 2 points of bonk from another player (considered very rude), and either use it yourself or give it to someone else. Do it enough times though, and you're going to be treated like a modern-day leper.

Deep Freeze: The ability to freeze something solid with the point of a finger for 2 turns (This means a solid block of ice around the object, not just a light frost). Freeze also causes 1 bonk as well as immobility.

Teleport: The ability to instantly zip yourself and up to four other friends to any place you've been to before. This is great, because you don't need a flying saucer to go places- only to make out in (which saves on gas). You can't teleport parts of things however, and you have to go along with whatever you teleport.

Telemove: The ability to move object with your mind. You must be able to see the object, and it can't weigh more than ten pounds (Telemove is about as strong as a normal human's strength). Telemoved objects don't move very fast either--about the rate of a slow walk-- just the thing for passing notes in Detention.

Telephone: The ability to contact anyone in the Universe at any time and at any place, merely by reciting their phone number and dialing an imaginary phone. Somewhere across the vastness of the Galaxy, (usually while in the shower), your party hears a tiny, tinny ringing and a deep voice saying "It's for you." Occasionally, for no reason at all other than Referee harassment, you get a wrong number.

POWERS & ABILITIES MORTAL MEN CAN CASH IN ON

While your average human on the street isn't going to have access to strange and unearthly powers, they do have access to some other "powers" of a sort...To determine which one you might have, roll both of your dice once (and only once), add the result, and consult the **Humans Only** table.

Filthy Rich: Want your own yacht? Private army? As many shoes as Imelda Marcos? Filthy Rich is the power for you. With it, you have an unlimited supply of ready cash, for all the good it'll do you with aliens disrupting the national economy and all.

Incredible Cute: Puppies and kittens have it. Now you can have it--the ability to turn cuteness on like a searchlight, melting the opposite sex and any wary adult like taffy (Add +4 when convincing people). Just be warned; Incredible Cute, like many other things in *Teenagers*, has a nasty way of backfiring...

Run Like Heck: While not as fast as Super Speed, Running like Heck will always make you the fastest human around. Which is useful when your boyfriend has just Monstereed Out and is headed your way.

Toughness: Toughness automatically adds 4 bonk to your Bonk Index--allowing you to shrug off a Zap or Deep Freeze bolt that would total another player. Humans are pretty tough anyway, because they've all grown up listening to their parents telling them how hard *they* had it when they were young. It had to pay off someday.

Lose It Completely: This is a power uniquely suited to humans. As stress and frustration mount, your character may actually go berserk, acquiring the abilities of Super Strength, Super Speed and Toughness for one turn. People with Lose It automatically go wacko when their Bonk index drops to 1, but can never lose it at any other time.

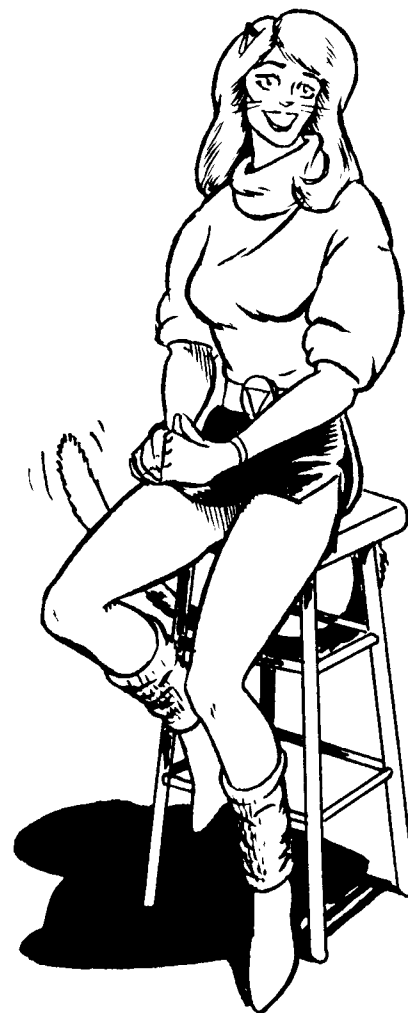
HUMANS ONLY	
Roll	Power
2	Filthy Rich
3	Incredibly Cute
4	Run Like Heck
5-8	Nothing
9	Toughness
10	Lose It
11	Incredible Luck
12	Connections



TOMMY TANAKA

Human

Smarts:5 **Bod:**4 **RWP:**5
Luck:6 **Looks:**5 **Cool:**1
Bonk:6 **Driving:**3
Knacks: Convince Mom +1
 Dodge +3, Look Baffled so
 They Don't Clobber You +2
Powers: Incredible Luck
Traits: Bewildered, Trusting
 Modest.



RAMI

Near Human

Smarts:4 **Bod:** 5 **RWP:**4
Luck:2 **Driving:**3
Looks:6 **Cool:**5 **Bonk:**3
Knacks: Look Adorable +2
 Shoot Zap Gun+3
 Get a Date +1
Powers: Zap, Fly,
 Forcefield
Traits: Curious, Stubborn,
 Jealous



Webbed Willie

N.V.N.Human

Smarts: 2 Bod: 2 RWP:1

Luck:1 Driving:2

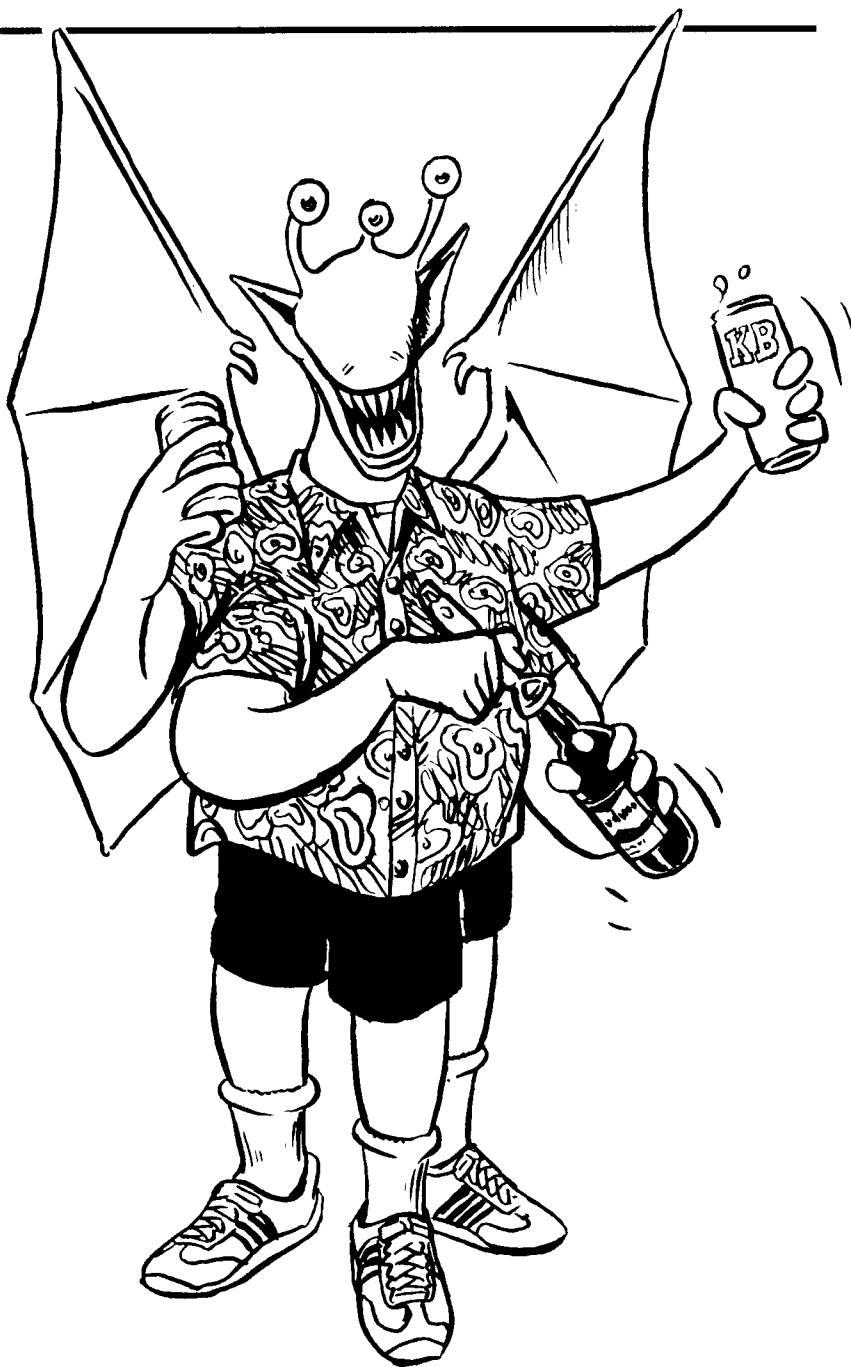
Looks:6

Cool:5 Bonk:3

Knacks: Scuba Diving +3
Breakdancing +2 Making
Sushi +1

Powers: Super speed, Talk
to Aliens

Traits: Shy, Stubborn, Eats
Your Pet Goldfish.



Weird Alvin

Real Weirdie

Smarts:1 Bod: 6 RWP:?

Luck:1 Driving:1

Looks:3 Cool: 6 Bonk: 6

Knacks: Party Hard +4, Air
Guitar +2

Powers: Breathe Fire,
Teleport

Traits: Party Animal,
Mellow, Sleeps A Lot.

Incredible Luck: People with this power have phenomenal luck--in fact, they get to add 2 points to their Luck Rolls whenever they need to. Isn't that lucky?

Connections: With this power, you know everyone who is anyone. Headwaiters sweep you to the best tables; judges fix tickets, rock stars give you backstage passes... The big catch is that you're going to spend most of your time doing favors for other players!

NEW POWERS AND ABILITIES

"But what about 'Produce Inexhaustable Microwave Pizza From Nowhere?' you lament." Or what if you want to pick your own powers? No problem. If the power you're lusting for isn't in one of the above lists, try out a few suggestions on your T.F.O.S. Referee. He or she has the final decision. By now you may have already tie-died the cat, so you may want to move up to microwaving his dice as a form of incentive. Good luck.

Here are just a
few Possible

Traits:

Insanely Jealous

Girl/guy crazy

Forgetful

Sneaky

Stuck up

Terrible temper

Shy

Pessimistic

Curious

Stubborn

Always cheerful

Greedy

Proud

Cowardly

Cheap

Humble

Manic

Trusting

Abrasive

Tomboy

Girlish

Manic

Practical Joker

Eats Plastic

Eats Cars

Party Animal

Paranoid

Lazy

Weird Phobias

Talks to Trees

Schitzoid

TRAITS

Traits are certain outstanding habits or peculiarities of a *Teenagers* character. Each character has **three basic Traits** that more or less define not only his/her/it's habits and preferences, but also the character's "world view".

*Here's an example: Rami has three outstanding traits which tend to color her dealings with everyone she meets. She's **incredibly curious** (leading her to get into situations that can spell disaster for all of her friends), **very stubborn** (making it tough to convince her not to do something stupid), and **insanely jealous** (making her date's lives a living hell). Although Rami is beautiful, clever and lovable, her traits are going to give any potential boyfriend something serious to think about.*

When creating a *Teenagers* character, you can pick three of the traits in our Handy Traits List, or badger your Referee into allowing you to invent your own (thus earning the label of being difficult, obnoxious, and a pain in the neck). Consider your traits carefully before you pick them and make sure you've asked yourself--"Can I roleplay a paranoid party animal with an affinity for eating cars?"

YOUR ALLOWANCE

Unless you're planning to spend the majority of your *Teenagers* game time mooching off of your long suffering friends, you're going to need to get some Allowance. Just like in real life, you know what your parents earn has nothing to do with what they'll be willing to give you for pocket money.

Yeah, maybe your father is the King of Ugusai 4, but if he gets into some weird head trip about "self reliance", you could find yourself doomed to working weeknights in a Mc Doggies on Sirius V. To determine your allowance, roll **both** dice, and multiply by **2**. This is your weekly allowance. Each game (assuming it's the start of the game week), you'll get this amount to spend. You can save money over from game to game, or even borrow or loan cash to other players (at properly exorbitant interest rates).

Just Starting Out Players: At the very start of creating your *Teenagers* character, you'll roll one more die and multiply your allowance by this amount. This roll represents the number of weeks your character has been scrimping and saving just prior to the start of your first game. After this, it's back to the old allowance rate as usual.

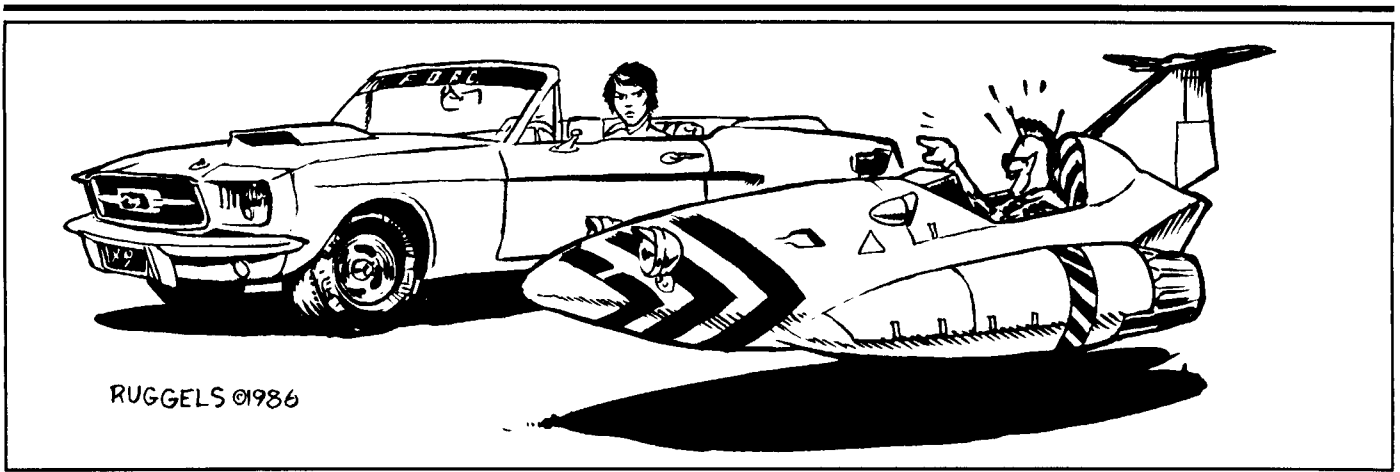
Once your allowance has been determined, go over to your *Teenagers* Referee and tell him to cough up this amount in **Official T.F.O.S. Money** (which we've provided in photocopyable form in the back of this rulebook). If he refuses, employ your Bod Skill to intimidate the heck out of him.

WHEELS, GOODIES & GADGETS

Once you've got money, we know you're going to want to rush right down to the local Shopping Mall to spend it. In *Teenagers*, you can spend your hard extorted cash on **wheels** (like cars or flying saucers), **goodies** (like dates, food or clothes), or **gadgets** (types of silly and bizarre sci-fi tools and weapons that occasionally work and most oftentimes just are around to cause chaos at appropriate moments in the game). The costs of most things (except Goodies) in *Teenagers* are not really reflective of real life costs--otherwise you'd spend twenty weeks allowance trying to purchase a transistor radio.

Wheels: This is why you have a Driving stat. Wheels come in two forms: actual, everyday Automobiles (driven by Earth teens) and Flying Saucers (driven by Outer Space teens). If you decide to have an automobile, you automatically got it from **Uncle Ernie's Honest Hotrods** (the only place to buy cars in T.F.O.S.). It's gag green, covered inside with yellow shag carpeting, and is powered by a wire treadmill and two hamsters on amphetamines. This cannot be allowed to continue. You must take steps to refit this Menace to the roadways.

Why use paper money instead of just writing down the amount you have? Simple---money is a great roleplaying prop. Players can stack it up around themselves, wave it under each other's noses, steal it from each other, and generally have as much fun with it as they do with their dice. Also, it's really hard for a player to fudge how much available cash he has when he has to produce it upfront to buy things.



Above: "Won't come back from *Deadman's Asteroid!*"

New Paint Job (\$150 base cost): The more you spend, the better it gets, and the better guarantee you have that it won't wash off in the rain.

New Interior (\$150 base cost): You are not going to get anywhere with Boopsie Twoshoes (the Head Cheerleader) with an interior covered in rejects from Carpet World. Grit your teeth and go for the black lizard skin seatcovers.

New Engine (\$250): Give the hamsters a rest. While you won't be outrunning your alien buddies' saucers, this should allow you to put a respectable skid mark down the boulevard, raising your speed from Fast to Very Fast.

Car Stereo (\$50): Now, unchain yourself from the living room console. Toss out your Third-world Briefcase (ghettoblaster). You've got sound-around, with 27 levels of graphic equalization. Turn it up.

If you come from Outer Space and can't teleport, you're going to have to get a flying saucer from somewhere. Otherwise, you'll have to get your parents to give you a lift in the family starcruiser, which is a major drag. What you *wanted* was a nifty job with iridium humbuckings and a slick glaze-job that'll make superlight with the cosmodrive barely humming. What you *got* was a used saucer given to you by your Aunt Edna for your birthday . This basic saucer is about the size of an Earthly mini-van, with enough room for you, your friends, and some personal stuff like the Zap rifle you keep under the driver's seat. The worst part is that it's painted a horrible shade of bile yellow and has a spacedrive with all the power of a dead Morluck. It's time to invest some Allowance in this social embarrassment or your name is mud.

Slick Glaze Job (\$150 base cost): The more you put into it, of course, the better it looks. Of course, watch out--if you get your paint job done in some el cheapo place

below the Galactic Border, be prepared to have it peel off like an old overcoat the first time you go superlight.

New Interior (\$150 base cost): It's worth it. After all, this is the part of the ship you see the most, right? Fuzzy dice are optional.

Superdrive (\$250): Boosts your saucer's speed from Very Fast to Superfast. If you don't invest in a superdrive, those Earth kids are going to be passing you in their Toyotas.

Holostereo (\$50): A must for long trips to Barnard's Star, if anyone wanted to go there but nobody ever does.

Refrigerator (\$40): Can hold twenty sodas and three pizzas, or fifty three microwave burritos.

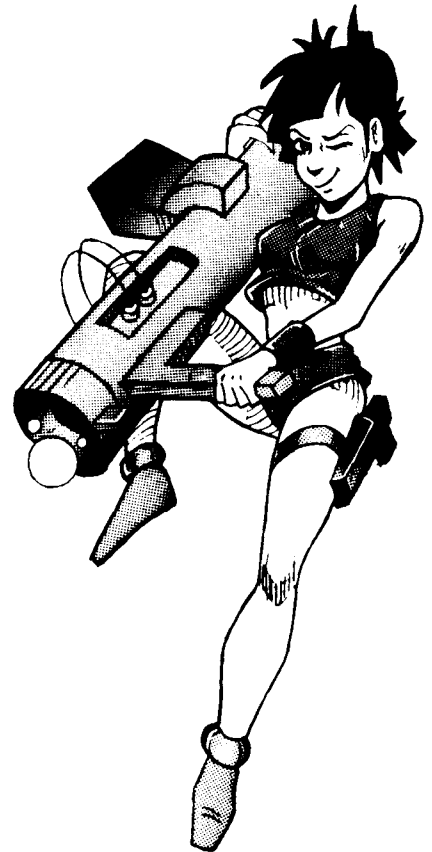
Grabbit Beam (\$50): Great for picking people up in a hurry. The beam reaches out through a trapdoor in the bottom of the ship, and sucks the target (plus anything immediately around it, like the rug, the couch and the cat), up into the ship. Even through the roof of a building. The bottom of the grabbit beam generator is heavily padded so that your victims bounce off the ceiling and only take 1 bonk.

Black Hole Storage Closet (\$70): The ultimate in trunk space, you can put anything that will fit through the 4x4 doorway into it. Your extra bikini. Your matter zapper ray. Your little brother. Whatever.

GOODIES: Goodies are things like movie tickets, Mc Doggie's burgers, new clothes, compact discs and other necessities of teenage existence. Rather than give you a ten page list of things that you're already buying in real life, we suggest you use personal experience as a guide. Comon'--*you* know how much that new album costs. Cough up.

GADGETS: The little things that make life worth living. Both humans and aliens are able to buy Gadgets at most progressive shopping Malls; this is why your parents spent months hammering out Intergalactic trade agreements. In addition, in *Advanced Teenagers*, you can even make new gadgets of your own and destroy the basis of all life as we know it!

Zap Gun (\$20): Delivers 2 Bonk to anything it hits. It never runs out of power, because it's made that way. Zap guns make a lot of noise, lots of showy lights and



Goop Gun: \$30.00

Occasionally one of your players will insist on scientific explanations for your Gadgets. This is because hardcore players of Sci-Fi Roleplaying get somewhat insecure when they can't lay hands on a good comfortable algorithm. You can alleviate this discomfort by quoting Gene Roddenberry's *Star Trek* Maxim--"in real life people don't stand around explaining how cars work, so why would they in the future?" Or you can hit 'em with a goop gun.



Sony Holoman: \$40.00

flashes, and can occasionally knock down walls.

Hyperdimensional Hammer (\$10): Just the thing for bonking your little sister. All you have to do is carry the dime sized sending unit in your pocket. Then, when you reach back over your shoulder, a giant plastic hammer appears out of hyperspace, and you can clobber someone with it for 1 bonk. Then the hammer disappears until you recall it again. And *you* thought hyperspace was just for spaceships.

Goop Gun (\$30): Resembling an oversized bazooka, the goop gun fires globs of supersticky foam, which immediately hardens to the consistency of bubblegum. Gooped targets are usually glued to the ground, the wall, or any other convenient surface--while they are unable to move, they are not bonked. Goop automatically dissolves in 4 turns.

Bonk Regenerator Ray (\$10): This handy flashlight-like device can restore 2 bonk per person per shot, for an infinite number of shots. However, it cannot restore more bonk than you originally had.

Pocket Phone (\$25): You can phone anywhere in the Universe with this phone (if you know the right number), including your Dad's office if you need to ask him to pick you up after work (but watch out for his secretary--she's a real dragon lady. Honest. Horns, teeth and everything).

Sony Holoman (\$40): It looks like a pair of wrap-around sunglasses with earmuffs on each end. When you turn the tape on, it's like being in the middle of a music video (Of course, you can't see or hear anything else, so you really shouldn't drive while wearing one).

Soopergloo (\$2): It comes in a small spray can and will stick anything to anything. Forever (or until you apply a quick spray of Quikrelease, also \$2.00).

Teleport Doormat (\$50): This looks like a small, folded plastic sheet, which can be spread out to a 4 foot by 4 foot square. Each doormat has a destination neatly lettered on it by the travel agency that sold it to you--the mat will instantly teleport you to that destination the moment you step on it. Then --poof!--it vanishes back to the travel agency.

Grabbit Stick (\$20): A mini tractor beam just like the one on your saucer, but about the size of a pencil. It can pick up and move any object weighing 200 pounds or less.

Spring Shoes (\$15): A pair of these will give you the same abilities as having Bounce powers; however, you will take damage if you hit anything in the way.

Rocket Sneakers (\$30): These look just like a pair of tennies with two oversized thrusters sticking out of the back. Just say "Go!" and they do, moving you as fast as a jet bike (Very Fast), 1 inch off of the ground. Say "Stop!" and they stop on a dime (and *you* make a Driving roll to avoid falling on your face and taking 1 bonk).

Duplicator Gun (\$25): Need a copy? A duplicator gun can make an exact copy of any animate or inanimate object less than 200 pounds, absolutely indistinguishable from the original. Yes, you can even copy the copy! Duplicates last exactly 10 minutes, then disappear.

Boy/Girl Gun (\$30): One jolt from this, and you're the opposite sex of what you started out as. Your Stats and Knacks remain exactly the same--you just look like a male or female version of yourself. Another jolt reverses the process. This is great when you have a party and you can't get enough guys for all the girls to dance with.

Personality Swappers (\$100): They look like a pair of giant metal stereophones. Put them on yourself, then on someone else--Zap! You're in their body and they're in yours. Put them on a third person, and he's in your body, and your friend is in his. Put them on a fourth person and he's in your body, the third person is in the first person's body, *you're* in the third person's body, your friend is in the fourth person's body (are you getting confused yet? It all works in rotation, like volleyball). The effect wears off in 12 hours--plenty of time to get someone else in trouble. Warning: You must get a note from your psychiatrist in order to buy these!

Invisible Spray Paint (\$10): Comes in a spray can, with enough to cover a 10 x 10 surface. The sprayed surface becomes invisible, although it can still be felt, smelled or tasted. A great way to hide your saucer--and then lose it forever. Washes off with water.

Instant Hole (\$10): Comes in a spray can, and looks exactly like black spray paint--until you put your hand on it and you fall in. There's enough in a can to make a hole six feet in diameter and ten feet deep in any non-living substance. Lasts until someone comes along and fills the hole up with something.

4th Dimensional Purse (\$20): It really doesn't hold much-- at one time, that is. However, the purse contains a time machine with 6 different time zones in it. Each zone may hold up to three small objects no larger than a can of soup. Each time you reach into the purse, roll one die to determine which of the 6 zones currently exists in the bag at that moment. You can then either put things into that zone (if it isn't already full) or take things out.

Hyperdimensional Library Card (Free): This is a little metal card with your



Mister Rock N Roll

signature on it. To use the card, take it out and shove it horizontally into the air (sort of like an invisible bank-teller machine). Then tell it what book you want. The book instantly appears, loaned to you for one week (As usual, it's entirely up to the Referee whether the book is in, checked out, exists, or even whether the Librarians send you the right book at all). The fine for losing a Library book is incredibly gross; 1/4th of your current allowance per week until the book is returned. And they take it out *automatically* --nobody knows how the Librarians do it.

Pangalactic Ghattoblaster (\$150): The ultimate in personal music players. A P.G.G.B. can play any type of record, tape, wire, holo, spool; you name it--all at decibel levels that will kill any nearby and unprotected animal life. It can also dial in any TV, holo or tridee channel--and will also tape 3 dee holographs (a little small, but ok if you want to get a 6 inch replay of the latest Ramones video).

Gamebox (\$15): This is a flat box which can be dialed to play any board or roleplaying game in existence. Any game. The really good gameboxes (\$30) can be unfolded until they become miniature pool or pingpong tables.

WarpSpace Overnight Bag (\$30): It looks like a 1x1x1 travelbag. Inside is a space warp that can hold 10 pairs of shoes, 10 pairs of pants (or dresses), 10 shirts, 20 pairs of underwear, 2 pairs of pyjamas, a spare spacesuit and an infinite number of socks (all mismatched). The weird part is, you can only keep clothes in it. You have to carry your toothbrush and makeup in the compartment on the outside.

Timestop Makeup Kit (\$10): Once you put it on, your Looks improve by 1, and it won't come off until you use the cold cream. Never. Even if you go swimming in the selzer seas of Arcturus.

JetBike (\$200): Resembling a jet powered Harley, it can hold two people. It's faster than a automobile, slower than a spaceship, and neck and neck with people who have Superspeed (Very Fast). It can climb to 10,000 feet and never runs out of gas because that would be stupid.

Antigravity Boogie Board (\$100): Looks like a surfboard, and operates just like a jetbike. But it's tougher to control--you must make a Driving Stat roll each turn just to keep from wiping out.

INVENTING NEW GADGETS TO DESTROY THE BASIS OF LIFE AS WE ALL KNOW IT.

Sure, you've got a lot of gadgets to play with here. But we know it isn't



going to be enough. Maybe you're going to need a Cosmo-DNA to stop the ravaging Hordes of Hoggarf. Or a Digital Dimensifier to get that green goo out from between your toenails. That's where Weird Science comes in. To create a new specimen of Loony Toones Tech, you'll take the following steps into the Scientific Method:

Get out a 3x5 card (or photocopy a Teenager's Gadget Card)

This is where you're going to keep a record of your new technological terror. Not only does the convenient size allow you to keep an entire file of screwed-up science specialties, but if one of them blows up, the Referee can get a great deal of satisfaction from ripping the card into little bitty pieces.

Decide what your gadget does. If you don't know what you had in mind, how on earth is the Referee going to know? Try to put the description in a few, simple, easy-to-understand sentences, like "This thing turns the entire planet into a giant marshmallow." Write this on the card.

Decide what to call it. As any aficionado of bad science fiction can tell you, gadgets always have perfectly horrible (but appropriate) names. Names with a lot of big words that only Scientists can understand. Because you don't usually use words like this, we've provided a Mad Scientist

Some Good Mad Scientist Words:

Hyper-
Trans-
Multi-
Para-
Dimensional
Space
Super-
Nova
Tachyon
Quark
Tesseract
Teleportation
Telepathic
Mega-
Micro-
Warp
Nullifier
Temporal
Black Hole
Singularity
Quantum
Astra-
Synthetic
Time
Field Theory
Unified
Phantom
Video

Dictionary to help you out. Write your gadget's name on it's card.

And a Few More...

Computer
Programmable
Non-sequential
Beam
Laser
Photon
Plasma
Digital
Audio
User-interfacing

Some Possible Side Effects:

Device Blows up

Breaks all glass within
100 ft.

Gives players random
mutations

Gives players pink
spots

Shrinks players

Enlarges players

Teleports people
randomly

Gates in monsters from
the 15th Dimension

Sends people
back/forwards
in time.

Warps reality

Creates 1,000,000 little
blue pixies

Turns players into
small children

Ages players
prematurely

Give your Gadget card to the Referee. The Referee, in his devious wisdom, will have to decide three things:

The first decision is **how tough it will be to make your gadget.** This decision will be pretty subjective. If the device is based on something that already exists (like cramming a video arcade into a gamebox), the Referee might add a 1 or 2 to his die roll against your Smarts Stat Roll (if you have a Weird Science Knack, this is the time to use it). If the device is a moderately new or novel idea, he might add 5 or 6 points to his roll. If the idea is a real toughie, he might add anywhere from 9 to a million points. Like we said--subjective.

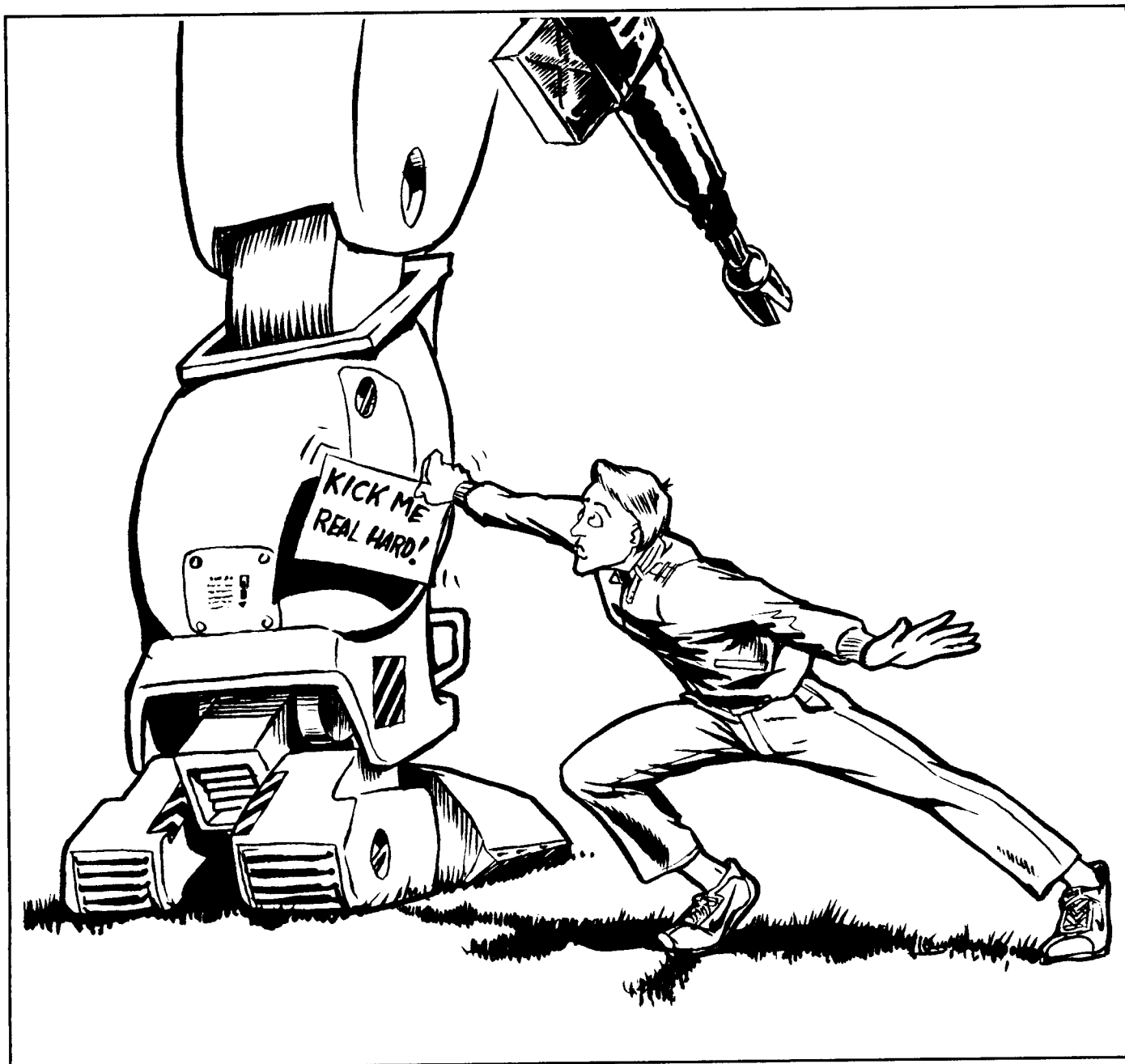
The second decision, **how well it will do the job it was designed for**, is based on how much higher your roll is than the Referee's. A Stat Roll that *just* makes it over the Referee's roll will produce a device that occasionally works, has a lot of possible malfunctions, and a horde of silly side effects (Example: Your "shrinking machine", designed to miniaturize an entire submarine load of mad scientists, heroic bit players and an overstacked girl love-interest clears the Referee's roll by 1 point. When you fire the machine up, it reduces the submarine to the size of a plastic wading toy).

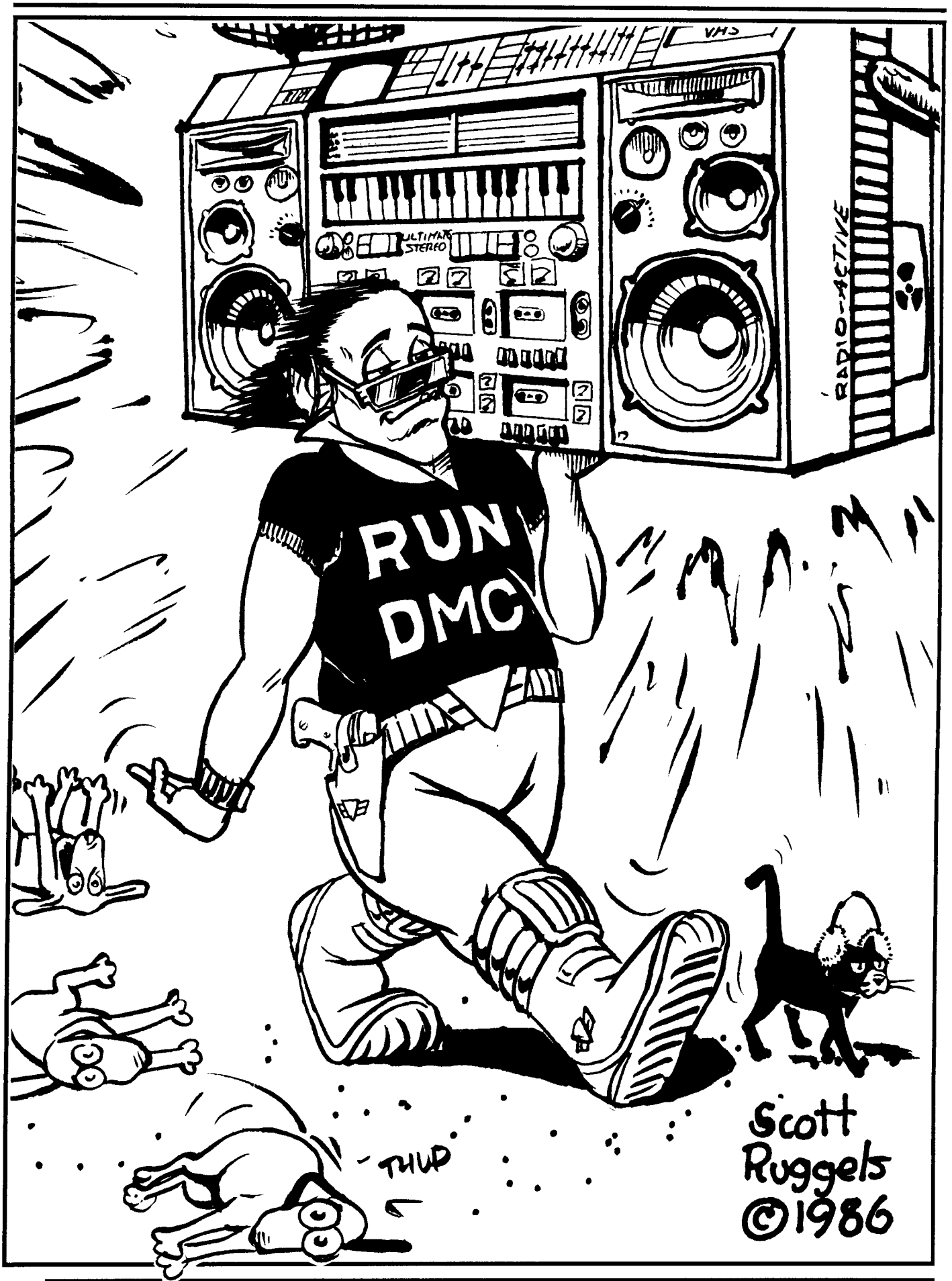
The last decision is **what side effects or possible malfunctions will exist.** This is dependent on how well your Stat Roll worked out. High Rolls usual create gadgets that work fine, have no side effects, and never break down. Low rolls produce devices with horrendous side effects (your shrinking ray not only reduces the submarine to a wading toy, but also turns the scientists and crew into a pack of rowdy pre-schoolers, and changes the love interest into a harried housewife in curlers. Oops.). Really, REALLY high rolls may not have side effects, but can produce incredibly enhanced results (The submarine is now so small, it slips between the cracks of atomic structure and falls into another universe completely). The type of side effect, of course, is entirely up to the demented imagination of the Referee. Of course.

For example, Rami decides to invent a gadget for transferring written information (like her Chemistry Book), into a living brain. This is a nifty idea, as it allows her to skip all that tedious reading and go out on Friday

nights. She decides to call it a *Typographic Telepathizer*. Rami's basic Smarts Stat is 4. In addition, she has the Knack of "Weird Technological Device Design" (2). Her die roll is a 6, for a grand total of $4+2+6=12$. The Referee gives this a little thought. "If this was an easy thing to do", she thinks, "millions of high school students all over the Galaxy would have done it already." She decides that the difficulty is going to be 6. Her die roll is a 5 for a total of 11. Rami didn't win by much, so the Referee rules that while the device works, it has a nasty tendency to occasionally print the text all over your face as well as in your mind (Roll 1 die each time the machine is used. On a roll greater than 5 the machine malfunctions).

Of course, with Rami's Looks score, everyone's going to think it's a new makeup style or something.





Scott
Ruggels
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HOW TO DO ANYTHING IN THIS GAME (The Rules You Players Need to Know)

Okay--you've "rolled up" your character, have all of your gadgets, goodies, wheels and Knacks. It's finally time to take that giant step and actually play *TEENAGERS FROM OUTER SPACE!* This section is devoted only to those things that you, the player, are going to need to know when playing--things like when you can take your turn, how to make your character do something, and what it's like to actually play.

TAKING TURNS

Just like *Monopoly* or *Risk*, *Teenagers* games are divided up into turns, which don't represent any particular amount of time, but which keep everything from happening at once. Each turn, each player (or Referee controlled player) gets to do one thing. This can be something like:

Zap someone.

Dodge like heck while someone zaps you.

Monster out

Bribe your Homeroom Teacher into letting you skip the Physics test.

Ask someone out on a date (this may take a couple turns if your'e the shy type).

Crash your spaceship into a nearby wall.

WHO GOES FIRST?

In *Teenagers*, who gets to go first is pretty immaterial. We suggest that your Referee set up an initial way of choosing, whether it's drawing straws, rotating clockwise around the game table, or, in extreme cases, throwing the I Ching and reading Tarot cards (Whatever makes you happy). He should then stick to that turn order for the rest of the game (just to keep things from getting too confusing). Once everyone has done one thing, the next turn starts. People who are bonked out, of course, have to skip their turn, knashing their teeth and muttering a lot.

If you've come this far, it's too late; you might as well play the game.

Here are a few Useful
"Roleplaying Gamer"
Slang terms for you
novices:

Character: The person you pretend to be in the game.

Player Character (PC): A character played by you or your friends. See also *Us*.

Non-Player Character (NPC): One of the characters played by the Referee. See also *Them*, or **Ref Character**.

"Run a Game": To referee a roleplaying game.

Dice: Little bitty things about yay big, with spots on them. Sometimes with 4,6,8,12 and even 100 sides.

Character Sheet: Where you write down all the stuff about your Character. Kind of like a resume.

RPG: Roleplaying Game.

Gamer: What you are now.

HOW TO DO THINGS (generally)

Most of the time, you can go ahead and do anything (within reason) that you want to. "Within reason" means things like walking, talking, doing your homework, eating, sleeping--the basics. But occasionally, you're going to tackle a really tough job, like Deep Freezing your lab partner in Chemistry, or trying to sneak out of the house while grounded. Whenever one of these little Life Challenges comes up, you'll make what is called a *Stat Roll*. Here's the process:

1) First, roll one of your dice.

2) Next, add the number of your most appropriate Stat to the dice roll. For example, if you're planning to Zap someone, Bod would be the most appropriate. On the other hand, Smarts may be just the thing if you're trying to outwit your parents (who are guarding the front door with a machine gun). The Referee is always the final arbiter of what Stat is the most appropriate.

3) If you are trying to do something *against* another player, he or she should also roll a dice, adding his or her most appropriate Stat to this roll. For example, when trying to dodge an incoming Zap bolt, Bod is best. When resisting your boyfriend's attempts to sweet talk you into going to the Submarine Races at Lover's Point, Smarts is even better. The highest total wins. If the rolls are equal, the defending player wins.

4) When tackling a challenge from the Referee (who might be playing your parents in the machine gun bunker), roll as usual. Meanwhile, his eyes glinting with sadistic good humor, the Referee will roll his own die. If he is portraying the reactions of another character, he'll add their appropriate Stat as needed. If the challenge is more *difficulty* related (like rewiring your kitchen robot to play Rolling Stones), he'll assign a level of difficulty from **1** (Real Easy) to **10** (Gimme a Break, Dude) and add it into the roll. The Referee *always* wins on the highest or a tied roll. If *you* lose, wait till he takes a bathroom break and swipe his dice. Here's an example of this in action:

You (as your Teenagers character) decide that you're going to finally ask that Incredible Looking guy in your Homeroom for a date. Your Cool is 1, but your Looks are 5.

You: "I'm going to do it...well, my character Sue is going to do it. She's going to ask that really good looking Near-Human out this time."

Actually, *you* don't do anything--your Teenagers Character does it all. Your job is to tell the Referee exactly what you want your character to do. Preferably in articulate English.

The Referee may occasionally give you (or the other guy) a couple extra points on a roll, for things like "You really hate snakes, and this guy has a personality that would give Indiana Jones the willies. Add another point to your roll to resist his come-on..."

Referee: "Okay, fine. You're in Homeroom period, right?"

You: "Yeah. I really got prepared for this. I'm wearing a new dress and I've borrowed my sister's high heels. Where's he sitting?"

Referee: "He's in the fishtank right now."

You: "What?! Gack! The fishtank?!"

Referee: "Well, only his head actually. You remember he's kinda..well, merman-like, right? He's talking to the fish in the tank. You gonna go over and talk to him?"

You: "Uh, yeah..Right. I walk on over to where he's..uh, talking."

Referee: "He pulls his head out of the tank. He reaches for a towel on his desk, dries his hair off. Wow, he's gorgeous, even with wet hair. Make a Cool Roll to see if your knees go to jello."

You: (Knowing your Cool is 1, you know you're going to have to do pretty well. You luck out with a 6) "Do I keep it together?"

Referee: (Rolling a 3, and adding the Hunk's Looks of 5 for a total of 8): "You lose it. Your knees tremble and you have to sit down. There's a dead fish on the seat."

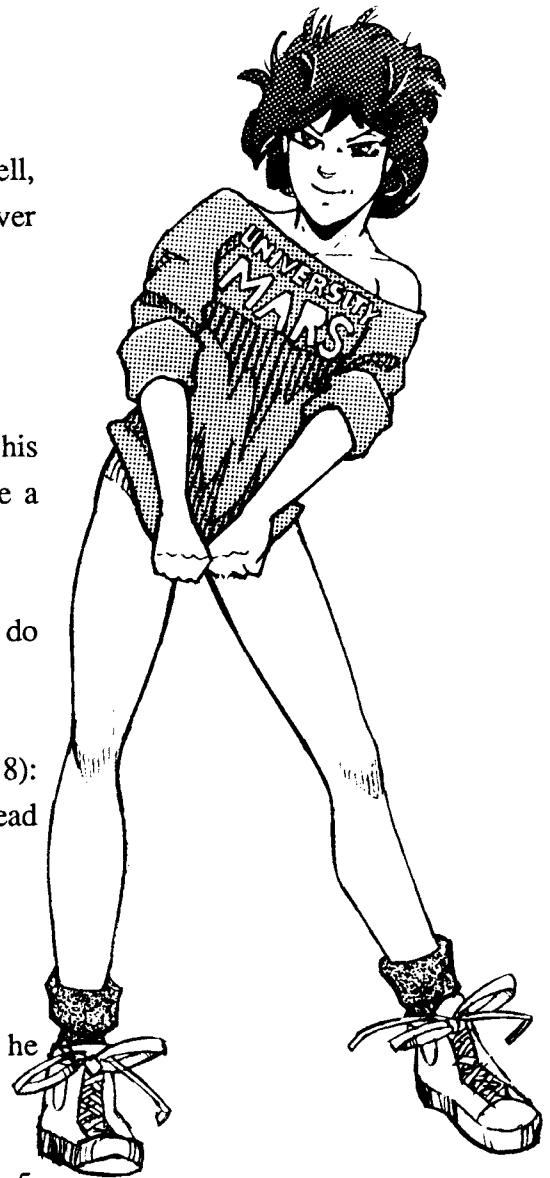
You: (intelligently): "Gaak!"

Referee: "He doesn't even notice. He's too busy looking at you. 'Hi!' he says. 'You okay?' You want to say anything back?"

You: "I'm going to try and engage in clever conversation." (You roll a 5, which added to your Cool of 1 equals 6) "How'd I do?"

Referee: (Rolling a 6 and adding the Hunk's Looks of 5): "You say something witty about how your mother swallowed a boot when you were four years old."

You: "Jeeze! For-get it! I stagger away to lick my wounds."



You: A Cool of 1 and a Looks of 5. Obviously.

Referee: (rolling a 6 and adding it to your Looks of 5 for a total of 11. The Ref thinks to himself, "How hard is it going to be for this tweeby girl to mesmerize The Hunk? 4? 5?" He decides on a 5, rolls another die to get a 2, and gets a total of 7.) "Hey! He walks after you, and catches your arm. He stares intently into your eyes. He says in a deep voice, 'Say, uh...if you're not doing anything tonight, would you like to catch a movie?'"

You: "Wow! My dreams come true!"

Referee: (with a wicked smile): "Meanwhile, your kid brother and his buddy Weird Arnold have just teleported into the room. They're pulling out a large goop gun, taking aim on you from behind...."



Him: Looks of 5 and a Cool of 6. You haven't got a chance.

HEAVY DECISION MAKING (Things You Refs Are Going to Need to Know)

As a *Teenagers* Referee, you are the arbiter of the rules (whatever rules there are, that is). But before you start reveling in your godlike powers, let's take a look at what they really are, OK?

A large part of your godlike powers will involve making judgement calls on rules questions (things we think the players shouldn't have to worry their little heads about). While we can offer some suggestions on how to make these Solomon-like judgements, remember--this is your game (Notice the little register slip that came with it? This is the proof that this is your game). Feel free to alter, change, add and generally mess around with our guidelines as you see fit (If you come up with a particularly good change, you can even write us and brag a bit. We might use it in the next edition).

Because *Teenagers* has very few "written-in-stone" type rules, we thought we'd dispense with the usual twenty pages of close-packed type and wargamer style numerals and get right down to ways to answer the questions you'll most often be called upon to adjudicate. After a while, you too will be able to wing it no matter what they throw at you. Sound fair?

"What's the scale in this game?"

In *Teenagers*, scales are things that cover some of the player characters. What players *really* want to know is how far away things are so they can hit them with big hammers and goop guns. Check out the section on "Is it in range if I want to hit it, etc.?" instead.

"How long is a turn?"

In most roleplaying games, a turn represents a certain set amount of time in the "game" universe. You know; "one turn equals 3.9 to the 87th fortnights, unless using lightyears as a measurement." In *Teenagers*, we use a concept called **Condensed Hyper-Relativistic Time**. One turn is as long as it takes all the players to do one thing of roughly the same level of complexity. If you really want to know how long this takes, use a stopwatch to time the entire turn; divide the result by the number of players in the game, round the difference down, and ignore the result.

"Who gets to go first?"

As mentioned earlier, determining who goes first in *Teenagers* is a matter of Referee preference. Drawing straws at the start of the game, moving clockwise around the table, or using volleyball rotation are all perfectly fine ways to determine turn order. We're fond of volleyball rotation ourselves. In general, the important thing is to decide on one method and stick with it for the rest of your games.

And for those players who complain "But I have Superspeed!"--tough. Superspeed only makes you run faster, not react faster. Besides, in this game, there's a real advantage in going last after everyone else has made idiots of themselves.

"How much can I do in a turn?"

In T.F.O.S., each player can do one thing each turn. The tough part comes in deciding exactly what one thing per turn is. In general, we rule that anything *you* could do in about 10 seconds is considered one thing. Of course, the final decision is up to the Referee.

"How tough will it be to do something?"

As Referee, you will be rolling the effects of the Universe (as well as all Referee controlled characters), on your players. This means that while they roll their dice and add their Stats, *you'll* be doing the same thing on your side of the table, either adding the Ref-played Character's Stats, or a

In any game where chaos is the natural state of events, you're bound to encounter something we haven't thought of explaining yet. We want to get you into the habit of improvisation now, so that when something really weird happens, you'll know how to wing it with flair. Style is *everything* in the 80's.

**Things you can do
in about ten
seconds.**

Choke down a hamburger

Shoot a Goop Gun

Run out of the Homeroom
with your pants on fire.

Clobber your Kid Brother

Listen to the first 2 bars of
"I Wanna Rock!"

Some Sample Difficulties:

Stand on your head (1)

Balance on a tightrope over the Grand Canyon (6)

Clobber on Pee Wee Herman (1)

Wrestle Hulk Hogan (7)

Battle Bruce Lee to a standstill (10)

Make a grilled cheese sandwich (1)

Make a Cordon Bleu Dinner for 10 (7)

Add 2+2 (1)

Do a minor differential equation (5)

Do Hyperspace Calculus (6)
Recalculate Relativity (10)

Drive down to the corner in Mom's car (2)

Outdrive Mario Andretti (7)

Come Back from Deadman's Curve (11)

Difficulty Rating for the attempted feat. There are two schools of thought on Difficulty Ratings: the "Make it Hell on your Players" School, (which feels that Life is hard and Fantasy should be harder), and the "Strength Through Moderation" School (which feels that if your players occasionally succeed at something, they won't beat you up after the game). We, as devout cowards, favor the latter approach, and offer a simple 1 to 10 scale for rating difficulty. Of course, your players may (once in a great while; say only five times a game) choose to do something so mindboggling stupid and risky that it will exceed the 1 to 10 scale. In these cases, feel free to hit them with a 19 or 20. If they complain, just tell them that we said it was alright.

For example: Tommy has decided to build an ant farm as his Science Fair project. The Referee thinks to herself "How tough can that be? Grab a few ants and an aquarium. I'll rate it a 1. Moments later, Cano, not to be outdone, decides to build his own ant farm, using an entire race of savage giant ants from the Techropolis of Neowhone. The Ref thinks about this..." "Ten million man sized ants, armed with photon rifles and body armor. Also, add the problems of finding a aquarium big enough to hold a city the size of Manhattan Island..." The Referee wisely rates the difficulty at 2,000. The Ref is no dummy.

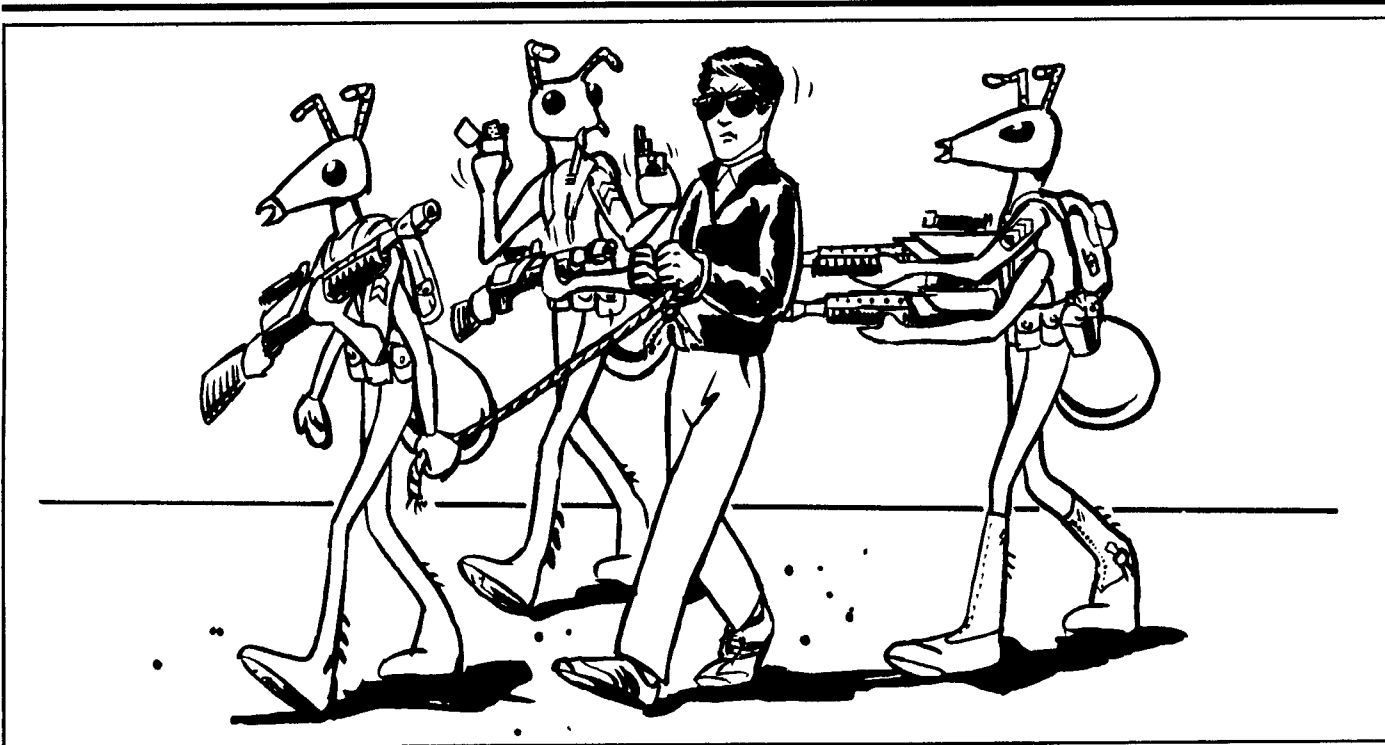
What Stat do I use for this roll?

Whenever players want to do something out of the ordinary (this means more than tying their shoes or crossing the street), they'll make a Stat Roll (discussed earlier in the book, or wern't you paying attention?). As Referee, you'll have to decide what Stat is most appropriate to the situation. As a rule, we suggest these guidelines:

Smarts: Anything having to do with figuring something out, convincing someone, resisting coercion, inventing something, remembering something, having a bright idea. *For example: With a Smarts of 2, Cano decides to refigure the Theory of Relativity. He carries a zero too far and nullifies Physics as we know it. Everyone can now run at Warp 9.*

Bod: Anything having to do with strength, coordination, dexterity or balance. *Example: Rami has a Bod of 5. Her hobby is juggling Nuclear Handgrenades while standing on her head. She hasn't missed--yet.*

Driving: Anything that requires controlling an outside movement force (like a car, a



bike, or a pair of rocket tennis shoes). *For example: Tommy has a Driving Stat of 3. He borrows Kev's K-9300 Jetbike and decides to reenact the "Death Star Trench" scene from Star Wars (using the frozen food aisle of the local Save-a-way as a trench stand-in. He fails to "feel the Farce" in time and augers headfirst into the Lunchmeat counter.*

Above: Cano's Ant Farm Goes to the Dogs.

Looks: This Stat can be used to determine your chances of getting a date or impressing the opposite sex. You might also use Looks when it's important whether the character is noticed in a crowd of other good looking people. *For example: Rami has a Looks of 6. When Rami goes down to the corner to buy a loaf of bread, crowds of freshman males follow her, begging for her phone number.*

Cool: Anything having to do with social or crisis situations where nerve, savvy, and doing the right thing are important. Cool can also be used instead of Looks to determine whether the player can get a Date or not. *For example: Kev has a cool of 6. He not only can get a date with Rami--he can also impress her with his knowledge of 10th Century Human History. Tommy has a Cool of 1. He gets tongue-tied just looking at a picture of Rami.*

Relationship with Parents: This should be used whenever the player needs to convince, borrow from, or generally deal with his/her/it's parents. **Note that this Stat can go up or down,** depending on the number of favors you've recently asked for, how much trouble you got into in the last adventure, or how sadistic the Ref is feeling at the moment. *For example: Kano wants to borrow ten dollars from his father. His normal RWP is 4. However, earlier in the week, he landed Kev's Jetbike on top of*

Some Things that Could Affect Your R.W.P. Score:

Sass the Old Man -3
Sass Mom -2
Sass a Teacher -3
Get home late -1
Get home Real Late -2
Scratch Dad's Car -5
Wild Party at Home -6
F grade in Calculus -3
Caught beating on Sibling -1
Foul Language -2
Traffic Ticket -2
Don't Do Chores -1
Caught with your girl/boyfriend -6

As a Rule of thumb, a negative RWP has the following Effects:

-1 Lecture
-2 Lose Week's Allowance
-3 Grounded 1 Day
-4 Grounded 1 Week
-5 Grounded Forever

car (-3 from his RWP), and got an F in Multi-dimension Physics (-2). Kano's current RWP is now -1. He decides to be a model citizen for the next few weeks (getting back 2 RWP per week)--meanwhile he'll shake down his kid sister for a loan.

Luck: When all else fails, this Stat should be used to lessen the effects of something bad happening. *For example: Tommy is cornered by a Batwinged Arglebargle which is about to swallow the hapless Tanaka whole. Tommy makes a Luck Stat Roll--and at the last moment, a Batwinged Arglebargle-Eater swoops in from overhead and snatches the monster off for a light snack.*

"Is it in range if I want to hit it with a Zap Gun? (Or anything else)."

Teenagers weapons and powers have no messy things like ranges. *Everything* is in range--it's more fun that way. After all, if you get hit, it isn't going to actually hurt you. The more people engaged in a furious firefight with marshmallow goop bazookas, the better. This, by the way, also answers another common question: **"Can I get to it in time to hit it with a Zap Gun?"** Save the running; you're always close enough.

"Can I outrun the guy with the Zap Gun before he gets in range?"

Or even better, can I outrun that 50 ton Neblewurfer before it steamrolls me flat? People and objects in Teenagers are rated in 4 classes: **Normal** (humans and non-powered aliens), **Fast** (Humans with Run Like Heck, regular cars) , **Very Fast** (Jetbikes, Boogie Boards, Superspeed powered characters, fast cars and slow saucers), **and Superfast** (fast saucers). A moving object or person in a higher class is always faster than a moving object or person in a lower class. When two objects are in the same class, both roll a die. The highest die roll is faster--that turn. The next turn, they roll again, until the race is over (or one of the participants has lost control and has crashed into the nearest wall).

"How long will it take for me to get somewhere?"

This is where you, as Referee, get to use your best judgement. After all, the actual terrain to be crossed is in your head anyway. As Referee, you probably have a pretty good idea of how long it would take a normal human being to run 200 feet over a field of ravening Grape Jello Monsters, dodge around the Giant Cactus Spaceship, and throw himself headlong into a five ton box of wet Kleenex (assuming any normal human being would be

doing something like this at all). Maybe two or three turns? With a little bit of extrapolation, you should be able to determine that a Superfast person might do it in one turn. Of course, the whole thing is a moot point, because in *Teenagers*, turns have no actual time duration to speak of. But wasn't this fun?

On the larger scale, why waste all that valuable game time figuring out how long it's going to take to travel via Hyperspace from Los Angeles to Paris, with a stopover in the Cracked Crab Nebula? Just say "The Scene Changes to Paris", and pick things up right where you left off. After all, they do it in movies all the time.

"Who's in the way of my shot (and what happens when I miss?)"

As a rule of thumb, if someone is shooting at a group of people in one closely packed area, *everyone* is in the way. This means a miss will automatically hit SOMEONE in the group (Why? Because it's more fun that way. Just think of all those players scattering for cover everytime someone unlimbers a large caliber weapon. Isn't it great?). Who gets it? Have everyone in the group (including all Referee players but not counting the target, of course), roll 1 die plus their Luck. The *lowest* roll is the lucky winner for tonight.

For more specific cases, you'll have to use your judgement. Barring that, you can always set up counters or lead gaming figures (At this very moment, we are furiously negotiating to produce a full line of official *Teenagers From Outer Space* Figures. Stay tuned for details...Now, back to our regularly scheduled program). Take a quick look at the general placement, and make a ruling. In general, we like to rule that if they aren't standing **behind** the player firing, they're a possible target. It's great for increasing the chaos factor and makes everyone really paranoid too.

"How much did it hurt?"

Damage in *Teenagers* (at least to players) is called **bonk**; a sort of pseudo damage that does nothing really permanent to the player character. Bonk can be caused either by a **physical** attack (such as getting clobbered by a Hyperspace Hammer) or by a **verbal** attack (such as a really good putdown or comment made by another character). The *amount* of bonk is determined in one of 3 ways:

Some Examples of Referee-Determined Bonk:

Fall from a 1 story Roof (1)
Fall from 3 Story Roof (4)
Fall from Brooklyn Bridge (6)
Fall from Looooonnggg way (10)
Caught Kissing the Vice Principal's Daughter (Infinite)
Trampled by Freshmen headed for Lunch line (3)
Fragging your Dad's Ferrari 250 GT California (6)
Rolled over by the Expedience Route (5)
Stomped by Giant Ants (3)

Consider, if you will, the possibilities of a Post Holocaust *Teenagers* scenario. Creeping through the halls of your school in cammos, an AK-47 strapped to your back and a Boy/Girl Gun clenched in your teeth.

Preset Bonk is a predetermined amount based on the weapon used. All of the Gadgets in *Teenagers* cause this kind of bonk. For example, hitting someone with your fists (called "clobbering"), causes 1 bonk.

Referee Determined Bonk is just that--you pick an amount (usually from 1 to 3 points, unless you're in a really bad mood), and apply it to the player. Be prepared to listen to the squeals of indignation for a while, then hit 'em again if they don't shut up. This sort of bonk is best used for situations where no standard amount of bonk exists, like running into a wall, or falling out of a tree.

Player Voted Bonk is determined by taking a quick poll of all the players (even the victim) and asking for a rating from 0-3 (That's why we gave you those little Voting Cards in the back of the book. What did you think you were going to do--judge the Olympics or something?). The value with the highest number of votes wins. In the case of a stalemate, the Referee has the tiebreaker vote. This type of bonk tends to be temporized by the fact that all the players know, sooner or later, that they'll be at the mercy of the guy they just clobbered. Player Voted Bonk is best applied in situations like verbal attacks, where the most important measurement is how good the put-down was (In our games, we even award a Bonk of the Week Award for the best snappy comeback or quip).

When a player takes bonk, it's up to you, the Referee, to provide the visual effects of the bonk. Verbal bonk may just leave the victim standing there with a stupid look on his face. A Zap ray or a flame breath will probably toast all of his clothes and leave him standing in blackened rags. A Goop gun will probably stick him to the floor in an embarrassing position. Falling two hundred feet will leave him with little accordion legs that go "wheeze, wheeze, wheeze".

"What about knives, swords or guns?"

As soon as you turn your back, the survivalist types sneak into your game, muttering darkly about "bullet weights" and "impact ratios". But *you're* ready for them. Whenever you encounter situations where machineguns, swords, knives, etc. are being used, the player who is the target should make a Cool Stat Roll. If he fails, his nerve breaks and he immediately goes running for the nearest available cover. If he succeeds, his Cool remains unshakeable. Meanwhile, the bullets, swords or knives slash his wardrobe to shreds while he remains miraculously unharmed.

For example, Tommy Tanaka has just enraged a horde of Demon Bolivian Cheerleaders armed with Uzis (a type of small machinegun). The



Above: Tommy Tanaka
Meets the Ladies

Cheerleaders open up on our hero. First, Tommy rolls to see if his Cool can hold out against the obvious threat of hundreds of rounds of live ammo coming at him. No such luck--Tommy breaks with a scream and dives for the nearest cover. Next, the Cheerleaders roll to see if they hit him (Their Bod Stat + their Knack of "Shoot Little Machinegun with Unerring Ferocity against Tommy's Bod Stat+ his Knack of "Dodge like a Maniac Whenever Large Caliber Weapons are Involved") If they hit Tommy, his clothing is shredded and his bookbag punctured beyond repair. Tommy is relatively unhurt, however, except for a possible 1 bonk for embarrassment.

"How do I knock down or destroy something?"

Objects, of course, have no bonk index--they actually can be destroyed. Just how much damage this takes is up to you, the Referee. Is it important that the players spend a lot of time knocking down a wall? Or do you just want to scatter a lot of damage around as part of the general carnage? As a rule of thumb, we estimate that **one** bonk will knock over furniture, scorch wood, put soot all over a wall, and not even affect steel or concrete. **Two** bonk will destroy most furniture, put a hole in a wall, and maybe dent metal or crack concrete. Of course, if you really want that concrete and steel reinforced wall to fall down, go ahead and have it crumble before a stiff breeze. After all, you're the Referee and have godlike powers, right?

"How do I get a date around here?"

One of the more important activities in a *Teenagers* game is impressing the





"Hi There! You must be Joanie!"

*We did this once. But only once.

This is a great way to get rid of that excess Allowance your players have been accumulating. Repair costs are pretty much up to your imagination and the requirements of the plot.

opposite sex with your looks, cleverness, and ability to balance a pickle on the end of your nose (a valuable skill in some circles). To ask for a date takes more Cool than Smarts; to get asked on a date usually takes more Looks than Cool (Comon--We *all* know at least one really dumb-but good-looking person who never has any problem being occupied on Friday nights. Meanwhile, all us intelligent types sit at home, rolling little dice and reading pieces of paper). To ask for a date, you'll use your Cool and add a Stat roll. The object of your affections (also known as the Victim), can use either their Cool or their Looks and add their own die roll (not to mention any modifiers like whether they hate you or not). A successful roll gets you a date--what happens next is up to how you use your Smarts.

"How do I use my Driving Stat?"

If your players are the sort who watched the fighter scenes in *Star Wars* until the video tape wore out, they're going to want to barrel roll those flying saucers through buildings, under bridges, over mountains, and land them on that little bitty place at the tippy-top of the Empire State Building without scratching the paint (Ditto for the automobile and bike drivers). Go ahead and let them. In general, players should only have to make a Driving Stat Roll when **taking off, landing, or making an incredibly insane maneuver**. As Referee, the difficulty of the maneuver is up to you. As a guideline, we like to rate *"land in the middle of the parking lot of Save-a-way"* as a **1**, and *"pull an inverted Immelman with a high boost pullout through the parking garage of Madison Square Garden while reaching out with one hand to grab the parking stub from the terrified Attendant"* as a **20**.^{*} Anywhere in between is up to you.

The next obvious question is **"What happens when I fail the roll?"** First, tally up the amount of points your players missed the roll by. **1-2** points is a **minor bounce** or **ricochet** off the nearest object. **3-4** points is a **minor crash** which results in the vehicle coming to a halt somewhat crumpled up against the obstacle. **5-6** points is a **major crash** which not only stops the vehicle, but usually destroys the obstacle as well (unless, of course, the obstacle is the ground). **7 or more** points is a **total crash** which not only stops the vehicle, but destroys it and the obstacle beyond repair.

While players in *Teenagers* cannot be killed, a major crash should cause a lot of bonk to be distributed around. Our rule of thumb is all players in the crash take **1 bonk** for every point below the required Driving

Stat roll. This isn't as bad as it sounds--all of the players are out, so no time really elapses, but it gives non-involved players plenty of time to run around, scream, look concerned, and loot the unconscious bodies.

"What about Experience Points?"

Many roleplaying games have something called "Experience Points"--a sort of scoring system that lets you win points to make your character better. While we're of the considered opinion that having a good time playing the game should be reward enough, we recognize the need for Pavlovian reinforcement* in a well-run game. After all, if you don't give them *something*, they might decide it isn't worth all the trouble it takes to steal the World Trade Center (or whatever other devious task you have planned for them). We call our version (with stunning originality) **Life Experience**.

* "Ding!" "Woof! Woof!"
Have you ever considered
paying your players off in
M and M's? Instant
gratification can work
wonders.

In *Teenagers*, players cannot improve their Stats. However, they *can* apply points to improve their Knacks as much as they want. Players may also start new Knacks at any time, investing anywhere from 1 to 6 points of Life Experience into a Knack. In addition, players can cash in those Life Experience points for cold hard cash on a one to one basis (1 point=1 Teener Buck). All you have to do, as Referee, is decide how many points reward you should give to each player at the end of the game.

The tough part is, how do you decide who gets what and where? Like bickering relatives at a will-reading, your players are never going to agree on how much they should receive. You could go crazy trying to work out a fair way to determine what actions merited reward. Or you can let them hash it out themselves. Here's what you do:

At the end of the game, announce the name of each player and ask all of the players (the victim included) to cast their secret ballot for how many Life Experience Points that player should get (**between 0 and 3**). Collect the ballots in a pile. Add in your own vote. Add all the the point values of the votes together and divide by the number of votes (rounding down). The result is the player's Life Experience Point award for the game. Repeat this process until everyone in the game has been covered. And remember--if they complain--well, it's their fault, not yours. You tried to be democratic...but no....!

Isn't Participatory Gaming
Fun?

For example: Cano, Tommy and Kev are all in the game. At the end of the game, the Referee asks the players to vote for Life Experience points. The

Math Lesson #101; How to Average Something. Add all the numbers together. Divide by the total number of votes. If the result has a decimal, just round it down to the nearest whole number.

Which reminds us. Have you ever *seen* a half number?

secret voting tally is:

Cano gets: 3 2 1 3

Tommy gets: 3 2 2 2

Kev gets: 2 1 1 1

The final award is Cano 2, Tommy 2, and Kev 1.

GETTING FUNNY

"Dying is easy. Comedy...that's hard."

-Some *Teenagers* Referee Somewhere

Teenagers From Outer Space is theoretically a funny game (Otherwise, you might as well go back to playing That Other Game with the dragons and the orcs). "But what if I'm not funny?", you wail in abject misery. "Some people aren't, you know." Tough.

If you're the sort who can't even tell the joke about the Elephants in the Jelly Bean Jars, have no fear. We don't intend to leave you hanging out there in front of an audience of hostile hecklers. We're going to make you a funny T.F.O.S. Referee. Even if it kills you.

A: "Why do Elephants paint their toenails in rainbow colors?"

B: "I dunno"

A: "To hide in jelly bean jars. Have you ever seen an Elephant in a jelly bean jar?"

B: "No."

A: "Hide pretty good, don't they?"

Okay, we just didn't want to keep you in suspense.

The 5 Rules of Comedy, *Teenagers* Style.

After long hours of playing *Teenagers* in numerous playtest sessions, we came up with the following basic principles for running this game. We now pass them onto you, gratis. If you can't be funny after this, you have no excuse. Give up refereeing and take up the accordion.

1) Get Physical

The original playtesters of *Teenagers* (may they rest in peace) came to us with a problem. "This game is the most exhausting game I've ever run," they would complain. "I jumped up and down. I screamed at the players. I made funny voices and faces. I threw things at them. I acted out stuff. When I got done, I was wiped, man!"

"Did the players enjoy it?" we'd ask. "Sure!" the Referees would say. "They yelled back. They stood on the tables. They threw things at each other. If that's having a good time, I guess they had it."

"Did you enjoy it?" we'd ask next. A slow, sneaky grin would start across

their faces. "You betcha! " they would say. "I had a blast! And as soon as I get out of this hospital bed, I'm going to run another game!"

The lesson: don't sit behind your dice, droning out information like a robot (unless, of course, you're playing a robot). Get physical. Use funny noises and voices. Weird expressions. If you bonk a player, throw something at him to get his attention (R.T.G. accepts no responsibility for Referees stupid enough to throw large or heavy items, like rocks or pianos, at their players). Get them involved!

2) Maintain A Manic Pace

Never let your players have time to sit around, thinking about what's next. Keep things moving all the time. One *Teenagers* Referee we know keeps a file of embarrassing characters who can randomly show up at any time or place. The moment the players start to dither, he counts to ten, and releases some high school horror like "Clutcher Joe" (a Local Lothario with eight hands, all of them looking for something to grab, the clammiest, slobberiest lips that ever kissed a water buffalo, and a faint, pervasive odor of ripe sweat socks) on them. By the time "Joe" has been finally put down (with a lot of zapping, running and yelling), the players have forgotten all about sitting around doing nothing.

We usually suggest you keep your players at a running pace appropriate for, say, a Monty Python movie, then let them catch their breaths at a point about halfway into the scheduled gametime. At this point, you can wheeze "Commercial Break," and they'll run out to do the stuff everyone always does during the commercials (Get more snacks, hit the bathroom, check the TV Guide). Give 'em five minutes. Then drop a spaceship on them.

3) Steal Shamelessly

Bob Hope has the best joke writers in the world working for him. Why should he get all the advantages? Borrow a few lines. You're not getting paid for this, and you're not planning to go on the Tonight Show. If a certain comedy routine is making the rounds of your social circle, incorporate parts of it into your game. Give someone an embezzling cat (ala Steve Martin). Move someone into a motel room so small, the mice are hunchbacked.

And don't stop with jokes. Borrow characters too! A few guest appearances by a well known personality can really liven up your game (for

The Power Of Rock

Never underestimate what the Rolling Stones can do for your *Teenagers* Game. Go ahead. Call Mick up right now and ask him if he wants to drop into your T.F.O.S. game. You'll be surprised at how fast you'll pick up new players when the word gets out. Honest.

Most RPGs are played in dimly lit, over heated rooms where the only noise is the sound of molars masticating cornchips and the occasional tortured scream of a player whose 23rd level Plumber has just been torquewrenched by an orc. Music, as we know it, rarely ever intrudes into roleplaying. But in a *Teenagers* game, you should not only encourage a little background music--you should drag it kicking and screaming into your game.

Put a monster massive metal cut on when your players are decimating the Cafeteria. Slam down some surf music when they hit the magma beaches of Andromeda. Invite your players to bring their own favorites to the game--you can even make a background tape if you're into it.

Instant Character Creation Tips

The secret of us Professional Game Designer types is to make up a Yearbook of Teenagers characters, using photographs clipped out of old magazines, newspapers, and your kid sisters' 700 copies of *Tiger Beat*.

(Your players will probably help you out by providing sketches or photographs of their own characters, suitably altered for the more alien ones). Whenever you mention a new character in the school, you can let your players go through a whole production of going down to the basement, digging up last years Yearbook, and locating the blurry photograph of the person in question. Finding out that "Betty Schwartzenfelder" is a dead ringer for your favorite film star will probably make it worth the effort.

example, having a famous rock starlet whose belly button will remain nameless being forced to go back to school for a term to get her diploma. Whatever). Remember; you're not being graded on originality here. You're being graded on whether your players are having a good time.

4) Use Running Jokes

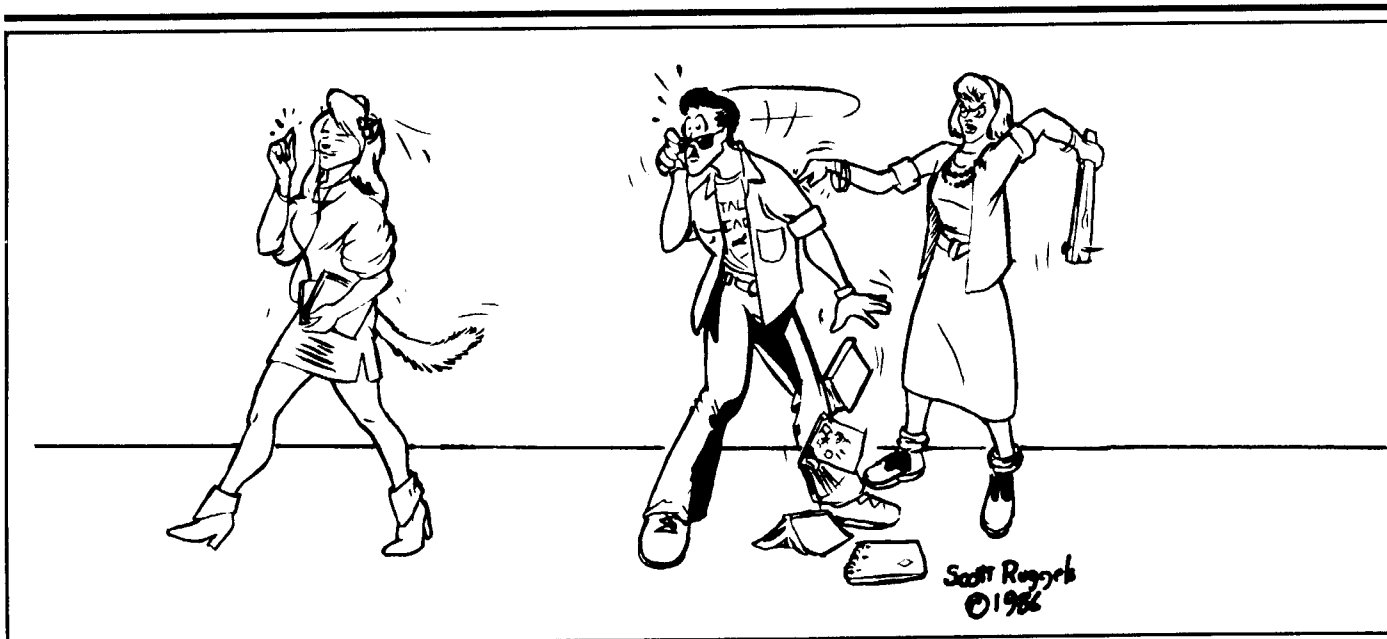
A running joke is not just your Uncle Albert in tennis shoes. It's also a useful tool for keeping a game moving and funny. Some of your running jokes may come from the **Routines Section** of this book. But a lot are going to come from being aware of how your players interact and exploiting this at every opportunity.

For example, one of our players attempted to grow a mustache. His Success roll was so incredible that the Referee determined he had not only grown a mustache--he had grown the Ultimate Mustache! For weeks afterwards, the mustache jokes flew fast and furrious. Girls asked his mustache out on dates. Tiny mustache shaped aliens began to worship his fringe as a god. Other, tiny razor-shaped aliens began to chase him everywhere, seeking to "wipe the hairy scorge from the face of the Universe". Articles on his mustache began to appear in *Time* and *Newsweek* ("Man & Mustache in America"), *People* ("Doug's Mustache Tells All!"), the *National Enquirer* ("Mustache in Love Triangle with Liz and Jackie--Flees With UFO Princess!") and even *National Geographic* ("Expedition into the Deepest Mustache"). The final blow came when the U.S. Government nationalized his face as a "Treasure of the American People", placed a 24 hour guard around it, and leased oil-drilling rights to his hair.

5) Dare to Be Stupid

Don't be afraid to do something just because someone in your game might think it's a stupid idea. The whole point of this game is to allow yourself to do, say and be as silly as you want (We fully expect one reviewer Out There to say "This is a stupid game". "Hmm.." we'll say to ourselves, "he actually got the point!"). Feel free to experiment, change, alter and generally try things out.

There. Isn't that better? Now, suitably armed with our **Guaranteed 5 Rules of Teenagers Comedy**, let's get into a few **Routines**, shall we?



ROUTINES

Above: The Jealous Girlfriend is always a very popular Routine.

Routines are a form of Running Joke, which can be played and replayed a million times. There are two rules for using a Routine or Running Joke. The first is **Never do the same routine the same way twice**. For example, the *Jealous Girlfriend* is a standard Routine, capable of making a player character miserable indefinitely. But if she always catches the player in compromising positions with young lovelies, the joke gets old fast. Instead, send him random mismailed love letters. Work out ways to get lipstick smeared on his face. Give him incredibly attractive distant relatives-who-drop-in-for-a-visit. Make his girlfriend horribly nearsighted so that she thinks everyone (even male) she sees the player with is a pretty girl. In fact, if the girlfriend is, say, a Near Human, you could make her jealous of other females that our poor player wouldn't even consider as possibility ("What were you doing with that, that..woman!" "Woman?!? I thought it was a hairdryer!").

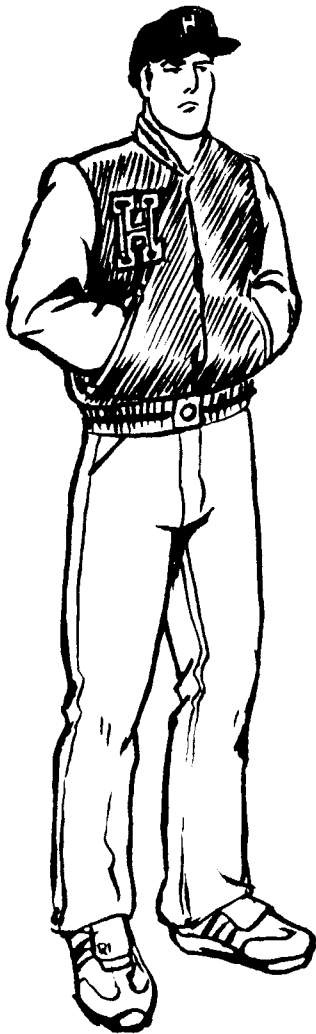
The other trick is to **Space Your Routines Out**. Don't use the same joke more than twice in a game (and even then, only if it really fits the situation). For example, the Mutant Mustache Madness mentioned earlier happened over a period of some six game sessions. Each week, the Referee would actually sketch out a copy of the magazine in question, complete with lurid illustrations, and announce that it was now on the newsstand. Each game, the other players waited with bated breath for the next installment--while Doug cringed in terror. By the time the joke had receded over the horizon*, the players had gotten weeks of enjoyment.

*Hairizon?
Sorry about that.

The Routines in this Section are ones that we've used in our games, and now, like a moldy overcoat, pass on to you. Good luck!

FUN ON CAMPUS (School Routines)

If you are reading this game, you either 1) have been in High School; 2) are already in High School 3) are planning to be a teenager in the very near future and may already be taking the postgraduate course requirements for High School.



"Why High School?" people ask us. Simple. High School is a universal experience, whether in America, Japan or Europe. The rules are pretty much the same anywhere. High School also gives a Referee a convenient place where he/she knows all of his players will be together for at least 6 hours a day. The Law even allows him to use big beefy Truant Officers to *drag* them in (an adventure in itself)!

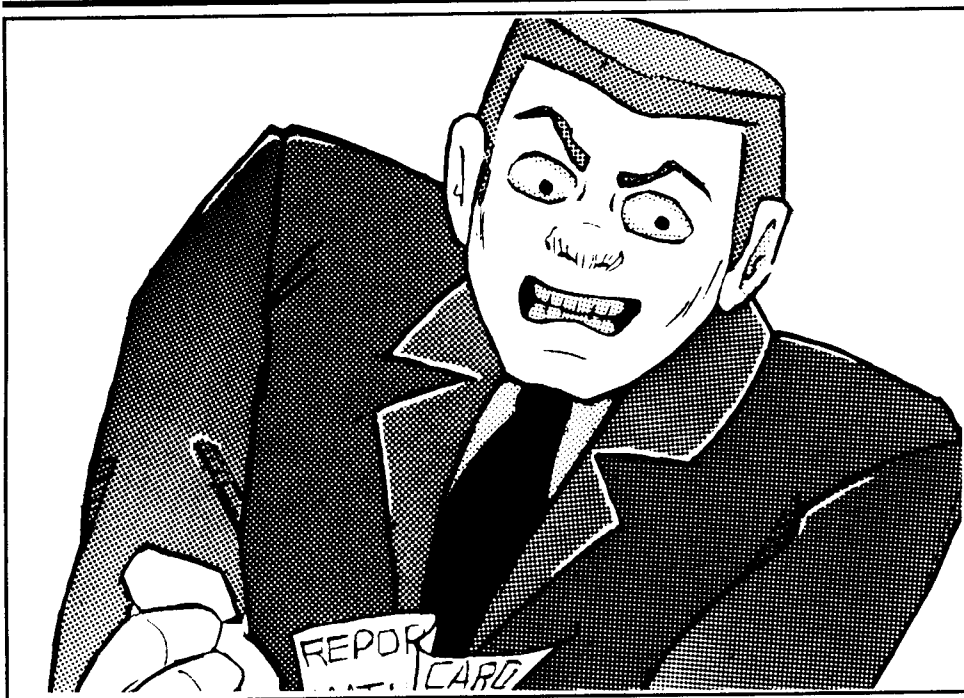
Because High School is a universal experience, most of these routines can be used in any High School; in fact, we recommend that instead of creating some "fictional" school, you use the one you go, will go, or have gone to. As a Referee, most of the action is going to be described by you anyway--why not use a place you really know?

THE PRINCIPAL OF THE THING

One of the Truths of High School is that you only see the Principal: A) when you are graduating, and he/she hands you the diploma, or B) When you have committed a crime so heinous that even Ming the Merciless would quail before it's commission. In T.F.O.S., the Principal is a mystery figure who is unseen, unknown, and yet knows all and sees all.

When portraying the Principal, it's important that no one, but *no one* knows exactly what the Principal looks like. You should emphasize that His/her office door (a massive oak barrier ten inches thick) is never open. Mysterious sounds, smells and lights seep out from under the doorjam. Only adults ever see the Principal--and they will only say nondescript things like "He/she seems like a very co-operative and pleasant person"--when quizzed, they will always dodge the subject of what the Principal actually looks like.

Clever Referees should occasionally have a Ref-played student summoned from class to the Principal's Office. If these students return (and we mean if), they should always come back looking as if they've just undergone a



This is Mr. Mauler, the Vice Principal. He'd like to talk to you a moment about your Grade Point Average. If you don't mind, that is.

Sample Teenagers High Courses

Shop

Econ 3A:Shop Til You Drop

History

Geography

Galactography

Interstellar Library
Sciences

English

Martian

Venusian

Galactic

Hyperdimensional Calculus

Algebraic Cool 103

Pet Bonsai 102

Psych 100:Overcoming
Peace of Mind

Psych 103:Whine Your Way
to Alienation

Art 2A: Creative Doodling

Aquarium Fishing 230

Creative Suffering 13B

Shop 111: Converting
Wheelchairs to Dune
Buggies

Lowgrav Tapdancing

Mickey Mousing Through
Life 117

personal job interview with Gengis Khan. White (or pale green) and shaking, they refuse to talk about the experience, bursting into tears or hysteria at the mention of the idea.

Player characters should only be called to the Principal's Office in the *direst* of circumstances. Players who have been summoned there should be taken aside from the rest of the group. They should be told that they took 10 bonk upon opening the massive oak doors--and that while they remember nothing clearly of the experience, they should return to the rest of the group acting as if they have just faced the worst experience of their short lives. Then stand back and let 'em ham it up. Warning: Don't do this too often, or it'll lose it's effect! One visit to the Principal's Office should be good for at least five or six games!

THE VICE PRINCIPAL

The Vice Principal is about eight feet tall and weighs around 400 pounds--all of it muscle. He has a bullet shaped head with no neck, topped with a crewcut so flat you could use it as a ruler. In many ways, our Vice Principal is exactly like the one in your own High School. In fact, depending on your school district, he may even be wimpier than yours.

The Vice Principal is the final enforcer of discipline in your *Teenagers* high school. He is afraid of nothing, and automatically radiates the Knack of Cause Terror in Offending Student (+8), as well as Interrogate & Find the Guilty (+6) and Drag Down to Detention by Scruff of Neck (+10). His

Detention Hall looks like the dungeon from the remake of *Man in the Iron Mask*. Clever Referees use the Vice Principal the way you would use King Kong or Godzilla--to knock down buildings and stomp on running civilians. Clever Referees know that no matter what they do; no matter how hard they try to avoid it, their players are going to, at least once a game, get the Vice Principal mad. Isn't this going to be **fun**?

LOSING YOUR FACULTIES

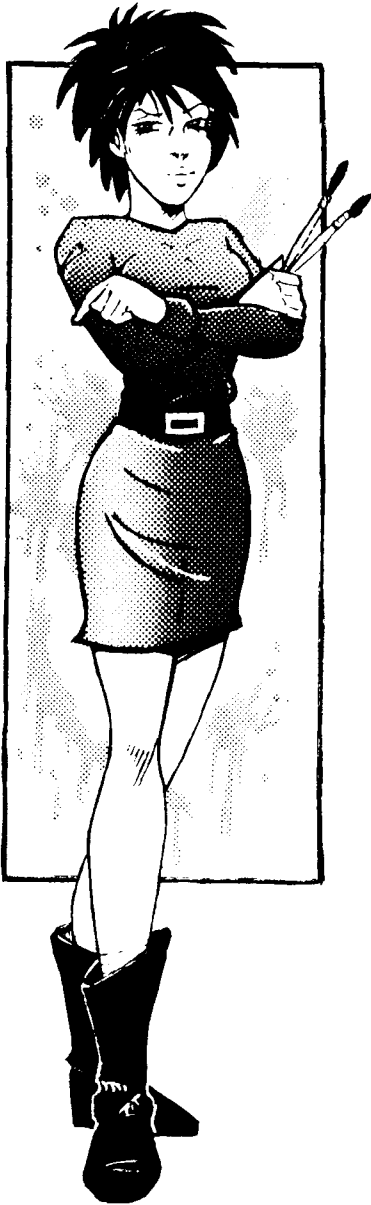
Of course, what's a High School without teachers? (Fun, that's what). The teachers in your *Teenagers* games are the perfect natural foils for whatever gonzo in school activities you players can dream up. You can either populate your school with teachers you already know from your own experiences (Now's your chance to get back at Old Frogface Jones for making you pull Detention last week), or expand on a few examples we've listed here:

The English Teacher: Miss Speech used to have an easy job--teaching English to bored humans. Now her class has become an miniature Intergalactic Nations, with people speaking, squeaking, squawking and telepathing all over the place. Be prepared to study Chaucer, Heinlein and Vogon Poetry all in the same class period.

The Science Teacher: The classic mild mannered science teacher is always thin, reedy, fond of wearing button-down sweaters with bow ties, and talks in a quiet, whispery voice. Mr. Science is the perfect parody cross between Mr. Wizard and Mr. Rogers ("Can you say Thermonuclear? Sure you can. *Ther-mo-noo-clee-air*. "). His chem experiments always blow up, his dissection frogs always escape, and he shows terrible filmstrips like *Our Friend, Zinc Oxide*. Oh--and once a year, he takes you on the Big Field Trip to the local morgue so you can check out the cadavers.

The Gym Teacher: The Coach is an ex-Marine who quit because the Corps was getting too "soft". He's come to your school to "make men out of you creampuffs", even if the process kills you. "Okay, slime--take a punishment lap around the city!" is his favorite phrase. Besides his own formidable abilities (he occasionally arm wrestles with the Vice Principal), he also can call upon the Team--the gang of Neo-Neanderthals who alternately play football, baseball, run track, lift weights and eat freshmen.

The Homemaking Teacher: Little Mrs. Homemaker is the sort of person who left her brain in Berkeley during the '60s. In Homemaking, you'll master the arts of Macrame, Microbiotic Rice Cooking, Diet for a Small Universe, Enlightened Parenting, and maybe even something useful. Just don't let her catch you microwaving that pizza in class.



Miss Marae is the Art Teacher. Art is an extremely popular course in your High School. Three guesses why, and the first two don't count.

The Shop Teacher: Originally a retired auto parts salesman, Mr. Shop is the little grey haired guy who insists that you make a paperweight in class. The great part is, once the paperweight is done, he ignores you for the rest of the year, leaving you to make the stuff you really want to make. JetBikes. Atom Bombs. Heat Rays. Eight armed Googlesnatchers. Or even--more paperweights.

The Math Teacher: The years have not been kind to Mr. Brains, the Math Teacher. Just as he'd mastered the basics of Quantum Physics, the aliens showed up with a lot of New Math that blew the old stuff out of the water. As a result, Mr. Brains has a tendency to twitch a lot. As he explains Hyperdimensional Calculus, his glasses steam up. It's only a matter of time, kids...

THE HALL MONITOR LINE OF DEATH

Ditching class is a fine old tradition of High School. Your parents did it (though they won't tell *you* that, and if they did, it was because Someone Had Died In the Family and It Couldn't Be Helped). You'll do it (at least once, and then the police will drag you back in chains and your family will be eternally disgraced). Your *Teenagers* character (at least during the school year) will probably also do it. This is where the Hall Monitors come in.

Every day the Hall Monitors are faced with awesome tasks--like stopping a 300 pound Tyranosaurus in a football jersey from sauntering down to the parking lot for a smoke, or trying to get a hall pass from a flying Near Human who---"no way!"-- is going to stop and report to the Principal's Office. A good *Teenagers* Referee realizes that the Hall Monitors have a tough job, and he does his best to help them out with all the bizzarre, silly and occasionally half-baked technology he can devise.

In the ever escalating war between the Hall Monitors and the Student Body, the students are armed with Weird Science, Gadget Tech, Goop guns, Zap Guns, Invisible Paint--you name it. The Hall Monitors counter this assault with enough weaponry and planning to make D-Day look like a picnic. Checkpoints are fortified like the Berlin Wall. The main Gates on and off Campus bristle with more weapons than the Death Star. Yet each game, the students are going to try to sneak off campus anyway. The result is something akin to those old Warner Brothers cartoons where the hunter tries to catch the wabbit...over and over again.

We suggest you start your Hall Monitors out small; maybe a whistle and a

Remember; You don't *have* to limit your T.F.O.S. adventures to the school room. Think of it as a really good place to start, before you set out to conquer the Universe.





pad of Hall Passes. As time goes on, escalate the amount of hardware until it reaches the scale of the combined arsenals of the U.S. and the U.S.S.R. Set up off-campus roundups; in hall-ambushes. Finally, when it looks like nothing sort of a full out nuclear holocaust will stop your players, pull the ultimate nasty on them.

Make *them* Hall Monitors.

THE ALIEN CONTROL OFFICERS

Before anyone was going to let a bunch of superpowered alien teeners run amok on Earth, they decided to hedge their bets. The combined governments of the planet went to the Galaxy Council and begged, grovelled and pleaded for some kind of help in restraining "those kids". What they got was the Alien Control Officers. These dedicated men and women (all of them dressed in identical skin tight black leather outfits and mirrored sunglasses) are a combination of Truant Officer and Supercop. They are always weighed down with bandoliers of gadgets, carry huge and outrageously silly weapons, and drive cars that look like lowbudget remakes of the Batmobile. Every Alien Control Officer was born talking out of the side of his or her mouth, and acts like Jack Lord in Hawaii 5-0 ("Book 'em, Danno!"). After years of intensive training, each A.C.O. now possesses all the professional law enforcement skill of a pithed hamster. Alien Control Officers always show up in the middle of a pitched battle in the Shopping Mall, causing three times the damage of any group of *Teenagers* players.

They *love* to make "incursive assaults" on students sneaking off campus, lead "punitive strikes" on weekend beach parties, and are usually heard saying pithy things like "We had to nuke the High School to save it."

LUNCH COUNTER-INTELLIGENCE (The Cafeteria)

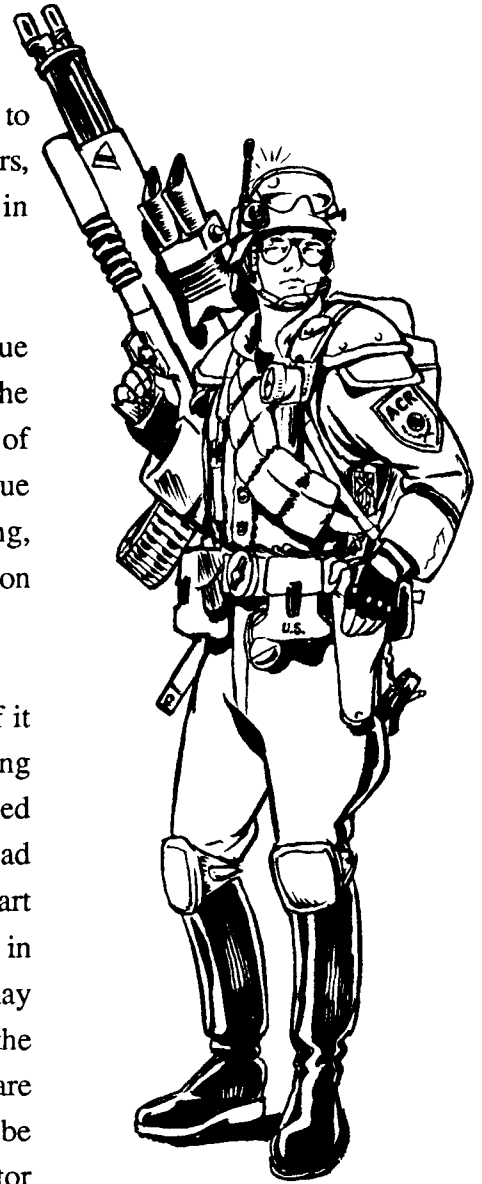
There's a reason why the students in a *Teenagers* high school are willing to dodge giant robots, Alien Control Officers, heavily armed Hall Monitors, and the Vice Principal in order to eat off campus. The alternative, eating in the School Cafeteria, is a hundred times worse.

The Cafeteria Ladies (you know, the deranged little biddies with the blue hairnets and the beady eyes that stare you down when you try to skip the Spam Surprise and go directly to dessert?) faced the terrible challenge of meeting the dietary needs of hundreds of different alien species in a unique and wonderful way. They served the same stuff they'd served all along, only more of it. After all, the food wasn't designed for *human* consumption anyway.

Cafeteria food comes in two categories: Too Gross to Imagine (some of it has actually been known to excuse itself from the plate and go wandering off in search of who knows what), and Too Synthetic to Be Believed (Velveta Loaf with Miniature Marshmallows in Pimento Sandwich Spread Sauce is only a minor sample of Cafeteria culinary wizardry). A smart *Teenagers* Referee never misses a chance to describe the repast of the day in glowing, stomach churning detail. The more sadistic among you may actually want to start off your *Teenagers* episode with a posted menu for the week--so that the players have a chance to start planning which days are going to demand an escape to McDoggie's (these, coincidentally, should be the days when the Vice Principal has doubled and rearmed the Hall Monitor shift). Bon appetit!

THE PARKING LOT

The Parking Lot is always two miles across on a hot summer day when you have to cross it shoeless. During the schoolyear, however, it magically contracts to the size of a postage stamp, covered in crooked yellow parking lines, wrecked automobiles, crash landing flying saucers, students with Zap and Goop guns fighting for parking spaces, giant robots eating cars, Monstered-out aliens eating giant robots...Remember--nobody is safe from being run over in the Parking Lot. Nobody.



A Typical Alien Control Officer.



Facing Page: "Daddy's Home!"

SCHOOL LOCKERS

Lockers have wonderful potential for player harrassment and confusion. Always give your players lockers at the very furthest point of the school from their classes. Move those lockers every so often, so they have to run around the building looking for them. Hide all kinds of weird and unexpected items inside them (weird gadgets, black holes, families of 16 living on the top shelf). Arrange to have the Vice Principal stage "raids" for unspecified contraband. Make your players share lockers with strange and unsavory beings. Comon' now--work those lockers for all you can get!

FUN OFF CAMPUS (Non School Routines)

Not all *Teenagers* action has to take place in High School--it's a Big Universe out there. Once again, we recommend that you start with your own home town as the setting for your T.F.O.S. adventures; after all, you know it better than any fictional town we could create for you. Go on down and con the local Chamber of Commerce out of a map and you're set. One note: if you live in one of those places so small they don't even have parking lots, you may want to move your game setting to the nearest large city or town. Otherwise, you may have a really hard time explaining why the Mall was built in the middle of an empty cornfield.

SEX & THE SINGLE TEENAGER

Let's face it; 90% of all teenage activity revolves around getting a boy/girlfriend. Although your *Teenager's* Game will also occasionally delve into more pressing matters (like defeating the Killer Koalas from the Zombie System), a large part of your game will consist of one character desperately struggling to manuever another character out to Lover's Point for an educational conversation on the nature of Submarine Racing. This is High Romance at it's best. Now the bad news:

Nobody ever goes "all the way" in *Teenagers*.

Skip the moral questions. Sex, in a roleplaying context at least, just isn't funny enough. Even if you *are* wearing a clown suit at the time.

Now, **frustration**...that's funny. Take two *Teenagers* characters who have spent the first four games trying to get the nerve up to ask each other out. It's taken them another two games to get around to where Brad and Susie are finally alone at Lover's Point in the back seat of Brad's VW.



Some Nifty Interruptions

Phone calls

Parents come home

Kid sister spies on you

Older Sibling wants the couch

Car gets towed

Emergency brake fails

Car is stolen with you in it.

Horde of lemmings pass through

Spaceship crashes into living room.

You park in the middle of a police stakeout.

Vacuum cleaner salesman comes to call.

TV set won't turn off

Stereo keeps changing channels by itself.

Guilt attack

Pizza truck crashes into your car or living room

Car or room is haunted

Alien Control Assault on your Home.

Friends have set up a mistaken surprise party for you.

You get sick

Date gets sick

Earthquake

Typhoon

Comet hits Earth

Mutant attack

Trapped in Time Loop

Capt. Kirk beams in by mistake.

Godzilla escapes.

Their eyes meet. Their lips meet. Their hands start roaming frantically. A tow truck starts to haul Brad's car away.

Brad and Susie bail themselves out of the Bide-a-Wee Towaway Garage at midnight. They drive crosstown to where Brad's older brother Bob has an apartment. The brother is out for the night. Brad has the key. There's a fire in the fireplace, soft music on the stereo; dim lights; a bearskin rug. Their lips meet. The rug gets up, shakes itself; says "Excuse me" and ambles into the kitchen to order a pizza. Moments later, the pizza delivery saucer crashes in through the front window, covering the room in 2,350 cheese-and-pepperoni slices. Before they can react, Bob's fifty-seven web-footed surfer buddies from the Tubular Galaxy descend on the apartment with their antigrav boogie boards, yelling "Hey Dude!--Pizza Party time! Max out!" The Alien Control Squad shows up, goop-gunning the now monstrous crowd with warm marshmallow foam. Eventually, Brad and Susie escape, to find their VW has been towed again. Dejected and covered in cooling marshmallow, they walk home to find Susie's parents waiting up with fire in their eyes, ready to give the miserable couple heck for actually doing what they really never had a *chance* to do.

See what we mean? Funny. As a *Teenager's Referee*, you should exploit every chance you can get to interrupt, harrass, and generally mess up your romantically intent couples. It's one of those running schticks that grows with time, with the players desperately trying to arrange some way to not be disturbed, and you diabolically finding a new and more bizzarre way to catch them before the act. By the time you relent and say, "Aw, what the heck--once won't hurt", they'll be so paranoid they'll probably interrupt themselves. And if they don't, nail 'em the next time.

Since the first few times, you're going to find yourself taxed to dream up possible interruptions, we've provided a little list of distractions and disasters just for you. Just don't try them out on your real-life friends and siblings; it could be justifiably fatal. You Have Been Warned.

LEAVING THE DRIVING TO BUS

Only the desperate take the Bus.

But sooner or later, the space saucer or the Camaro is going to break down, and your players are going to have to either hoof it or bus it. This is where you'll be lying in ambush for them. Heh, heh.

Buses come in two types: the **Demon Schoolbus** with the **Buslady**

from Hell, and the Crosstown Expedience Route.

The **Demon Schoolbus** is a supernaturally possessed yellow bus, marked with the faded letters of the local high school. Driven by a hatchet-faced harridan with glowing red eyes, curlers, and a paisley mu-mu, the Bus hates students--all students. It never passes up a chance to try and run one over, even resorting to such measures as chasing particular victims up flagpoles and through buildings (Think of the Demon Bus as a cross between the meanest dog you ever met and an eight wheeled version of *Christine*. It even barks.) The Bus Lady has one Power: Freeze Students in Their Tracks with a Single Glare, and the Knack of Hear Anything Said About the Bus Lady While On the Bus (+5).

The **Number 42 Crosstown Expedience Route** (courtesy of the warped imagination of Mike Jones), outwardly resembles a basic Municipal Transit bus. It is always the bus you get on when you take Municipal Transit--this is because the Crosstown Expedience Route goes anywhere. In the City. On the planet. In the Universe. Just about the time your *Teenagers* characters are running for their lives in the depths of the Amazon, fleeing 10,000 savage headhunter extras from *Indiana Schwartz and the Rastifarians of Death*, the Crosstown Expedience Route will pull up in front of them. The doors will open. The characters will hurriedly count out their change and find themselves a nickle short. The busdriver (a skinny, bearded man with a bus-driver's hat perpetually pulled down over his eyes and a Driving Stat of 10), will slam the door on their fingers and roar away into the undergrowth, just as the headhunters reach the busstop. Yowie.

Having to stop at all the busstops in the Universe has forced the Crosstown Expedience-Route to make a few...adaptations. At any moment, the Bus may sprout wings, jets, rocket launchers, machine guns, a jacuzzi, submarine periscopes, superchargers--it may even occasionally transform into a giant robot; depending on the plot you have in mind and whether you've just finished watching too many James Bond movies. More than anything, the Expedience Route exists as a way to get your *Teenagers* characters anywhere at any time, or bail them out of the same situation.

The buses are bad enough in *Teenagers*. But wait till you meet the people who ride them...

BORROWING THE FAMILY CAR/SAUCER

If you can't handle the Bus, there's always the option of borrowing the Car. You know--Dad's enormous Lincoln Continental (or Lincoln Transgalactic), with the immaculate paint job and the big leather seats? This car (or saucer) is so big, it automatically imposes a -2 reduction to your Driving Stat. And you're terrified to drive it anyway, because Dad's warned you that if he sees *one* scratch--one *microscopic* marring of the paint--he'll flay you alive and use you as a seatcover. Of course, you could borrow Mom's Volks-saucer...



Mom: Isn't she sweet?

IN LOCO PARENTUS (Your Crazy Parents)

One of the great things about T.F.O.S. is that you can actually (with the Referee's help) pick your parents! While your choices may range from Attila the Dad to The Monster Mother, there are several characteristics all parents in a T.F.O.S. game should have:

- 1) They should never listen to anything you say, until it's important that they ignore you (whereupon they gain the hearing of a bat).
- 2) They should constantly be planning all kinds of chores, family events, babysitting jobs and minor errands, all of which are inconveniently timed and impossible to fit into your schedule ("Did you water your Grandmother today?").
- 3) They should be prone to mentioning embarrassing things in front of your friends ("So this is little Susie! Oh my! Bobby mentions you all the time--personally, I think he's sweet on you, you know!")
- 4) They should be the ultimate conservatives--hard to talk out of things, tough to convince, and positive that any form of initiative spells the doom of Western Civilization ("You want to go where?!--To the MOVIES! Oh my God, Harold!--she wants to go to the movies!").

One of our favorite variations on the Parents theme is **Mom** (as created by the ever twisted mind of Mike Jones). Mom is an angel in an apron. She bakes cookies, makes lemondade, soothes fevered brows, and is always sweet tempered. Mom can also read minds, know every time you do something that isn't "nice", and spot anything you try to hide from her (Sort of like Doris Day with psychic powers). Mom's major weapon is **Guilt** (+10). With tear-filled eyes, she looks at the offending party and says in a heartrending voice, "It's all right, Tommy...I'm very disappointed in you for this, but your father and I forgive you." Under this kind of pressure, the Texas Chainsaw Killer would have become a lumberjack, and Adolph Hitler would have gone back to sign painting.

BILLY THE KID (Brother)

A horrifying plague which often can be visited upon unsuspecting T.F.O.S. players is kid brothers and sisters. Starting as cute bundles of baby-stuff that are irresistible to mortal man, they have a habit of doing things-- like "urping up" rancid baby food all over your new shirt, or using your new laser disks as a sand shovel. Older variants tattle on you to your parents, borrow your possessions, insult your dates and steal your money. If this wasn't enough, every so often your parents force you to spend a perfectly good Friday night *babysitting* (for no pay at that!).

While human siblings can be a great routine for the creative Referee, ALIEN siblings can be even better. Imagine trying to have a social life with a teleporting toddler following you everywhere. Maybe a baby sister who has a habit of eating your flying saucer seats? How about a bratty brother who Monsters Out whenever you spank him? The possibilities are endless.

THE MEDIA IS THE MASSACRE

One of the more entertaining aspects of *Teenagers* is the reaction of the civilized world to a lot of rowdy aliens hanging out in it's fast food joints. The most obvious result of this is a virtual media explosion on the subject of "Our Alien Neighbors". Almost any action by an alien, even the most trivial and stupid, is instantly the subject of "hard hitting investigative reporting", "in depth analysis", "non-human interest stories" and "media discussion". A smart Referee knows how to use this: TV and news reporters should follow your characters everywhere, popping up in the most embarrassing places and situations. Everytime the players do *anything* unusual, crowds will gather, TV helicopters will swoop in, anchormen/women will shove microphones into their faces, politicians will make speeches, authors will write books, and filmmakers write cheesy TV movies...

One particularly fun routine is to assign one really obnoxious news service or reporter whose "beat" is your *Teenagers* group. A *media blitz* usually works best when you pick one particular nemesis (drawn from a local or national news-media star). This reporter should always distort interviews, write lurid headlines, make embarrassing speculations, and show up in the most impossible places to demand "a statement for the press." Like the bathroom.

CROWD PLEASERS

And while we're on the subject of the media, let's not forget the audience.



No matter where you are, no matter what you're doing, there's always a chance that a crowd will gather while you're doing it. The *Teenagers* Crowd Scene is always a great routine to pull on players engaged in a devious or otherwise furtive endeavour. Let's say your players are trying to blow up the Library to avoid paying \$287,662, 938.43 in overdue book fines. Little old ladies in tennis shoes look over their shoulders and tell them where to place the dynamite sticks. Obnoxious kids with freckles steal their fuses and sell them back to them at exorbitant prices. A pack of yuppie lawyers in three piece suits and Nikes jogs on by and offers to defend them against arson charges (then turns them in to the Police). Other Library patrons gather around and discuss whether this is terrorism or civil disobedience. Within five minutes, there are over two hundred people clustered around them on the street, arguing, talking, selling popcorn, and generally making a nuisance of themselves. Just in time for Yeraldo Naverra to show up with the KKIX Evening News.

THE FAST FOOD JOINT

Before the coming of Mankind, the Galaxy had no fast food places. It's probable that this may be remembered forever after in the Galactic councils as Mankind's Contribution to the Universe. Perhaps one day, strange new worlds and civilizations will raise statues to Ray Croc and Carl Karcher.

Or maybe not. What is important is that the Fast Food Joint provides three important things to your *Teenagers* game. The first is somewhere to hang out. In an age where young people are denied access to the boardrooms of the powerful, the local McDoggies is a workable substitute in which to meet, discuss world events, and plan mayhem. And you can get a Coke too.

The second thing Fast Food provides is employment. From lowly Fry Cook, through pedestrian Counter Help, the determined *Teenagers* character can strive to one day reach the dizzying heights of Grill Man. As you collect your fair share of minimum wage bucks (and free burgers), you also learn the ropes of Intergalactic Capitalism (experience which can later be applied to your plan to Get Rich Quik by selling Cybercleaners door to door). A steady job can add \$40.00 a week to your player's meager Allowances. All they'll have to do is breathe hot grease for 3 hours a day (something that won't bother your Real Weirdies a bit).

Third, Fast Food Joints offer a great place to have food fights. Unlimited



supplies, hoses that squirt chocolate milk, long range ketchup and mustard dispensers, hot burgers thrown like frisbees...The mind staggers (as well as the stomach).

Above: You deserve a Break today. Really. Go ahead.

Did we forget anything the modern Fast Food Joint offers your game? What? Food? Comon', get real.

THE MALL

Somewhere on the edge of town lies the Mall. The Mall is a massive construction of buildings resembling the Winchester Mystery House (the place in California with over two hundred rooms, all of them weird?), surrounded by a parking lot the size of Nebraska. Although the Mall is rumored to have swallowed several teenagers without a trace since it's Grand Opening, it's still the favorite hangout spot in your *Teenagers* city.

The Mall seems to have the stability of your average transuranic particle. There are only 6 consistent things in the Mall--the two huge **Department Stores** on either end (rivals who are constantly engaged in bitter price wars), the **Fast Food Joint** in the middle of the Mall (discussed in detail elsewhere in this volume), the **Bookstore** (part of a chain covering the entire Universe), the **Music Store** ("Hits from Coast to Galactic Core!"), the **Cinema 10** ("10 screens, no waiting!") and the **Clothing Boutique**

(one of several hundred in the Mall, but this one is consistently in business). The other few hundred stores in the Mall are constantly changing, as one ill-fated entrepreneurial venture augers in and is replaced by another equally foolish and over-decorated concept ("You're opening a rubber band store?!?"). This allows the clever Referee (you), to invent new and useful places to buy things, get rid of a store that sells something you don't want your players to have, and generally confuse the heck out of people whenever they walk in through the Mall doors. Our personal favorites are:

The Pet Store: Featuring "pets from around the Galaxy", the pet store owner has been known to grab unwary Teenagers from off the Mall to enhance his stock.

The Beauty Shoppe: Have you ever considered the possibilities of a Beauty Shoppe catering to over 2,000 types of beauty? After all, beauty is in the compound eyes of the beholder, right?

The Video Arcade: In our Video Arcade, the games have a nasty way of coming alive, releasing tiny Space Invaders who run around zapping your feet. Sometimes they *reverse* the process, leaving you stranded in the middle of a Xaxxon match for eternity (or until you run out of quarters).

The Toy/Game Store: Toys are the ultimate Gadget. Spring a few cuties like the *Giant U-Drive-It 25 Part Combiner Robot* (with Movable Laser Eyes) on your players and watch the fun begin!

When using the Mall in your adventures, we suggest you start with a shopping mall you already know and/or hang out in. Draw a general map of it to orient your players, then start adding a little more to this map each game. Eventually, you should have a maze that rivals the fabled Labyrinth, populated by monsters, magic, dragons....wait a minute!--wrong game!

Oh, and by the way; The Mall closes at 9 pm. Never, **EVER** get caught there after closing. We're not kidding.

GETTIN' DOWN TO BUSINESS

Now, you too know what it took hundreds of hours of Big Time, Professional Game Designing to learn. It's time to put it to work in your first Teenagers Adventure!

First, since you're all more or less novices at this game, here's what we'll do. First of all, we're going to create all of your characters for you. That way, you can get an idea of what your character can and can't do. Later on, of course, you'll go back and use all of the rules for creating your own Teenagers, but for now, leave the driving to us, ok?

Dave Phillips (Human)

Smarts:3 Bod:3 Luck:5 Driving:5 Looks:4 (Looks like any average brown haired human) **Cool:2 Bonk:5 Powers: Tough Knacks:Stay Unruffled No matter What +3, Drive like a Maniac +3 Traits: Quiet, Stubborn, Sure of Himself**

The foundation of the group, Dave is the guy that everyone else turns to for an answer when things screw up.

Cassi Peopia (N.Human)

Smarts:2 Bod:3 Luck:5 Driving:1 Looks:6 (Looks like a pretty normal human with green hair, horns and overly large blue eyes) **Cool: 4 Bonk:2 Powers: Fly, Breathe Fire, Talk to Aliens Knacks: Figure Things Out +3, Fixit +4 Traits:Shy, Hates Hassle, Likes to Talk to Plants.**

Cassie is the local Mechanic--you bring your broken stuff to her and she repairs it, usually with a lot of dubious modifications.

Maxi Media (Real Weirdie)

Smarts:6 Bod:1 Luck:1 Driving:1 Looks:1 (Looks like a blue trashcan with arms and legs) **Cool:1 Bonk:6 Powers:Teleport, Monster Out, Telephone Knacks: Know How to Do Anything +5, Trivia Mastery +6. Traits: Eats plastic, Chases Cars, Loves to Talk.**

Maxi Media wants to be a Sound Technician, mostly because he likes to eat magnetic tape. He's also a walking font of random trivia--he's one of the few beings in the Universe with his own Study carrel in the Galactic Library.

Cody Charisma (N. Human)

Smarts:5 Bod:3 Luck:6 Driving:2 Looks:5 (Looks like David Lee Roth with white hair and gold eyes) **Cool:6 Bonk:2 Powers:Telemove Knacks:Convince +4, Lie Like A Rug +4, Seduce +3 Traits:Too Slick to be Believed, Stuck on Himself, A Real Party Animal.**

A smooth talking con artist with a flair for the ladies, Cody is always getting into trouble and then talking his way out of it. Inheriting the Mach 6 is just one more in a long series of disasters for him.

A Note to Players: Being in "character" isn't as hard as you might think--it's mostly the knack of acting as you think the *character* would act, not in the way you think will "win" the game (There is no way to "win" a T.F.O.S. game. You're doomed no matter what you try. The trick is to have a good time on the way down..). If your character wouldn't know something, play it that way, even if you happen to be the world's greatest authority on the subject. That's *real* roleplaying.

Second, because this adventure is mostly for Referees to get practice "running" *Teenagers* Adventures (or Episodes as they're called) we're going to give you a **SCRIPT** to work from. The script will tell you, the Referee, what's going on (**The Situation**), what characters you'll have to play (**Guest Stars**), what Useful Stuff will be required in the adventure (**Props**), where the locations for the episode will be (**Sets**), and give you an idea of how to run the adventure yourself (**Scene Breakdowns and Scene Goals**). These terms are all discussed in detail on pages 63 thru 68 of this rulebook.

Remember; after the first run, you're on your own, sucker. Good luck!

Enter the Drag Race

Starring

The Intergalactic Repossession Service Agent

Smarts:3 Bod:1 Luck:1 Looks:1 Cool:1 Bonk:2

Powers: Teleport Anywhere You Are **Knacks:** Terrify Tax Evader +5, Sense Hidden Assets +5, Resist Begging & Pleading +6

The IRS agent is the soulless dispenser of justice for the massive Interstellar Imperial Galactic Federation Tax Board. He wants his money, and he wants it soon--or he'll send his enforcers to repossess your personality (which is then enslaved to work off it's time inside a game show host somewhere). Bonking him does no good--he just rematerializes in the next turn and adds another \$1,000 to your bill. Note: players with Filthy Rich--if you offer to pay the whole thing right then and there, he will immediately freeze all your assets and arrange a 6 month long audit. The IRS Agent looks exactly like Bob Newhart with blue skin and antennae sticking up through the brim of his snap-brim hat. He never raises his voice, but he occasionally fixes you with a bland stare that terrifies the life out of you.

And

The Rival Brothers (Max, Betamax, Datamax and Toodamax)

Smarts:4 Bod:5 Luck:1 Driving: 4 Looks:1 Cool:-1

Bonk:3

Powers: Filthy Rich **Knacks:** Sneakness +5, Steal +4, Lie +4

Quadruplet owners of the Rival Saucer Company, the Rival brothers want the Mach 6 race saucer bad---bad enough to steal, lie, cheat and swindle to get it. All of the Rival brothers look and sound exactly alike--short, balding, rude, gravel voiced, and smoking huge cigars.

The Situation

Cody Charisma's long lost brother Wrecks the Racer has left him \$100,000 in back taxes and his trashed race saucer, the legendary Mach 6. Can he use the Mach to win the upcoming Galaxy 5000 and pay off the Intergalactic Repossession Service before they repossess his personality?

Scene Breakdown & Goals

On a typical morning, Cody Charisma gets a letter from his distant brother, Wrecks the Racer. Wrecks was a big wheel on the race-saucer circuit a few years ago, until he fell on hard times. Disgusted with his bad luck, Wrecks has given it all up and entered a Neo-TransJovian Buddhist Monastery, leaving his worldly goods (including the pink slip to his Mach 6 race saucer which won the Galaxy 5000 three years ago). Moments after receiving the good news and telling all of his/her friends, there is a knock at the front door. Standing there is the unassuming but ominous form of the Agent for the Intergalactic Repossession Service, who informs the Teenagers that Wrecks owes the IRS \$100,000.00, and that the debt has now fallen on his nearest relative for payment. The poor victim has one week to cough up the dough--or the IRS will repossess his/her personality, forcing it to serve a long prison term in the body of a game-show host. Arrgh! **Scene Goal:** One of the players (Cody) inherits both the car and the debts. He will be visited by the IRS Agent, who will threaten to repossess his personality.

Bright and early the next morning, The Tow-saucer shows up on the Teenager's doorstep, dragging the remains of the Mach 6. Wrecked, but not unrepairable, the group compiles an impressive list of required flying saucer parts, some of which can be taken off their own saucers, but most of which must be bought, begged, borrowed or stolen from parts yards all over the Galaxy (see **Props**). While hunting the Galaxy for the parts, the Teenagers encounter the villainous Rival Brothers, who have been after Wreck's Mach 6 for the last three years. It's obvious that they are to blame for the current problems Wrecks has been having with his mechanics, parts brokers, etc. They will offer the players lots of money for the hulk of the Mach 6, but never more than a mere \$5,000.00. When they can't buy the Mach 6, they'll use muscle to hamper the Teenagers at every step; stealing the parts, beating up the players, etc. **Scene Goal:** Players must get the parts to fix the saucer and enter the race, despite everything the Rival Brothers and their thugs can throw at them.

In the final scene, the Teenagers get their Mach 6 entry to the Galaxy 5000

Referees Remember: Don't just set the situation out barefaced--let the players have a chance to get involved. You should use the first ten or twenty minutes of the adventure letting your players interact a bit--maybe stage a party the night before, or some other sort of minor situation that lets everyone get a chance to be introduced and get settled on how to portray themselves.

Refs: Try to avoid saying "It happens this way because it's in the plot." That's careless Referee work, and you're too smart for that. Instead, keep tossing the situation at them in a variety of ways until one variation clicks. Maybe the players will have their own ideas of where to get the parts--like the Rival Brothers Garage--which means you'll have to move that ambush you'd planned in the Speed Shoppe there instead. Try keeping the action flowing, not forced.

Mega Props: If you're using any type of lead roleplaying figures, we suggest you trot on down to the local Toys R Them and buy a couple inexpensive toy copies of a Porsche and a Countach in scale with them. There's nothing like Hands-On-Propwork to inspire players to new heights of Roleplaying Bizzarreness.

racecourse on Mars. The course is a twisty maze of overhanging rocks, booby traps, and speed runs (see **Sets**). The Rival Brothers are there along with a field of 5 other entries (mostly there as window dressing, but don't tell the players that) in their own Mondo 19 entry. Maybe your players will pull it off. Or maybe they'll *like* hosting *Battle of the Mega Galactic Network Stars*. You never know. **Scene Goal:** Players must win the race and the \$150,000.00 prize.

Props

The Mondo 19: A flattened red spheroid roughly resembling a squashed, wheelless Porsche, the Mondo 19 is equipped with the latest Cosmodrive, enabling it to have a Superfast speed plus add 1 to any comparative Speed Rolls. Of course, it's being driven by the Rival Brothers.

The Mach 6 Race Saucer: Twenty feet long, and closely resembling a black Lamborghini Countach without wheels, the Mach 6 is a mass of dents, ruined upholstery and cracked window glass. It's Cosmodrive is barely able to propel it at Normal speeds, much less the required Superfast speed you'd need to win the Galaxy 5000. When repaired, the Mach 6 will Move at Superfast, plus add +3 to any Speed Rolls against the Mondo 19. But first, you're going to have to buy, beg, borrow or steal the following parts:

New Frammastavit: You can buy one for \$200.00, or you can get one from from the bottom of any Police Saucer. You know there's one that parks on the corner by the Doughnut Shoppe...

Two Mach 1 Front Fenders: Available in any good junkyard in your town for \$300.00 each. All you have to do is get past the 200 lb junkyard dog that guards the place.

New Windscreen: You can cannibalize one from your own saucer, if you have one. Otherwise, \$100.00 new.

New Seats: Seats can be taken out of any available saucer or car.

New Control System: These controls can be taken out of any available saucer.

Racing Draggo-master: The only one you know of is in a old wreck on top of Razorback mountain, about twenty miles from town. But watch out for the grizzly bear that lives up there--he's not much of a race fan!

Reverse Ginjifrinchi: Need this to make the Cosmodrive shut off. \$30.00, or you can get one from underneath any Semi-Tractor-Trailer Truck. As long as you're at the Doughnut Shoppe anyway, why not check out the trucks too?

Cosmodrive Sequencer: This is the biggie. \$1,000.00. Available only at Honest Eddies Space and Speed Mart in the Mall. Which closes at 5 pm. Of course, while you're at it, you might want to do something about the seats and the stereo...

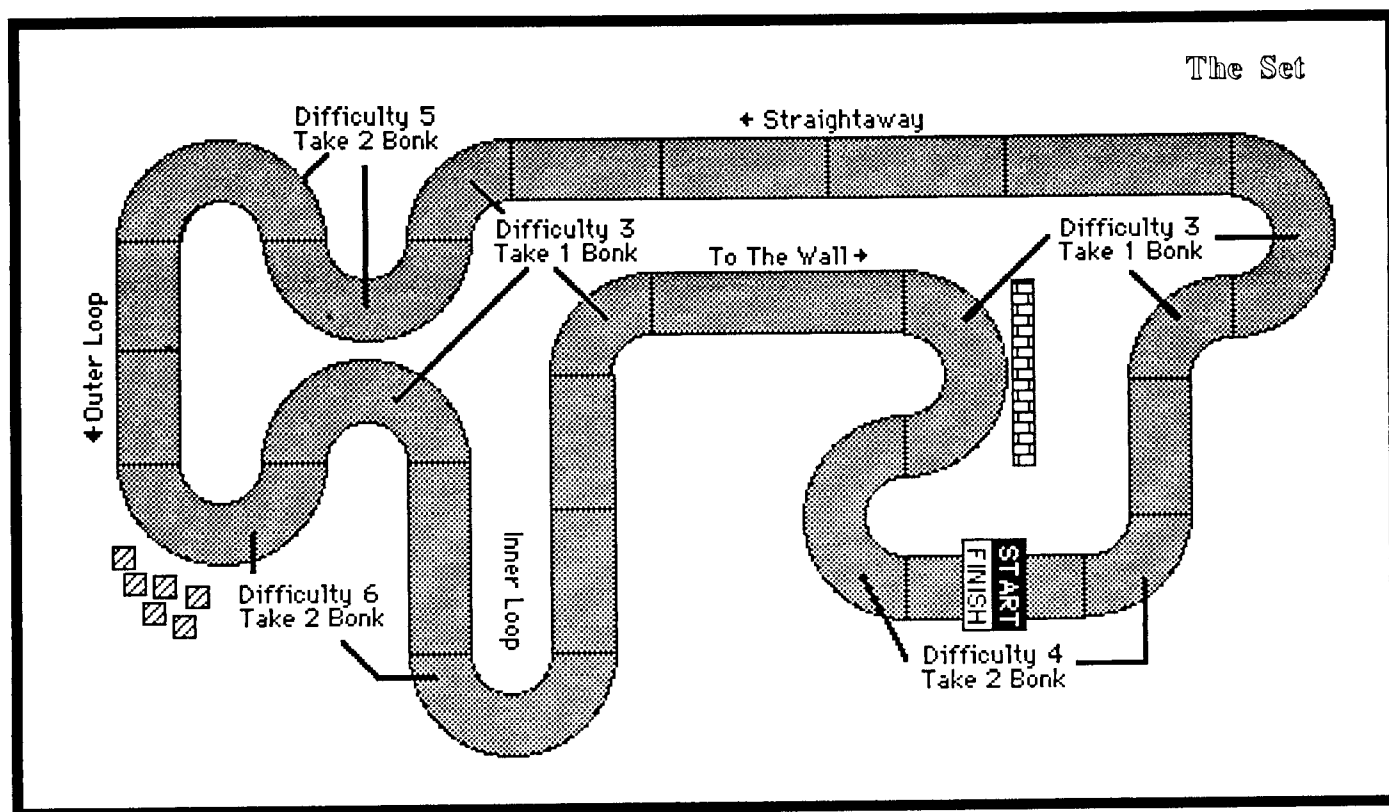
Sets

There is only one set in this episode--all the other locations should be created using your own home turf (get a map from the Local Chamber of Commerce if you can't remember where things are in your town). The junkyard can be any neighborhood scrap yard--the speed shop and doughnut shop will probably also have their analogs in your town. The set we've included is the racecourse. At marked intervals in the course,

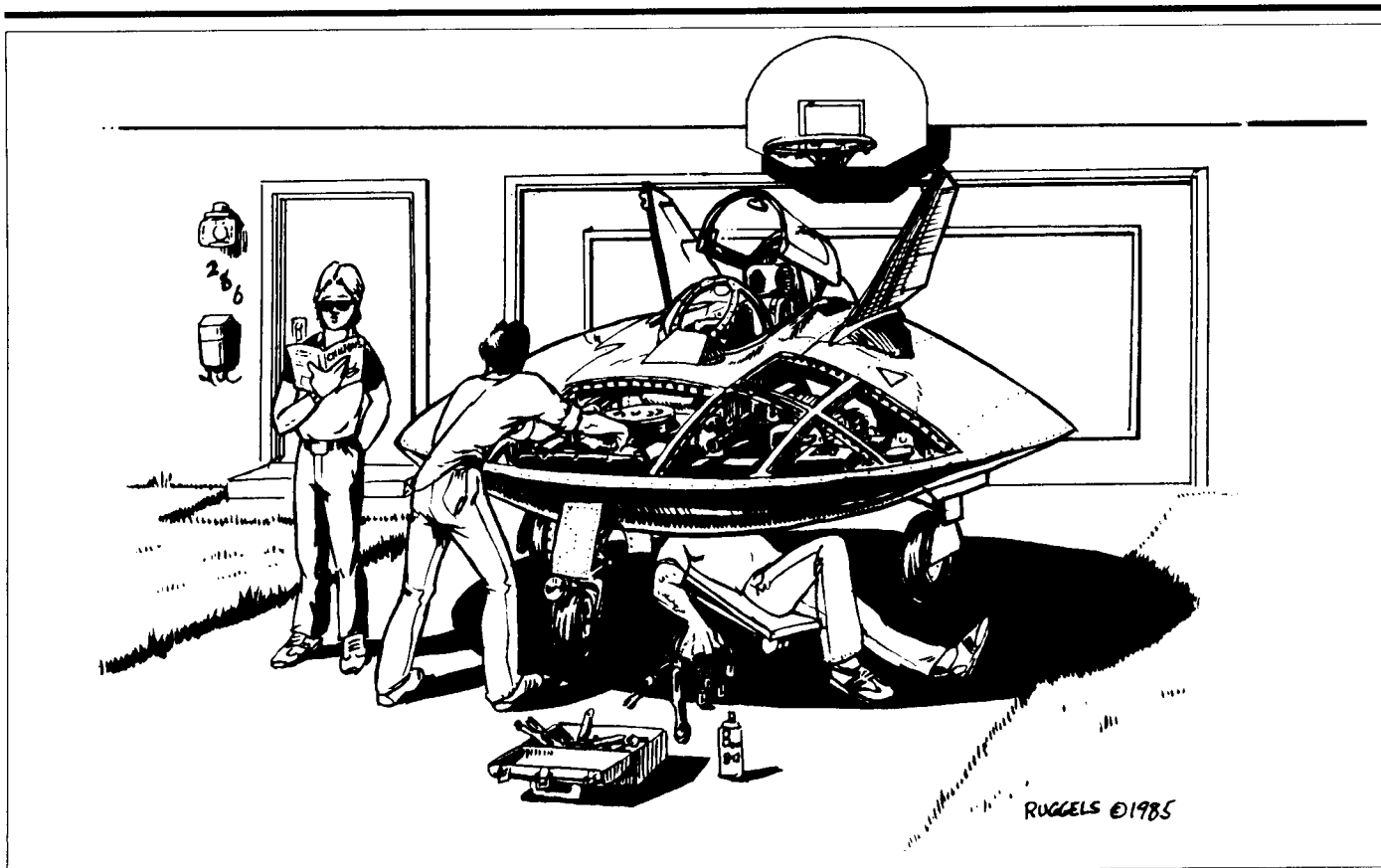
you'll require the players (and the Brothers) to make Driving Rolls to take the curves. The Difficulty of the curve and the amount of Bonk taken if you fail the Driving Roll is listed on each curve section. Each vehicle moves one road section per turn. If two cars are in the same road section, both make a Speed Roll (1 Die+ any modifiers). The higher roll is ahead that turn.

A Last Encouraging Note From the Old Hands to the Rookie Refs

Don't get really upset if your players take off on a new tangent uncovered by this episode. They'll always be doing that--you may as well get used to it. The important thing is to try and get them (more or less) through the scene goals. You'll have to wing it several times throughout this game, but relax. The truth is, we all went through this learning process, and no matter how much we try to coach you, you'll learn most of how to Referee on the job. Just remember--stay cool, play loose, and don't let 'em getcha down!







CREATING YOUR OWN TEENAGERS ADVENTURES

A Simple Fact of Life: If you like this game (and if you've gotten this far, you probably do), you will most likely play it between two to six times a month. If we at RTG work our twisted little fingers to the bone, ignore sleeping, eating and holidays, we can produce at least one adventure module a month for you to play. But we know you. It won't be enough. You're going to want to play two or three times a week. Just to make us suffer. If we ever want to sleep again, it looks like we're going to have to teach you how to write your own *Teenagers Adventures*.

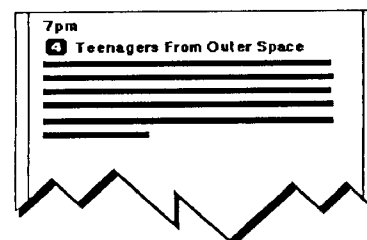
Let's Start with the "Situation"

Teenagers From Outer Space is designed to be a situation comedy game--like the TV sit-coms from which it is drawn, each adventure (or as we call it, **episode**), has a basic situation which motivates the characters and gives them something to do. For example, in *The Luststone*, the situation was pretty simple. An beautiful alien princess shows up looking for a boyfriend. She sets up a contest where the winner gets her hand (and

Brace yourselves. Here's the truth. In reality, *Teenagers From Outer Space* isn't a game at all.

It's actually the longest running sitcom in the history of television.

Honest. It airs every Saturday night at 7p.m. on Channel 4. If you don't believe me, here's the page out of the T.V. Guide.



Each *Teenagers* session should be like a half-hour episode from a T.V. show. Fast, direct and mindless. Don't worry about whether the players follow the scenario you set up or not. They only came to eat your popcorn, drink your Cokes, and trash your living room for a evening.

anything that goes along with that hand). The characters have a fairly straightforward task here--get the Stone and win the Princess. **How** they do this is up to them (and the meat of the episode).

Your first task when setting up a T.F.O.S. episode is to create your situation--what's going to be the major motivation of the episode. All of our sample episodes (what we call **The First Season**), have a situation involved. We have taken this situation and listed it in our sample **TV Guide** entry for each episode--a nifty way to condense your situation in a few simple sentences.

*Here's an example: In **The Killer Koalas from the Zombie System**, the Teenagers (our term for a group of T.F.O.S. players) discover a race of cuddly aliens hiding in the stuffed toy sections of department stores, waiting for the kids of world political leaders to take them home. Once home, the Killer Koalas plan to brainwash the world's leaders. We condensed this down to: "The Teenagers discover a cuddly alien invasion plot in toy stores all over America. Can they stop the brainwashing Killer Koalas before they take over the Earth? "*

Next: Cast, Crew and Props

Like all good TV sitcoms, your T.F.O.S. episode has a **cast** (the players), **supporting cast** (all the Referee played characters), **guest stars** (Ref-played characters who are very important to the story line, like our Princess Karma), and **props** (all the gadgets your players have, plus any special objects, like the Luststone). As the Referee of a T.F.O.S. episode, you'll have to figure out all of these characters and components.

*For example, in our **Killer Koalas Episode**, we had four players in the **Cast** (Tommy, Cano, Vilar and Kev). We also had the **Supporting Cast** (the Toy Store owners, Tommy's girlfriend Kim, who buys a Koala for Tommy; and any other bit parts. The **Guest Stars** were the Koala Leader and the President (who gets taken over and forced to cede the entire eucalytus supply of the Free World to the Koala Planet). The **Props** included anything the players had, plus the **Giant Koala BattleStar** (shaped like a monstrous mile long teddy bear), on which the final battle takes place.*

Scenes

The next thing to do in plotting your episode is to get the scenes down. A

scene is a small sub-segment of the adventure, in which the players more or less accomplish one thing. This is the **Scene Goal**. It's not important *how* they do it, only that they do it.

Warning: You're going to find out right off that no matter how carefully you script a scene, the players are not going to follow that script. Instead of beating your players over the head to force them to follow your script, you're going to have to be a little more clever about it (especially if the players are all bigger than you are). This is why you have a Scene Goal--so that no matter what they do in the scene, they at least accomplish the one thing they have to do to get to the next scene. Anything else they do is immaterial. For this reason, you should make your Scene Goal as simple as possible. That way, if they miss the entire point, you can always have a supporting cast character discover and point out what the players missed.

Example: In the Killer Koalas episode, there are 4 scenes, which we'll lay out for you here. In addition, we have emphasized the Scene Goal for each scene, to give you a basic idea of how to get from scene to scene.

The "That's No Ordinary Koala" Scene

One afternoon, Tommy's girlfriend Kim buys Tommy a toy Koala bear at the local Mall. It's supposed to be a programmable stuffed toy, which walks and talks on command--however, from the start, it acts more like a furry version of Charles Bronson. It steals food, takes over Tommy's room, bites the dog, and generally makes a pain of itself until Tommy and friends mount a full scale attack on it. The Koala then flees the house and escapes back to the Mall, with the Teenagers in hot pursuit. **Scene Goal: The obnoxious Koala must escape and lead the players to the Mall that night.**

The Secret Mall Expedition Scene

The Teenagers sneak into the Mall at night, following the rampaging toy Koala. While the Teenagers sneak around the deserted stores, the Koalas gather in the middle of the Mall. While the Koala Leader is exhorting his troops with his Glorious Plan, our heroes are discovered listening in (isn't that the way it *always* happens in Grade Z movies?). Time for a tremendous firefight, in which the heroes escape (in our version, we had the Koalas capture one member of the group, to add an extra impetus to the Big Final Battle Scene later). **Scene Goal: The players must overhear the Koala Leader's Master Plan, and get caught in a fight with his troops.**

The "Don't Koala Me" Scene

Escaping from the Mall, the Teenagers go home to lick their wounds and get the heavy artillery out. The Morning News comes on as they're preparing for mayhem--as they watch, the President announces the immediate surrender of all of the U.S.'s Eucalyptus trees to the Koala Plantary League. Behind him, the Teenagers can see a stuffed Koala sitting on the Presidential mantelpiece. Obviously Evil is afoot. When the Teenagers try to contact the White House, they get a run around. Finally, they pile on board their saucers and fly to Washington. A major (and silly) assault on the White House takes place, as the group goop guns their way through the Secret Service, the FBI, the CIA and the United Armed Forces to reach the President. At the end of the scene, they arrive in the Oval office just in time to see the Koala Leader and the President "beaming up" to the huge Koala Battlestar which is now in orbit over Washington. **Scene Goal: The players must learn that the President is under Koala Control and take off to Washington to save him. Even if they didn't vote for him.**

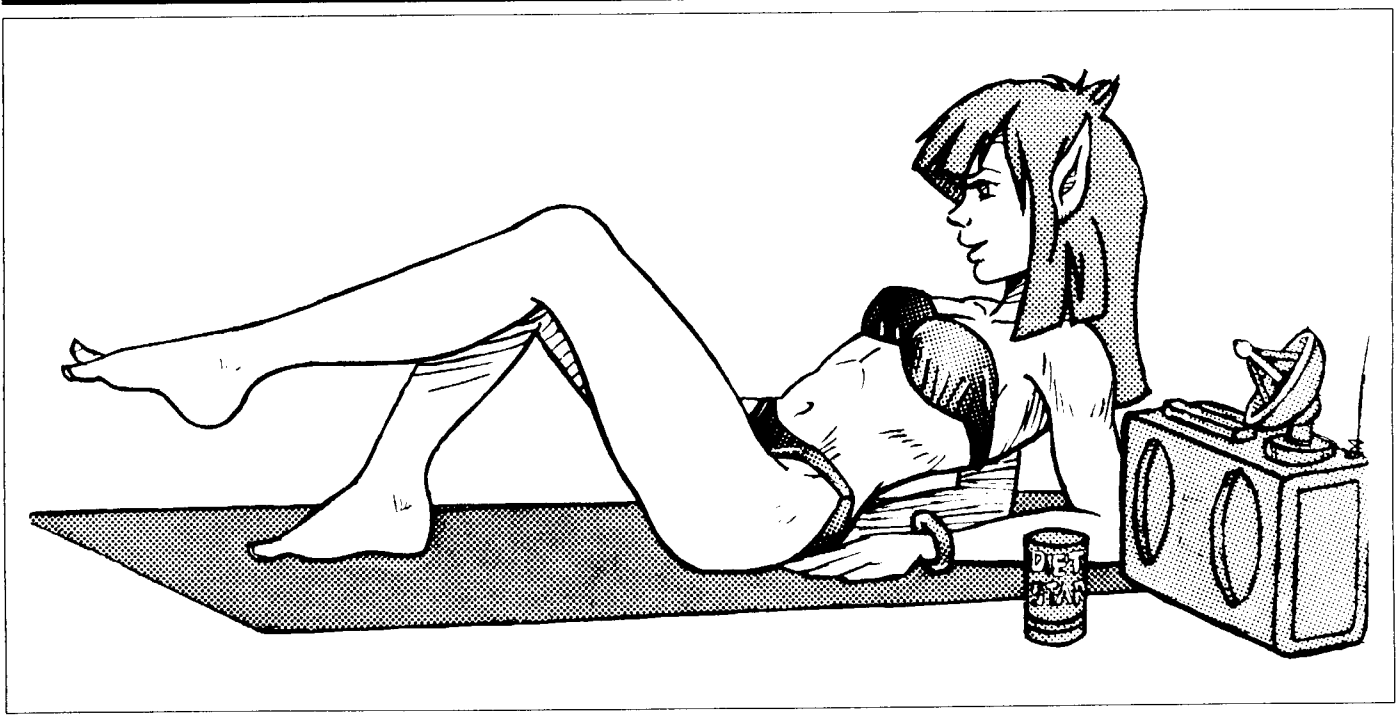
The Big Final Battle Scene

Parked on the front lawn of the White House are four Koala Teddy-Fighters (Z-wings with fur) abandoned by the Leader's henchmen. Our heroes leap in, power up, and rocket off on a do-or-bonk assault on the monstrous Koala Battlestar, which is dumping tons of chewed eucalyptus leaves all over the city. Aided only by their skills, wits, and a scratchy tape of *John Williams' Greatest Hits*, the Teenagers break into the Battlestar, confront the Koala Leader in a duel to the bonk, free the President, and win the war. **Scene Goal: The players must somehow get up to the Koala Battlestar and fight the evil Koala Leader.**

Scene Writing Tips

When writing scenes, we suggest you get all of your Goals lined up first, then fit in your props and cast accordingly. Once you know that your players have to do something, it's a lot easier to decide how to get them there--or how to fake it when they start out on a new tangent (which they invariably will). The great part about a *Teenagers* episode is that you're not limited by having to create a *believable* reason for doing something really weird.

For example, your scene goal is to have the players get posession of a tape containing the Ultimate Rap song. You decided to have them go down to the record store, and in a mixup of bags, get someone elses tape. Instead,



Above: Your players go to the beach

they all decide to go to the beach. Hmm, you think. Time for improvisation. This time, you have the Goodrich blimp fly overhead, crash into a cliff, and spill it's entire cargo all over the beach. The tape is in the cargo. Your players totally ignore the blimp and go play cosmic volleyball. Finally, you have a trench coated man stagger onto the beach, fall on one of the players, gasp "Take this--quickly!", and stagger away leaving the tape. As the players watch dumbfounded, two guys in high-water black pants and red sweat shirts materialize on the beach, yell "Phasers on kill", and vaporize the guy in the trenchcoat. The chase is on.

Last but not Least

When you've gotten down your scenes, goals, cast., crew and props, you're ready to fit in a few good routines. These liven up each scene and give it a little more depth and duration. A good *Teenagers* game usually should run about three or four hours, with each scene lasting about forty to sixty minutes. Obviously, you won't do this just on plot development. So run in a few silly characters or side situations to keep the pace going.

Afternote: About Episodes

Because the basic nature of a *Teenagers* game is meant to resemble a long-running situation comedy, we call each game session an **episode**. Each episode is a complete mini-adventure, where the players do everything important in one game session. There are two major advantages to episodic games. First, you don't have to have all your players in the same place at

the same time to play each week--some weeks a player might not be part of the cast. This allows a Referee more flexibility. Second, the happenings of one episode don't have to carry over to the next one. Suppose your players *don't* stop the Killer Koalas from the Zombie Systems? Instead, they are bonked into submission and defeated. What to do? It's simple--next episode, you just ignore the Marsupial Menace and start over fresh. Miraculously, all the Koalas are gone--just like the way the *A-Team's* van always gets rebuilt in time for next week's show. Neat, eh?

THE TEENAGERS MOVIE

But what about long running games? The next step for the enterprising *Teenagers* Referee is to run a full-out, no stops, made-for-TV-Movie! A movie (or campaign), is essentially like a series of T.F.O.S. episodes strung together under a single basic plot line. Each game session is simply a continuation of the previous game. The same characters appear, and continuity is complete.

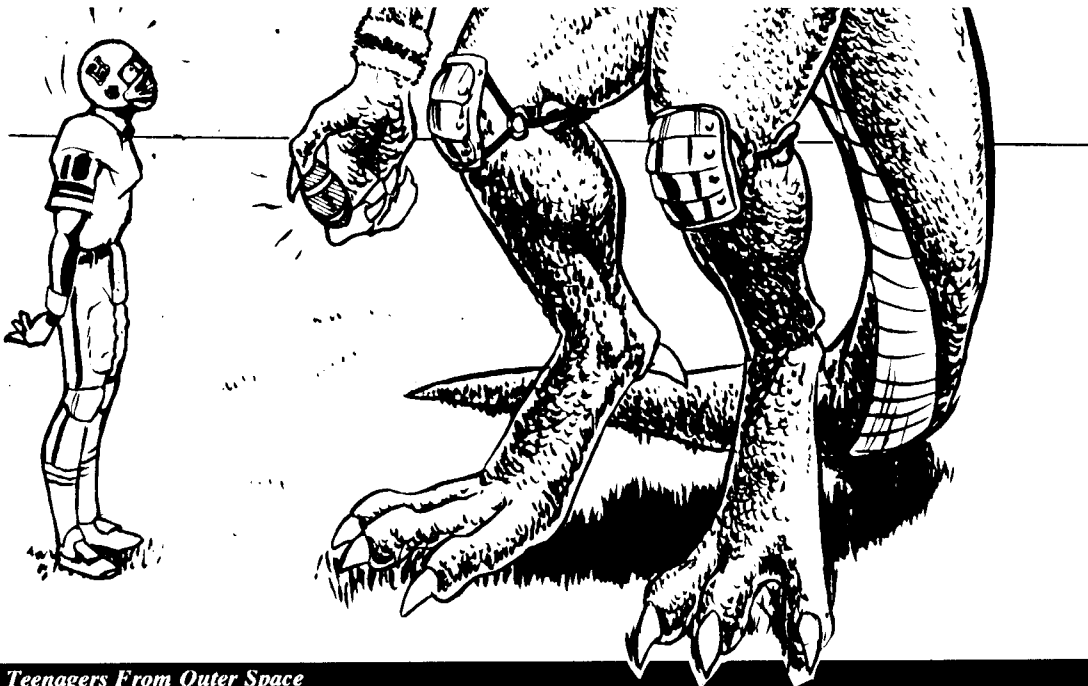
While somewhat more complete than an episode, a movie is constructed much in the same way. First, decide how many game sessions you want your movie to run (we suggest no more than 3--the Beginning, the Middle and the Big Finale. If you want more than this, it's smarter to write *Teenagers II, the Sequel* instead of making the movie overlong). Now work out the characters, props and general situation for the entire movie in your head. Something simple, like: "The Teenagers Fight the Evil Empire and Conquer the Galaxy."

Once that's settled, you *know* you'll need at least one **Evil Emperor**, several **Evil Henchmen**, some determined **Space Patrol** characters, a lot of gigantic (and silly looking) **Galactic Battlecruisers**, and maybe two or three **Secret Weapons**. You know that you'll also have to have at least one Big Battle, a Love scene or two, a Kidnapping, a scene where The-Kid-Fights-Evil-but-is-Defeated, and the Big Betrayal by a Loyal Ally. Start shuffling your scenes around, assigning goals for each one. Finally, break these scenes up into manageable blocks of game time--perhaps four or five hours a section. Zap!--a major motion picture! Give it a title and take it out on the road.

Remember; the ground rules of a Movie are:

- 1) The same player characters will usually appear throughout the movie, so make sure everyone in the movie can make it to all of the sessions.
- 2) You should always have an idea of where your movie is going, and the goals of each scene. Unless you plan to make *The Teenagers From Outer Space Go To Heaven's Gate*.
- 3) You should end each session of your movie on a cliffhanger-- with the heroes about to fall into the vat of slime; the villains about to fire the Planetbuster Gun, etc. Never let your adventure peter out from lack of momentum.
- 4) You should take Continuity notes; so that from session to session, flying saucers remain destroyed, characters remember who they met, and great speeches can be replayed for the home video market. If you don't know what you did last week, your players are not going to be prone to remind you.
- 5) One of the best places to start on a *Teenagers* Movie to "liberate" a plot from your favorite flick! Imagine a *Teenagers* version of "Invasion of the Body Snatchers" or "Fast Times at Ridgemont High" (or a combination of both). Once again, you'll break the movie into scenes, work out your scene goals, fill in your cast and props, and go. Remember--no one's grading you on originality, only on whether your games are fun.

But before you start hammering out your own Episodes and Movies, we've decided to take pity on you and give you something to work with. Yes, coming up next--the *First Season's Lineup for Teenagers From Outer Space!*



THE FIRST SEASON

In this section, we've given you 20 exciting ideas for Teenagers From Outer Space Episodes! Each one gives you the Situation, Some Possible Angles & Ideas, The Guest Stars for the Episode (with Stats, Powers and Knacks), and even a TV Guide entry. Of course, you get to work out the details (like where to fit in the Expedience Route and the Principal!). So get out your character sheets and your dice--'cause it's time to produce the First Season of *Teenagers From Outer Space* !

7pm

4 Teenagers From Outer Space

The Dreaded Rapmaster conquers the world with his legions of Rap Zombies. Can the Teenagers stop him in time, or get funky again?

Episode 1: Rapmasters of the Rasta Galaxy

Starring

The Rapmaster

Smarts: 6 Bod: 3 Luck: 5 Looks:3 Cool:6 Bonk:5

Powers: Teleport **Knacks:** Rap Attack +4, Be Cool, Mon +3

The Rapmaster is a cosmic entity from the Rasta Galaxy, whose sole mission in life is to turn people on to "da Sound, mon." He has the ability to make a Rap Attack, paralysing any attackers with the sheer coolness of his rapping.

The Situation: Your favorite radio station has been playing a mysterious "rap" song that is brainwashing your family, friends and neighbors into "rap zombies". It's up to you to somehow get into the radio station, turn the tape off, and somehow reverse the process. But are your powers of Cool going to be enough to defeat the Rapmaster of the Rasta Galaxy?

Possible Angles & Ideas: Rap Battles between players. Fortify the radio station with an army of dreadlock wearing rappers. Players talking and acting in "funky" ways. Lots of chances for Looney Toones Tech vs Rap Muzak.

7pm

4 Teenagers From Outer Space

Mom's got the Zap ray of Youth! Can the Teenagers stop her before she runs amuck at School and Dad finds out? Stay tuned!

Episode 2 : Not With My Mother, You Don't!

Starring

Your Mother at 16

Smarts:1 Bod:3 Luck:6 Looks:6

Driving:3 Cool:5 Bonk:1

Powers: Incredible Cute **Knacks:** Giggle +4, Drive You Crazy With Lust +6 (Her own children are unaffected)

The Situation: Your mother gets zapped by a "Youth" ray that turns her back into a giggly 16 year old. She doesn't remember anything about you, but she's really cute and all the guys in school are zeroing in. You've enlisted your friends to keep Mom out of trouble until you figure out how to change her back--before Dad comes home from his business trip.

Possible Angles & Ideas: Maybe your one of your friends falls for Mom and refuses to help. Maybe Mom starts chasing YOU and your friends around. Maybe Dad decides he likes her this way and asks to get zapped himself (now both your parents are younger than you are).

7pm

4 Teenagers From Outer Space

Featherface is terrorizing the city! Whos' going to chicken out next--and what will be left of them? Find out tonight!

Episode 3 : The Texas Chicken-Gun Massacre

Starring

Feather Face

Smarts: 1 Bod: 6 Luck: 1 Looks:1

Cool:1 Bonk:6

Powers: Lose it **Knacks:** Use Chicken-gun +3, Sneak Around being Ominous +4

Featherface is a burly ex-football player who retired to start a chain of chicken barbeque restaurants. His dream fell through when his chicken ranch was wiped out in a meteor strike; he subsequently went insane. After years of work, he has created the Chicken-gun, with which he plans to use to repopulate his ranch.

The Situation: A madman in a chicken mask is running amuck around town, zapping your family and friends into 2 pound fryers with his deadly Chicken Gun. He plans to round you all up and turn you into chicken sandwiches for the grand opening of his chain of "Texas Bar-B-Q" restaurants. Hunting down "Featherface" is going to be tough, but it's the only way to stop the *Texas Chicken-Gun Massacre*.

Possible Angles & Ideas: Infinite possibilities for chicken jokes. Lots of chances to have Featherface stalking you and your friends one by one like something out of a bad slasher flick, then zapping you when you're alone. Maybe you can create a giant chicken to hunt him down, or a feather detector to locate him.

7pm

4 Teenagers From Outer Space

The Teenagers get trapped in a reality they never made! Can they get out, or will they fall in the Battle Behind The Scenes?

Episode 4 : Battle Behind the Scenes

Starring

The Shop Foreman, Local 999

Smarts: 3 Bod: 4 Luck: 6 Driving: 3

Looks: 2 Cool: 2 Bonk: 4

Powers: Teleport Anywhere, Zap, Monster Out

Knacks: Confuse Others +3, Rouse Rabble +5, Screw Around with Reality +5

The Shop Foreman is a blue-collar refugee from *Snow White and the 7 Dwarves*--about three feet tall, grumpy and always tired. All he wants is for his boys to "get their fair shake." To do it, he'll wreck Heaven, Earth, and anything else in between. Don't say you weren't warned.

With

Local 999 Reality Workers (an infinite number)

Smarts: 1 Bod: 6 Luck: 6 Driving: 1

Looks: 1 Cool: 1 Bonk: 1

Powers: Superspeed Knacks: Mess Things up +3

The oppressed, gnomelike workers who keep things going behind the scenes, the Reality Workers 999 are on strike for better wages (they aren't paid at all right now), better working conditions (less than 24 hours a day) and vacations. The Boss knows that if they take a vacation, the Universe will stop running.

And

The Boss

Smarts: Really Smart. **Bod:** Doesn't Need One.

Luck: A Meaningless Concept because He doesn't Play Dice with the Universe. **Driving:** He Doesn't need to. **Looks:** Blinding **Bonk:** You'd Better Not Even Consider It.

Powers: Anything He Wants. **Knacks:** Universe Construction in 6 Days +100, Overawe Anyone +200.

The Boss is a reasonable guy, if you can call a deep, booming Voice From Everywhere a "guy". He's just gotten used to having His own way these past few Eternities, and doesn't feel like putting the Universe on hold for a week every June. He tells you that if you round up the Shop Foreman, He'll reconsider whether He was possibly ..ahem...hasty in His Judgements.

The Situation: The Reality Workers Union is on strike, and you're caught in the middle when a hole in space-time drops you and your friends "behind the scenes". All you have to do is round up the warring factions and get them to the negotiation table--if you can defuse all the reality sabotage they've been up to in the meantime.

Possible Angles & Ideas: A Chance to really get your Reality messed up; maybe things get changed so that you were never born, your parents are aliens, your girlfriend is going with someone else in the group... Maybe you can arrange a way to change reality to suit you better. Or take up Universe Building in your spare time.

7pm

4 Teenagers From Outer Space

Twin Cousin Ernie's in town--there goes the Teenager's social life--unless they can get him to go home! But will Ernie take "No Way!" for an answer?

Episode 5 : Return of the Patty Duke Show

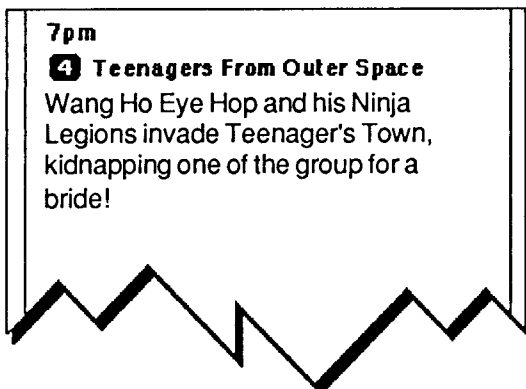
Starring

Cousin Ernie (whose Powers & Stats are exactly the same as yours, except for a Cool of -2. Knacks: Lechery +4, Harrass &

Annoy +3, Make Tasteless Comment +4

The Situation: Your mother announces that your cousin Ernie is coming from Sagittarius to visit for the week. She wants you to make sure he has a "good time". You remember that Ernie is a total goofball--nerdly, clumsy, tasteless, classless and with a Cool of -2. He also is an exact duplicate of you.

Possible Angles & Ideas: How classless and nerdy is Ernie? Maybe he insults everyone you know. Enrages your girlfriend by making a tacky pass at every girl he meets? Makes a grab for the Head Quarterback's girlfriend? Sassses back Mr. Mauler? Referee's can have a wonderful time with cousin Ernie--and then bring him back every so often as a bit player later on.



Episode 6 : Masters of Gong Foo

Starring

Wang Ho Eye Hop

Smarts: 4 Bod: 2 Luck: 1 Looks:-1

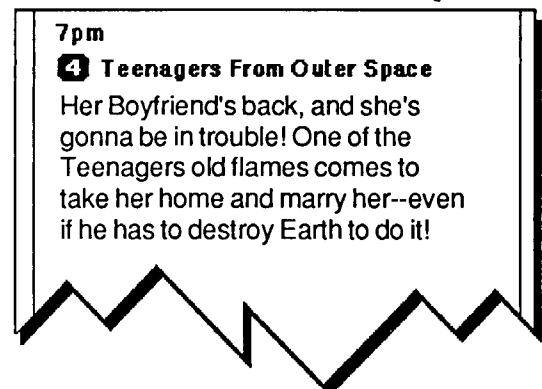
Cool:6 Bonk:4

Powers: Filthy Rich, Tough Knacks: Be Evil and Inscrutable +3, Freeze Opponent's Will +4 Master of Gong Foo +3,

The Warlord of Ching Chang Province, Wang Ho Eye Hop has dispatched his dread Nikon Ninja to fetch him back a bride. Meanwhile, he lurks in his Pagoda watching old Fu Manchu re-runs and

The Situation: The evil Gong Foo Master Wang Ho Eye Hop has decided to marry one of your friends--and has sent his dread Nikon Ninja to bring her back. But you've been taking a correspondence course in the deadly art of Gong Foo. Can you and your friends assault the stronghold of Wang Ho and save her from a fate worse than bonk?

Possible Angles & Ideas: You'll get lots of chances to invent stupid sounding martial arts techniques ("I use Wang-Ho-Whappa-Whappa Technique on him." "Oh yeah? I use Hopping One-legged Toad back at him!"). Lots of trap filled temples and old bald kung fu guys saying "Ah...Weedhopper!" And of course, at least once in the game, you'll have to thumb through your Gong Foo Manual to remember a technique...



Episode 7 : Monster Boyfriend From the Past

Starring

The Boyfriend From Back Home

Smarts:3 Bod:6 Luck:2 Driving:3

Looks:7 Cool:5 Bonk:4

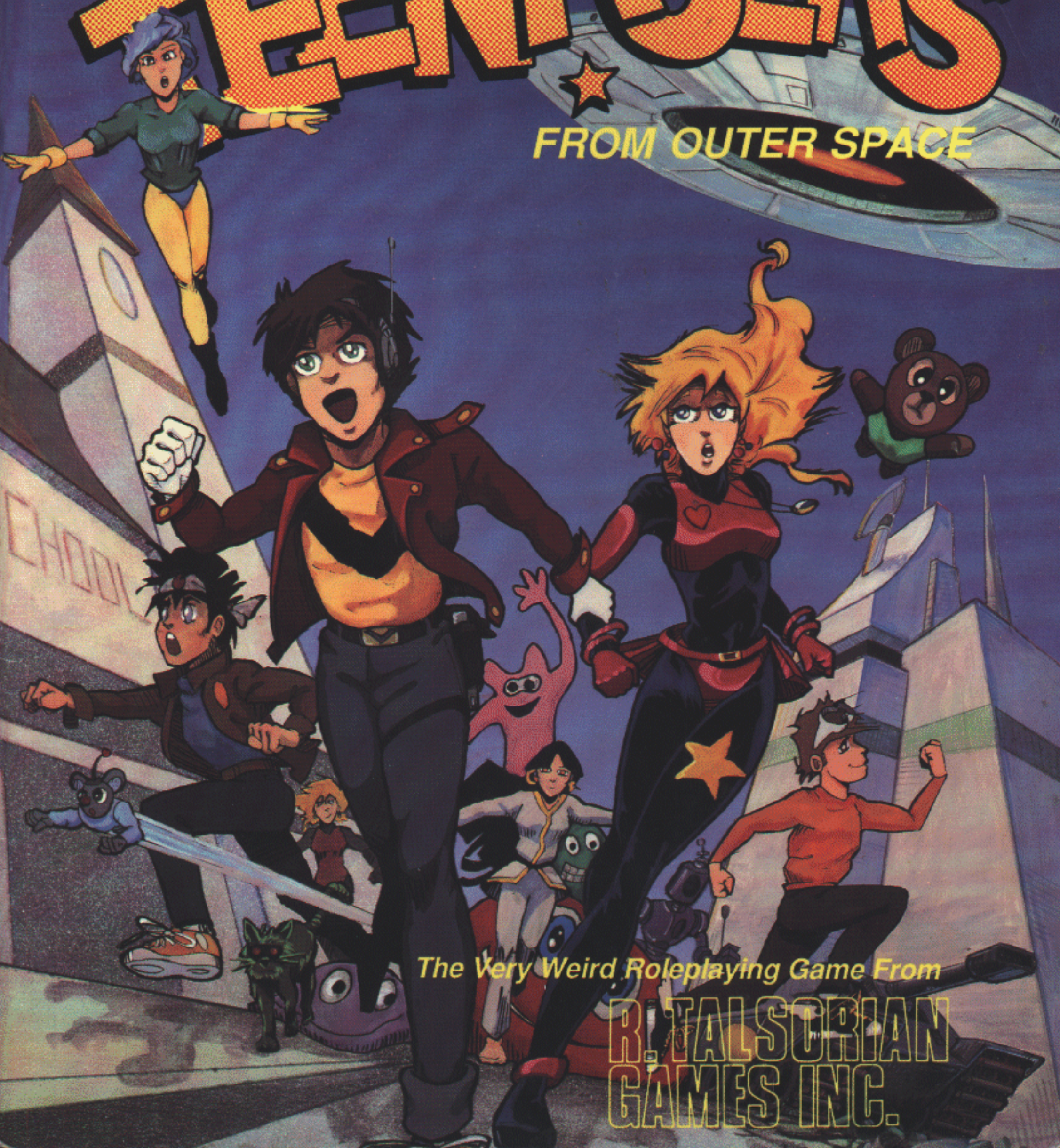
Powers: Mega Monster Out (three times more powerful) Knacks: Look Soulful and Heartbroken +4, Clobber Other Boyfriends +5

The Situation: Your alien ex-fiancee from Back

Mike Pondsmith

TEENAGERS

FROM OUTER SPACE



The Very Weird Roleplaying Game From

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