

of screaming, arm-waving and other Great Moments in Overacting.

BUT WAIT! THERE'S MORE!

Teenagers from Outer Space is also a great introduction to the world of Japanese animated comedy! Called anime (pronounced "Anny May"), this style of TV show or movie is an amazing source of weird comedy, loaded with all kinds of frenetic action and fantastic animation.

When the first edition of *Teenagers From Outer Space* came out (way back in the dark mists of time), you could only see anime by smuggling bootleg tapes across the Pacific and then hunching over primitive VCRs with your Japanese dictionary and guessing what the characters were saying. But now, through the miracle of modern licensing, you can rent anime tapes at any local video store, opening up a whole world of roleplaying possibilities!

Now you too can enjoy watching ditsy space princesses in robot battle bikinis, magical girlfriends who live in the closet (or TV set), psionic love triangles, boys who turn into girls, girls who turn into boys, boys or girls who turn into cute furry animals, and cute furry animals who turn into cute, gigantic space battleships. And with this rulebook, you can even *become* all of the above!

Heep.

Could be worse. We could have included a free radish peeler and a Ginzu knife.

A VERY IMPORTANT PLAYER: THE REFEREE

The most important player 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.) You have to have a Referee in order to have a good *Teenagers* adventure. You can, of course, have a bad *Teenagers* game without a Referee, but don't blame us, okay? We warned ya.

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 find themselves in ("So. In this adventure, you find the entire high school has been taken over by Demon Bolivian Cheerleaders with Laser-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.")

So like, you didn't notice the people in this book have eyes the size of VW hubcaps or something?

Running a *Teenagers* game will require skill, determination, and the combined jokebooks of Jim Carrey, Tim Allen, Robin Williams and Jerry Seinfeld. 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?

REFEREE HINT NUMBER ONE:

Fake It. All the other players are there to have a good time. You should be doing the same thing. Don't get too hung up on rules or telling people what to do. That's our job.

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REFEREES:

Don't just READ the narrative. Act it out! Wave your hands around and get into it! If a character in the narrative has an accent, give it a try,

In short, don't just be a thud about this.

In short, the Referee is very much like God (a comparison Referees never tire of reminding players about).

Think of the Referee as the Director, Writer and Cast o' Thousands of your *Teenagers* adventures. He gets to act out all the "bit" parts the other players aren't playing, which allows him to talk in funny voices and jump around a lot. He reads all the narrative parts in the adventure, such as "Slowly, as the five of you turn to face the Alien Horror From Beyond Time, you realize that... " He must also describe what is going on around the players and how the world reacts to their actions ("So ... lessee... You just decided to launch the Washington Monument into orbit. The United States Government takes offense. How do you feel about nuclear missiles?")

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 one in the margin of this page) on how to "run" (gamer slang) *Teenagers*, 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.

ROLEPLAYING MADE SIMPLE (STUPID)

So far, we've been busy telling you the basics of this type of game. But face it—talk is cheap. You'll never know until you jump right in there and try it yourself. Zip over to pages 24 through 38 and choose any one of the *Teenagers* we've written up there. Look at the pictures. Read the stuff about Traits and Backgrounds. Ignore the rest (we'll get back to it when we introduce you to the rules in Chapter 2). Now, take a minute to figure out exactly what this character is like. Does he/she/it talk funny? What sort of things does he/she/it like or dislike? How would this "persona" react if exposed to a really weird situation—say, being attacked by a giant rubber doormat? Got it? Great.

Now, get the person you've chosen to be the Referee to read Paragraph 1 of the adventure below. At the end, decide what your *Teenager* would do, and do what the paragraph says. Easy. huh'? By the way, we've written this so lots of people (up to five, actually) can play at once. Ready? Don't forget—ham it up!

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HERE WE ARE AT PISMO BEACH, WITH ALL THE CLAMS THAT WE CAN EAT

1 Weird Alvin heard about this rad planet in the CD-3D system. Everybody calls it Pismo Beach, and it's chillin'. It's like, 99% water with thousands of miles of perfect beaches and great weather. Reluctantly, your parents agree to let you go away for the weekend with your friends. After all, it's only fourteen light-years away; how much trouble can you get into? So come Saturday morning, everyone piles in the spacesters and heads for Pismo Beach.

It's everything Alvin said it'd be! Clear blue skies untouched by pollution, great surfing, beautiful beaches, driftwood for fires; nobody in sight or even in orbit. You set up the volleyball net, break out the food, pop the new LOx tape in your

LOx: The coolest band in the Galaxy. Their latest hit, *To Hell and Back in a Volkswagon Bug* went platinum in over a thousand Star systems.

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PLAYER HINT

This is your first chance to do some serious role-playing—don't waste it.

Something on an alien planet has just grabbed your foot. If you don't scream like a cat dipped in Nair, you're not grasping the enormity of the situation. Really ham this up!

REFEREE HINT

While we're on the subject of romance, don't just let your players get away with saying, "Yeah, I make a pass at the cute guy over by the cooler." Nope. You turn right back and say, "So, you do, do ya? What exactly (and no cheating) do you say to him?" You might be really surprised at the results.

Pangalactic Ghattoblaster, and build a fire to roast hot dogs and marshmallows over. This is gonna be a blast!

WHATCHA WANNA DO?

(Different people can choose different options.)

Go swimming — go to 2.

Have a beer — go to 3.

Build a sand-castle — go to 9.

Play volleyball — go to 7.

Catch some rays — go to 8.

See if one of the other Teenagers (you choose) thinks the setting is romantic and wants maybe to go behind one of the dunes for a little, ah, slap and tickle — go to 4.

2 You're lazily backstroking along and having a great time. The water's like warm milk. Your first sign that something's wrong is when the soundtrack cuts from the latest LOx hit to this ominous music—like this: "Dah DAH DAH ...dah ... DAH DAH... dah dah ..."

Something grabs you. Arrrrrrgh!

It feels like a hard, horny mouth is trying to swallow your foot! It doesn't seem to have any teeth, though. Something soft inside the mouth is tickling your toes. You flail toward the beach, panic written all over your face. Whatever is grabbing your foot lets go. You run up the beach and turn to see what it is. Go to 10.

3 Stess! Ah. As you're guzzling your brewski, one (or more) of the Teeners who went swimming screams and flails toward the beach. Panic-stricken, they run up the beach toward you, then turn and look back toward the water. Go to 10.

4 If someone else is playing the Teenager you approach, that player decides whether the person says yes or no. Otherwise, flip a coin. Heads, the answer is "yes". Tails, the answer is "no."

Yes — go to 5.

No — go to 6.

5 You run over the dunes laughing and tackle him or her. You both tumble to the sand and kiss a lot. You're both beginning to breathe pretty heavily when there's a scream from the direction of the beach. Uh oh. You look at each other, then stand up, and run back to the beach. Go to 10.

6 Rejected, you walk down the beach, kicking sand around. Suddenly, one (or more) of the Teeners who went swimming

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screams and runs out of the water. They turn around and look back at the ocean. Go to 10.

7 You play volleyball for about ten minutes before you realize: this is a really stupid game. The heck with it. Go back to 1, and choose something more interesting.

8 You lay down on a towel, spread some lotion on your back, and doze off. Some time later, you're jolted awake by a scream. One or more of your friends are running out of the water, panic on their faces. Go to 10.

9 Vauban the Master Builder would be proud. You're building a fortress mighty enough to withstand a siege of seven years. The driftwood-reinforced, wet-sand walls are nearly as tall as you are, and the towers (as you point out proudly to your friends) are the largest artificial structures on the planet. Of course, as they point out, laughing and splashing pop in the moat, the towers are also the only artificial structures on the planet. Peering over the ramparts and dreaming of world conquest, you hear a scream. One (or more) of your friends went swimming; they are now running up the beach. Go to 10.

10 A dozen giant mollusks with eye-stalks are moving sluggishly out the water and up the beach! Their slug-like feet propel them forward in little surges. Their shells snap open and shut menacingly. They stare at you like pit bulls at a lambchop convention.

Do you (choose one option for the whole group):

Scream and run for the car — go to 11.

Offer them a beer — go to 18.

Get out the lemon juice and see how they taste (slurp!) — go to 17.

Stand, spread your fingers like Mr. Spock, and tell them you come in peace — go to 12.

Grab your zap guns and prepare to fight! — go to 15.

11 You get to the car and turn. They're moving sluggishly toward you, snapping their shells some more. The volleyball net comes crashing down as they shamble up the beach.

Do you:

Jump in, start the car, and get out of here — go to 14.

Get your zap guns out of the car and fight the alien menace — go to 15.

12 The clam-monsters don't understand your language. They don't understand your gestures, either. They knock you

REFEREE HINT

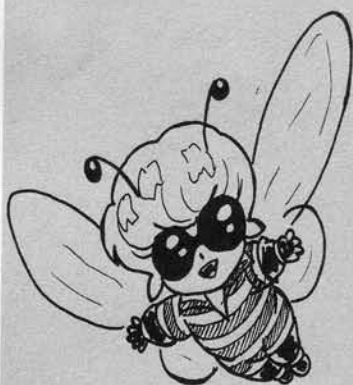
Ham this up. Get on the chair, weaving from side to side with your arms outstretched and hissing ominously. They'll love it.

REFEREE HINT

Remember, if the players start pulling out cosmo-iridium blasters at the drop of a hat, it's time to have the Duracellular Bunny steal the batteries out of their weapons.

After all, this is Teenagers from Outer Space, not Starship Troopers.

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over. Two clams each grab a leg, and they start to pull, like you're a wishbone or something. The heck with this! Where's that lemon juice! We'll see who's on the top of the food chain here! — go to 17.

13 Break out the zap guns! This is war! — go to 15. These guys are uncool. Run for the cars — go to 14. Look, guys, cool it. Maybe they're just being playful, okay? See what happens if you offer one a drink. — go to 18.

14 You turn the keys. Rrrrr. Rrrrr. Rrrrr. It's not starting! The clam monsters are shambling closer. Ohmigod! So this is what it feels like to be in a bad B-movie! Now what?

Do you:

Try harder! We have to get out of here! — go to 16. Grab those zap guns; they're our only chance — go to 15. Run for it! — go to 19.

15 Zap! A mollusk keels over. The others keep on coming. More appear from the water. The fight moves up and down the beach. There are too many of them! They're closing in! If someone built a sand castle — go to 20. Otherwise — go to 21.

16 The engine catches! Just in the nick of time! You take off for the void with the clam monsters inches from your fender. You head back to Earth. What a bummer. Six hours to Pismo Beach and six hours back, with maybe half an hour on the beach before the Attack of the Cherrystones. A waste of a good weekend. On your way back, you try to beat the traffic. An astro-cop pulls you over and gives you a ticket. Three points on your license and a fifty dollar fine. What a pain.

When you get home, your mom says, "Have a good time, dear?" You mutter something indecipherable, go up to your room, slam the door, flop on the bed, and put the new LOx album on your stereo with the sound cranked all the way up. Later, your dad comes up and tells you not to be rude to your mother. After he leaves, you make a face at the door. Go to THE END.

17 Squirt! You aim the lemon juice right between the shells while they're momentarily open. The clam-monster squeals in agony. They all run back into the water, yipping painfully. You feel a little ashamed of yourselves. But the rest of the weekend is cool. The clams don't hassle you any more; you find these little lobster-like things which are real tasty, and some of the trees on the beach have fruit which tastes a lot like coconut. Sunday afternoon you head back to Earth with primo tans and sand in your hair (or sensors or whatever).

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On Monday, the sapients of Pismo Beach file a complaint with the Galactic Federation, claiming that a bunch of Earthers (with some accompanying ETs) used chemical weapons outlawed by the Zizlebartz Convention on them. The U.N. is in an uproar. The local TV news surrounds your house and tries to get a statement out of you. This guy from the State Department comes out and has a long talk with your dad.

Boy, are your folks mad. Go to THE END.

18 Hmm. It eats the can. Crunch, crunch, crunch. It likes it! The clams crowd around. They all want one! Good thing you brought a coupla cases. Eventually, you figure out that it's the aluminum they like, not the beer. You can drink stuff, and give the cans to the clams, and everyone's happy. They seem to like hot dogs and LOx too. They even make pretty good volleyball partners. That evening, they bring you a lot of fish, including some delicious guys that look a lot like lobsters. You build a big driftwood fire, and have a real old-fashioned clam—er—maybe you should call it a fishfry. You spend the rest of the weekend surfing, swimming, and partying with the clams. On Sunday, everyone (except the clams) goes back to Earth happy,

There is always a Galactic Federation.

Why? Because Government is one of the funniest things in the Universe (until it starts taxing you).

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tanned, and covered with sand. You promise to come back another time and to bring plenty of aluminum with you when you do. Go to THE END.

19 You abandon your cars and run over the dunes. You out-distance the clam monsters. You're safe! Gradually, you realize that you're trapped on this planet without your cars. You sneak back to take a look. The clam-monsters are snacking down on your vehicles. They munch the doors thoughtfully. Crunch! There goes the engine. You're trapped! You'll never get home!

For three days, you wander the desolate sands of Pismo Beach, huddling around driftwood fires at night, living off fish you catch in the ocean and coconut-like fruit you find on the shore. Then, your dad shows up in the family dreadnought. Boy, is he honked. He takes you all home. The lot of you are grounded for a month — and you lost your cars. Go to THE END.

20 Then you remember the castle! You dive behind the ramparts. You rest your zap guns on the walls, and fire steadily. "Zut alors!" says one of your friends. "Cochons! You will fight for la Legion! You will die for la Legion!"

"Oui, mon capitaine," you respond. "Fort Zinderneuf, she will not fall!"

Don't forget—act it out! Talk in outrageous French accents! Hunch over the couch like it's a fort. Make witty comments!

It seems like you fight for hours. Clams fall, and are dragged off by their buddies into the sea. At nightfall, the assault ceases. Watch after watch, your buddies guard the walls, taking turns sleeping. Weird lights and the beat of drums come from the ocean. The assault resumes at dawn.

"Merde!" you curse. "Will it never end?" You pass around the final beer. The zap guns are running low.

The clams withdraw, and form a line. One clam comes forward, holding a large black box which looks like a VCR between its shells. It lays the box on the ground. It grunts something. "Hello," says the box.

"The natives wish to parley," whispers one of your friends. "Ah... Hi!" you say. The clam grunts some more. "Endoskeletons heap fierce warriors," says the box. "Count many coup. People of the sands squirt jets of approbation in your direction. Please to name tribe of those who defeat us?"

You look at your friends and they look back. With one voice, you cry "La Legion Etrangere!" The clams go back into the ocean,

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leaving the box. You spend the rest of the day swimming and having fun. The clams leave you alone. Then, you get back in your cars and drive home to Earth. Okay, so it wasn't what you planned, but that's pretty normal for your crowd. Go to THE END.

21 The clams overrun you. They gum you between their shells; the gooey stuff inside is icky. They decide you aren't good to eat. A bunch keep you pinned down while the rest rummage through your stuff. They find the beer! They love it. They eat the cans with gusto. You're not sure whether it's the cans or the beer they like. They eat the poles to your volleyball set too. It's a good thing they don't find your cars, which you parked well back from the beach. They drag the cooler and all your other stuff with them, and disappear into the ocean.

Now what?

Stick around — go to 22. Go home — go to 23.

22 It's pretty dull. You don't have anything to eat or drink, so you get kind of hungry. You don't have any surfboards or volleyball stuff left. They ate your Pangalactic Ghattoblaster and LOx tapes too. You can still swim and body surf, but it isn't the same. On Sunday afternoon, you head home, somewhat dispiritedly. You guess you had fun, but those clams were a downer. Go to THE END.

23 Yeah. They took your surfboards, your volleyball stuff, all your food, and your Pangalactic Ghattoblaster and LOx tapes. There's not a lot left to do. Might as well go home.

You get home by eight on Saturday night. The bunch of you decide to go out and catch a flick. Sunday, you work on the car. Not the greatest weekend, maybe, but not the worst, either. Go to THE END.

THE END See? Roleplaying is easy. All you have to do is play the part of a Teenager and make decisions. Your decisions help make a story.

Well, actually, there's a little more to it than that. You have to invent your own Teenager. (Well, you don't really have to — you can use one of the characters we provide on pages 24 through 38 — but it's more fun to invent one of your own.) And there are rules to help the Referee determine what happens when you try to do something in the adventure.

That's the stuff you get to learn next.



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Not all anime comedy has aliens (just the funniest). In that case, you still have a lot of options. Try Psionic Teenagers, Angst Ridden Kids With Giant Robots, or the ever popular Magical Girlfriend Next Door (or in your VCR or your closet or...) each of these have most of the same weird powers that you'd find used by an alien.

You don't HAVE to use the background we've given you here in this book. If you wanted, for example, you could set your Teenagers game in a super-scientific mega city built on the ruins of a blasted Tokyo, where everybody has super powers, giant robots and an army of mirror-shade wearing flunkies at their beck and call ...

Naw, forget it. Nobody would ever buy that as the plot of an anime series ...

CREATING YOUR VERY OWN TEENAGER

This isn't as hard as it sounds—after all, your parents did it and they haven't even read this book. While we've given you enough Teenagers examples to populate a small South American nation, sooner or later you're going to want to make up your own, if only to impress your friends with the depths of your twisted imagination.

FIRST, THE EASY STUFF

The first step in the Teener Creation Process is to pick what type of Teenager you're going to be. In *Teenagers*, you can play one of two types: either a "Youthful Ambassador of Galactic Goodwill" (read "Alien Kid From Syrtis Minor, Looking for a Chance to Party"), or "A Young Representative of Mankind" (read "Human Kid From Around Here, Looking for a Chance to Party").

LET'S START WITH HUMANS

Humans are people just like you. (Sure, we're making a heck of an assumption here, but work with us, okay?) They don't have flying saucers, weird alien powers, or even look all that strange. So why play a human when you can do that right now, and you don't even need a copy of this book?

Simple. As a human, you belong to the coolest race in the Galaxy.

See, before the aliens discovered Earth, there was absolutely no teen culture anywhere in the Galaxy. You were born

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(hatched, extruded or whatever), grew to adulthood, and ended up doing useful, productive things like blowing up solar systems and taking people to Meet Your Leader.

There was no fast food. There were no shopping malls. Nobody drag-raced spacecruisers. There was no Rock and Roll. There was only a Vast Whirling Nebula of Infinite Stars Spinning in Cosmic Emptiness, occasionally punctuated with a dull "boom!" as somebody somewhere accidentally detonated a planet.

It was a Dark Time in the Galaxy.

So when the aliens got here, they went crazy over human culture. They bought blue jeans. They bought rap records. They exported billions of tons of soggy hamburgers, greasy french fries and watered down milkshakes throughout the Galactic Federation.

[They also discovered the opposite sex, which was a pretty revolutionary idea when you consider that most of them were asexual, grown in tubes, or went through some disgusting process where they exploded out of someone else's chest and had to evolve through three or four really repulsive stages that nobody would ever want to date. Billions of goolies (the universal Galactic monetary unit, based on the atomic weight of a microscopic yellow slug found only in the trashcans of a backwater planet of the Bilge Quadrant) were squandered like popcorn as aliens of all descriptions experimented with perms, makeup, false eyelashes and Frederick's of Hollywood Busto-Matics™ in the pursuit of sex appeal. Once the aliens got it straight that "petting" had nothing to do with the application of the palm to the top of a sophont's head, there was no stopping them.]

The upshot is, most aliens think anything a human does has just naturally got to be the greatest thing since home fusion garbage disposal. Anything. If you tell a alien that it's stone def to wear bermuda shorts and drive an Edsel, the odds are pretty good that the alien will go for it. This phenomenon, known as the Human Fake Out, is the main reason that Mankind managed to talk the Galactics out of their advanced technology faster than a used car salesman can unload a fifty-nine dollar Lexus.

As a human Teener, you receive the ultimate benefits of this effect. Your alien pals will hang on your every word, waiting breathlessly (those of them who breathe, that is), as you explain to them all about the intricacies of Earth Culture. No

Cont. pg. 27

OKAY, SO THEY'RE NOT ALIENS, EXACTLY.

But they might as well be. Here's a sampler of a few twisted variations on the Alien theme:

The Magical Girlfriend. A Magical Girlfriend is a very powerful and/or somewhat supernatural cute female who has, for some reason unknown, attached herself to an otherwise hapless male. Much like in *I Dream of Jeannie* (the original source of all Magical Girl-dom, pre-dating *Minky Momo* by at least ten years), the authentic MG has powers that allow her to wish things into reality, usually with catastrophic results.

The Robo-kid. Although they usually look just like a real boy or girl, the Robo-Kid is super strong, super fast and often can fly. The flip side is, the Robo-Kid is almost always also Clueless Kid. You can tell them anything, and they'll take you literally, which is why you never, ever tell a Robo-Kid to take a hike, jump in the lake, or especially, drop dead.

The Cosmo Rangerette. Clothed in a well filled Battle-Bikini (think two-part bathing suit with boots, all made up of giant robot leftovers) and waving a Big Gun around, the Cosmo Rangerette scours the Universe protecting the weak, defending the defenseless, and constantly losing parts of her outfit in colorfully embarrassing ways. Her counterpart, the Cosmo Ranger, isn't as well dressed (there's a disturbing tendency towards color-coordinated jumpsuits, capes and silly masks), but he often comes with a Giant Robot of a convenient size for stomping downtown Sweet Valley Grove into an Urban Renewal Zone.

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TOMMY TANAKA

Type: Human

Smarts5 Bod4

RWP5 Luck6

Driving3 Looks5

Cool1 Bonk6

Powers: Lucky Break

Knacks: Convince Mom +1,
Dodge+3, Look Baffled So They
Don't Clobber You +2

Traits: Bewildered, Trusting,
Modest.

A typical Earthkid from a typical family, Tommy's life was utterly disrupted when his Mom decided to take in two Alien Foreign Students named Cano and Vilar. Joined by their buddy Kev, the threesome constantly complicate poor Tommy's life with their crazy schemes and weird adventures. For the most part, Tommy goes along good-naturedly; after all, he's the one who usually gets them out of trouble in the end!

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SUZI VEGA

Type: Human

Smarts.....3	Bod.....4
RWP.....5	Luck.....3
Driving.....2	Looks.....5
Cool.....3	Bonk.....2

Powers: Lose It Completely

Knacks: Drive Anything Like a Maniac +5,
Dodge+3, Look Baffled So They Don't
Clobber You +2

Traits: Adventurous, Curious, Headstrong

Tommy Tanaka's long-suffering girlfriend, Suzanne ("Call me Suzi") Vega is also a student at Kyōki Valley High. She's pretty level-headed until something sets her off— then watch out! In the past, she's torn cars apart, kicked down walls and even knocked over a skyscraper. (Of course, she always apologizes afterwards...)

Important Note: The three things that set Suzi off the most are Cano, Vilar and Kev. Especially Kev.



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SUZI VEGA

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KEV

Type: Near-Human

Smarts	3	Bod	4
RWP	2	Luck	5
Driving	5	Looks	6
Cool	6	Bonk	3

Powers: Teleport, Temporal Funk

Knacks: Drive Anything Like a Maniac +5, Dodge+3, Look Amazingly Cool in Mirrorshades +4

Traits: Reckless, Smooth-Talking, Oversexed

The natural leader of the so-called "Frantic Four," Kev is the instigator of most of their craziest ideas (most of which revolve around either vehicles or girls). Kev is utterly convinced of his own infallibility, and the result usually means a lot of property damage and an amazing number of hairsbreadth escapes (the utter destruction of Galaxy 12 in an explosion of green confetti often comes to mind). But as long as he has luck and his trusty K-9300 Jetbike on his side, Kev is willing to try almost anything!

Except trying to "hit" on Suzi Vega...

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ALIENS



RAMI

Type: Near-Human

Smarts.....4	Bod.....4
RWP.....4	Luck.....2
Driving.....3	Looks.....6
Cool.....4	Bonk.....3

Powers: Monster Out,
Boy/Girl/Boy?

Knacks: Use Huge Hyperspace
Hammer +3, Look Adorable+5,
Weird Science +2

Traits: Curious, Absentminded,
Stuck on Tommy

As if Tommy Tanaka didn't have enough problems, there's always Rami, an alien catgirl from Felis Meowru with a serious crush on him. Rami is something of a mad scientist; she loves inventing things, even if sometimes (as in the case of the Instant Duplicator that made 10,000 Evil Clones of Tommy), things sometimes get a little out of control. As Vilar likes to say, "If she was a little less absent-minded, she would be dangerous... Instead she's just disastrous..."

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KIKI

Type: Near-Human

Smarts.....4 Bod.....3

RWP5 Luck.....3

Driving.....2 Looks5

Cool.....5 Bonk.....5

Powers: Fly, Breathe Fire,
Forcefield

Knacks: Command Daddy's
Gigantic Battlefleet +3,
Dodge+4, Use Huge 3
Bonk Zap Sword +5

Traits: Hot-tem-
pered, Stubborn,
Insanely Jealous

Onetime Alien Warrior
Princess from the
Nebulon Galaxy, Kiki
arrived on Earth look-
ing for her old boyfriend—
Kev—and stayed ever since.
Fond of big swords and big-
ger spaceships, she is
Kev's constant cute (and
jealously homicidal)
companion... whether
he likes it or not.



10/95

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TEENAGERS FROM
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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 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...

HOW WELL DOES THIS
MAP TO FUZION?

Just in case you're

PICKING YOUR ALIEN TYPE

If you're having one of those days when you can't fire up the old imagination about what your alien Teener looks like, 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 rest of the night hunched over your VCR eating popcorn. The second is to decide roughly what category you think your Teener falls (or slithers) into, then use one of the handy Alien Goodies Lists we've provided on page 27.

SOME SLIGHTLY HARDER STUFF

Once you've chosen what type of Teenager you're going to be, you're going to need to find out a bit more about him, her or it. This next step, called Rolling Up the Teenager, requires that you have at least two six sided dice on hand. If (no matter how hard you shake it) a pair of dice doesn't fall out of your copy of *Teenagers From Outer Space* (a possibility only in the 1st edition) you'll have to scrounge up some on your own. Your dad's backgammon set is usually a good bet. Got your dice? Let's get started.

STATISTICS: STA-TIS-TIKS (NOUN)

to put a respectable skid mark down the boulevard, raising your speed from Fast to Very Fast.

Stereo: \$50 Now, unchain yourself from the living room console. Toss out your ghettoblaster. You've got sound-around, with 127 levels of graphic equalization. Crank it Up.

SlickGlanz™ Paint 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.

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.

Refrigerator: \$40. Can hold twenty cokes and three pizzas, or fifty-three microwave burritos.

Stasis Bubble Crash Protection System: \$100. Seconds before impact, this handy device wraps the entire passenger compartment in an impenetrable, reflective bubble of force, keeping the occupants from becoming one dimensional objects on the windscreen. Even if the entire vehicle is reduced to the general size and condition of a flattened Coke® can, the passengers will come through absolutely untouched.

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.

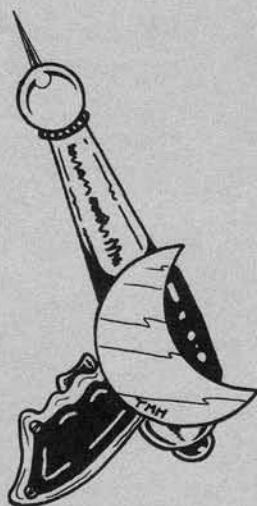
Black Hole Storage Closet: \$70. The ultimate in trunk space. You can put anything that will fit through the 4x4 doorway into it. Your extra bikini. Your matter zapper ray. Your little brother. Whatever.

Gigantic Cosmo-Death Blaster Weapon: \$10 per Bonk, up to 10 Bonk. Useful for clearing a parking space. Don't expect them to kill anyone; like all weapons in *Teenagers*, they do Bonk (pg. 31). But man, they look really scary!

GOODIES

Goodies are things like movie tickets, McDoggie's burgers, new clothes, compact discs, and other necessities of teenage

TEENAGERS FROM OUTERSPACE



Zap Gun

existence. (A note here: Aliens find Earth-type gadgets irresistible. They love to collect log cabin sculptures from Yellowstone Park, cheap tin replicas of the Statue of Liberty, combination potato peeler/dice-o-matics, and other oddities of the human condition.) 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. C'mon—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 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 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 3 turns.

Bonk Regenerator Ray (\$10): This handy flashlight-like device can restore 2 Bonk per person per shot. 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).

TEENAGERS FROM OUTERSPACE

Sony Holoman™ (\$40): It looks like a pair of wrap-around sunglasses with ear muffs 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).

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.

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, one inch off 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).

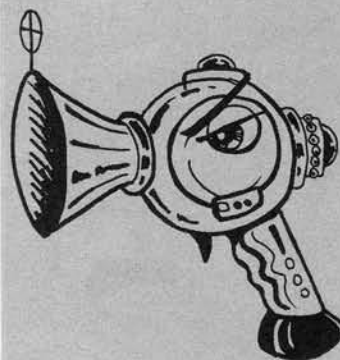
Duplicator Gun (\$25): Need a copy? A duplicator gun can make an exact copy of any object less than 200 pounds, absolutely indistinguishable from the original. Yes, you can even copy the copy! Duplicates last exactly 10 minutes, then disappear.

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

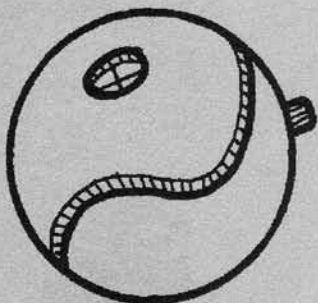


Rocket Sneakers



Boy/Girl Gun

TEENAGERS FROM OUTERSPACE



Popcorn Grenade

confused yet? It all works in rotation, like volleyball). The effect wears off in twelve 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 lose it forever. Washes off with water (or rain).

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 six 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 six 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 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 unprotected animal life nearby. It can also dial in any TV, holo or tridee channel—and will also tape 3-D holographs (a little small, but ok if you want to get a 6 inch replay of the latest Spice Girls 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 ping pong tables.

TEENAGERS FROM OUTERSPACE

Warpspace Overnight Bag (\$30): It looks like a 2' x 3' x 1' travel bag. Inside is a spacewarp that can hold 10 pairs of shoes, 10 pairs of pants (or dresses), 10 shirts, 20 pairs of underwear, 2 pairs of pajamas, 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.

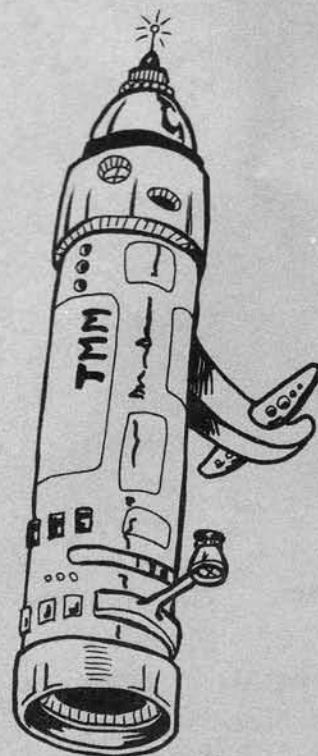
Timestop Makeup Kit (\$10): Once you put it on, your Looks improve by 1, and it won't come off until you use the cold cream. Never. Even if you go swimming in the seltzer seas of Betalan Arcturus.

Jetbike (\$200): Resembling a jet-powered Harley, it can hold two people. It's faster than a automobile, slower than a saucer, and neck and neck with people who have Superspeed. 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.

Hyperdimensional Popcorn Grenade (\$10): A handy little softball-sized device which generates a nearly infinite amount of hot buttery popcorn in a titanic explosion of paisley-colored light. The popcorn will automatically fill the entire volume of an enclosed space—if used outdoors, it will create a mountain of popcorn two miles high and eight miles around. Movie and VCR not included.

Cosmic Battle Bikini (\$100): This stylish outfit combines the power of a Giant Robot with the deadly allure of a lot of strategically revealed skin. Complete with armored brassiere and panties, big spike-heeled rocket boots and optional Mister Roboto™ headpiece, the Battle Bikini always comes equipped with a HUGE Gun (3 Bonk) and hundreds of little missile ports (everyone within 100 feet takes 1 Bonk every time you shoot them) that somehow remain hidden in a surface area not much larger than a couple cola cans and a sheet of aluminum foil. For some reason unknown to Science, the Battle Bikini also manages to protect exposed body areas like legs, thighs, cleavage and belly button with the same impenetrable 2 Bonk-repelling ability (probably the sex rays deflecting the force of the attack).



Accessory for Cosmic
Battle Bikini

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-
Astro-
Synthetic
Time
Field Theory
Unified
Phantom
Video
Computer Programmable
Non-sequential
Beam
Laser
Photon
Plasma
Digital
Audio
User-Interfacing



INVENTING NEW GADGETS TO DESTROY THE BASIS OF LIFE AS WE ALL KNOW IT (OR WEIRD SCIENCE 101).

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 Hogarth. Or a Digital Dimensifier to get that green goo out from between your toenails. That's where the Knack of Weird Science comes in. To create a new specimen of Loony Toons Tech, you'll take the following steps into the Scientific Method:

★
TEENAGERS FROM OUTERSPACE
★

GET OUT A 3X5 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 specialities, but if one of them blows up, the Referee can get a great deal of satisfaction from ripping the card into itty bitty pieces. 3x5 cards are available at any drugstore, or can be created by tearing up the nearest piece of notebook paper.

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."

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 Dictionary to help you out (pg. 54). Write your gadget's name on the card.

GIVE YOUR CREATION TO THE REFEREE

The Referee, in his devious wisdom, will have to decide three things:

The first decision is—How tough will it 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 novel idea, he might add 5 or 6 points to his roll. If the idea is a real toughie, he might add anywhere from nine 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 sub-

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.
- Warp reality
- Creates 1,000,000 little blue pixies
- Turns players into small children
- Ages players prematurely

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marine load of mad scientists, heroic bit players and an over-stacked 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 usually 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, by the way, 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 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 Science" (+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, "billions of high school students all over the Galaxy would have done it already." She decides the difficulty is going to be 6. Her die roll is a 5, for total of $6+5=11$. Rami didn't win by much, so the Referee rules that while the device works, it has a nasty tendency to print the text all over your face as well as in your mind: Roll one die each time the machine is used. On a roll greater than 5, the machine malfunctions. With Rami's looks, however, everyone's going to think it's a new makeup fad or something.

Typographic Telepathizer:
Transfers written stuff into
your brain.

How Tough: 6

Side Effects: Prints words
on your face on a roll greater
than 5.

TEENAGERS FROM OUTERSPACE

Left: Boy/Girl Gun troubles.?



HOW TO REALLY DO ANYTHING IN THIS GAME WHEN YOU USE THE RULES

(And you thought we forgot!)

So far, you've been blithely barreling along, playing this sucker without a care in the world. "Hey," you think to yourself, "this roleplaying stuff's a cinch!"

Now we hit you with the rules.

THE AWFUL TRUTH

There are very few rules in this game (So why'd you buy it? You bought it because you liked the cute girl in the leather miniskirt on the cover. Now shut up and read.) There are no calculations more complex than addition and subtraction. Very few

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

★
TEENAGERS FROM OUTERSPACE
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Below: Doing Something
Out of the Ordinary



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.

tables or charts (which is why we despair of ever publishing an *Advanced Teenagers From Outer Space* Rulebook or Official Referee's Reference Screen.) Only one type of dice, and we don't mean thirty-siders 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 (shudder!) have a Good Time.

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 Teener (or Referee-controlled Teener) 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 years if you're the nervous 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/she 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, gnashing their teeth and muttering a lot.

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

TEENAGERS FROM OUTERSPACE

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 how it works:

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 machinegun). 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 machinegun 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 Teenager), 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.

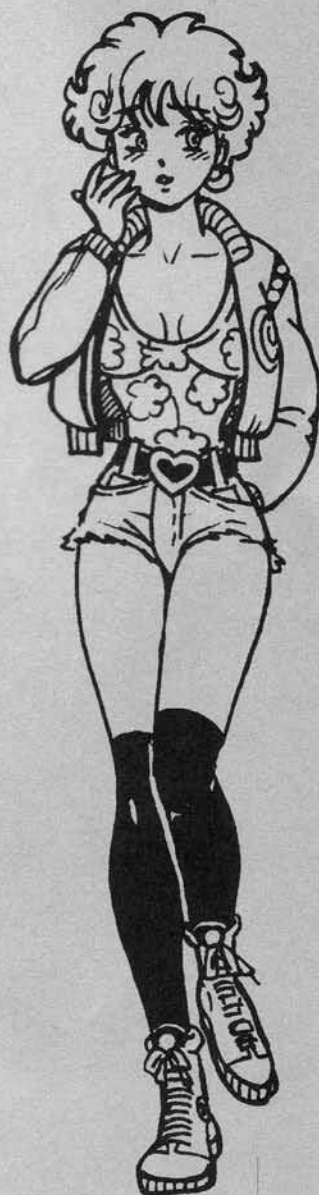
You: "I'm going to do it... well, my Teenager Sue is going to do it. She's going to ask that really good-looking Cano out this time."

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

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?"

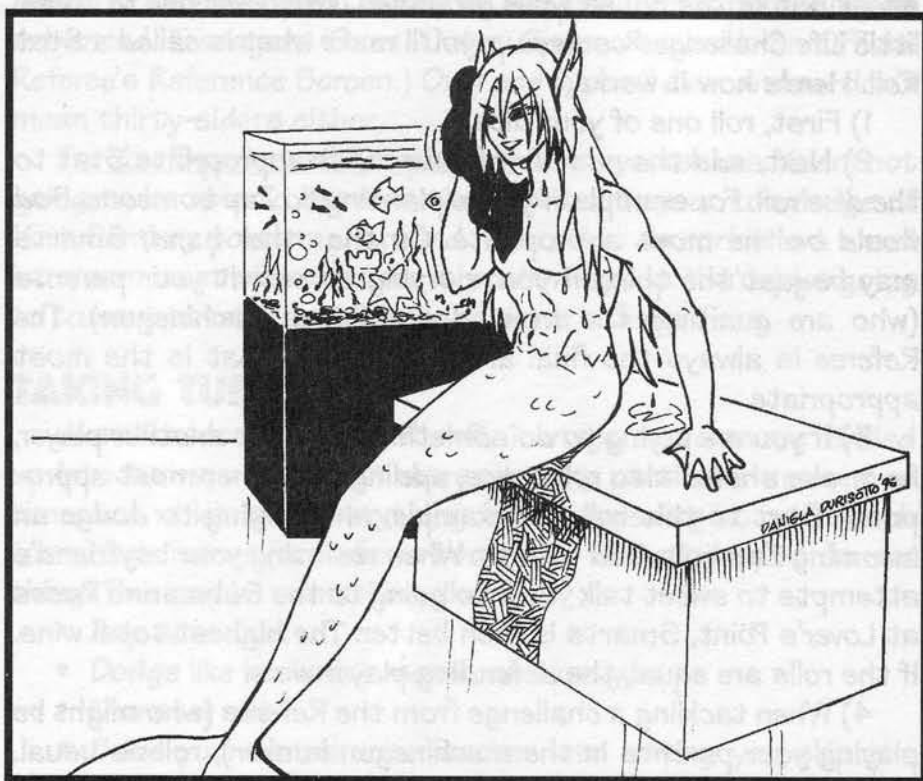
Referee: "He's in the fishtank right now."

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



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

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



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 2, and adding the Hunk's Looks of 5 for a total of 7): "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! Forget it! I stagger away to lick my wounds."

Referee (secretly rolling a 6 and adding it to your Looks of 5 for a total of 11), 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... ah... slides 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..."

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 judgment 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 judgments, remember—this is your game (Notice the little cash 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?

REFEREE HINT

Don't just roll the dice to avoid unnecessary roleplaying. Next time, make your players actually say the lines or ask for the date.

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.

★
TEENAGERS FROM OUTERSPACE
★

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 "Jingle Bells."

"WHAT'S THE SCALE IN THIS GAME?"

In *Teenagers*, scales are things that cover some of the player characters. What they 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 as 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.

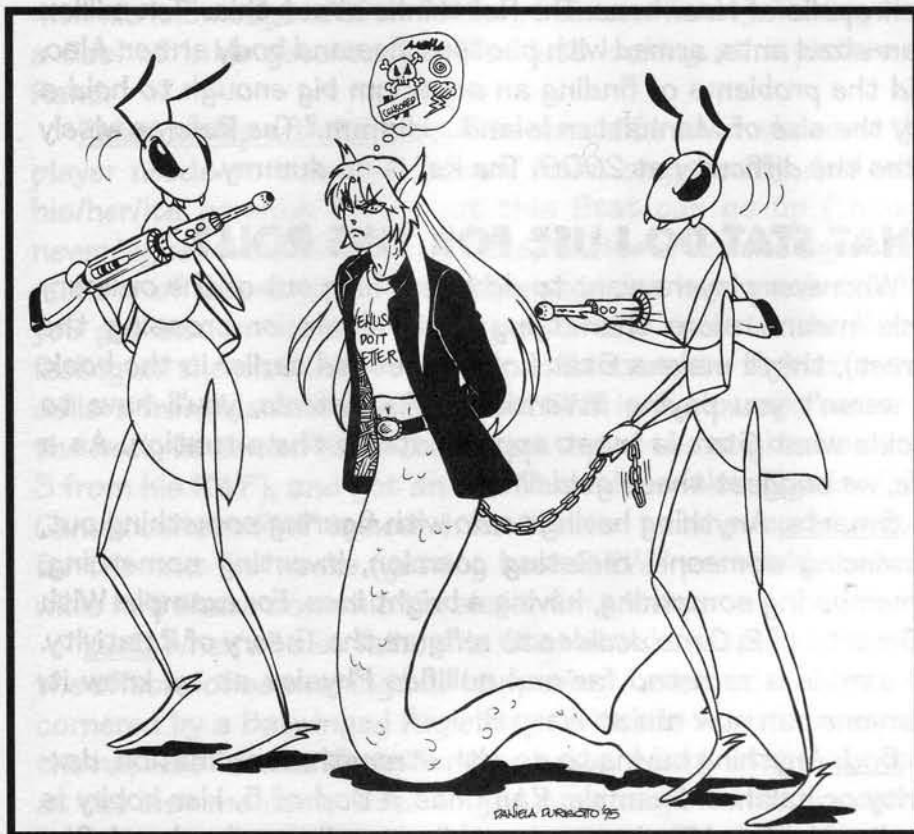
"HOW MUCH CAN I DO IN A TURN?"

In *TFOS*, 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





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

means that while they roll their dice and add their Stats, you'll be doing the same thing on your side of the table, adding either the Ref-played Character's Stats, or a 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 suggest 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 mind-bogglingly 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 all right.

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

Some Sample Difficulties:

- Stand on your head (1)
- Balance on a tightrope over the Grand Canyon (6)
- Clobber on Rick Moranis (1)
- Wrestle Hulk Hogan (7)
- Battle Jackie Chan to a standstill (10)
- Make a grilled cheese sandwich (1)
- Make a Cordon Bleu Dinner for ten (7)
- Add 2 plus 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)
- Outthink Mr. Spock (20)

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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 an aquarium big enough to hold a city the size of Manhattan Island... Hmmm." The Referee wisely rates the difficulty at 2000. 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 weren'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 Hand grenades 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 Force' in time and augers headfirst into the Lunchmeat counter).

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 matters 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, entire 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

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with his knowledge of 16th 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/its parents. Note that this Stat can go up (though never higher than its original value) 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: Cano 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 the neighbor's car (-3 from his RWP), and got an F in Multi-dimension Physics (-2). Cano'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 firelight 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 fifty-ton Neblewurfer before it steamrolls me flat? People and objects in *Teenagers* are rated in four 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, spacesters). A

SOME THINGS THAT COULD AFFECT YOUR RWP:

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 clobbering Sibling -1
Foul Language -2
Traffic Ticket -2
Don't Do Chores -1
Caught with your girl/boy friend -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

If you're not living at home, Grounded could instead become Get Lousy Assignment/Duty/Job or just plain Get In Trouble and Misery...

★
TEENAGERS FROM OUTERSPACE
★

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 judgment. 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 that 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 every time 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 one die plus their Luck. The lowest roll is the lucky winner for tonight.

For more specific cases, you'll have to use your judgment. Barring that, you can always set up counters or gaming figures





(plastic army toys or rubber erasers are really nifty). 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 put-down or comment made by another character). The amount of Bonk is determined in one of three ways:

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),

SOME EXAMPLES OF REFEREE- DETERMINED BONK:

- Fall from a one story roof (1)
- Fall from three 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)

★
TEENAGERS FROM OUTERSPACE ★



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.

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 number with the highest number of votes wins. In the case of a stalemate, the Referee has the tie-breaker 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 unshakable. 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 Cheerleaders open up on our hero. First, Tommy rolls to see if his Cool can hold out against the obvious

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PROPELLER
HEADS ARE GO!

"HOW DO I KNOCK DOWN OR DESTROY SOMETHING?"

"HOW DO I GET A DATE AROUND HERE?"

TEENAGERS FROM OUTERSPACE

"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 Immellmann 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 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

* We did this once. But only once.

*This is a great way to get rid of that excess Allowance your players have been accumulating.

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

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might decide it isn't worth all the trouble to takes to steal the World Trade Center (or whatever other devious task you have planned for them). We call our version (with stunning originality) Teener Points.

In *Teenagers*, players cannot improve their Stats. However, they can apply points to improve their Knacks (up to six points total). Players may also start new Knacks at any time, investing anywhere from one to six points of Teener Points into a Knack. In addition, players can cash in those Teener 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 Teener 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 up). The result is the player's Teener 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 nooooooooooooo!

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 Teener Points. The secret voting tally is:

Cano:	3	2	1	3
Tommy:	3	2	2	2
Kev:	2	1	1	1

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

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 up to the nearest whole number.

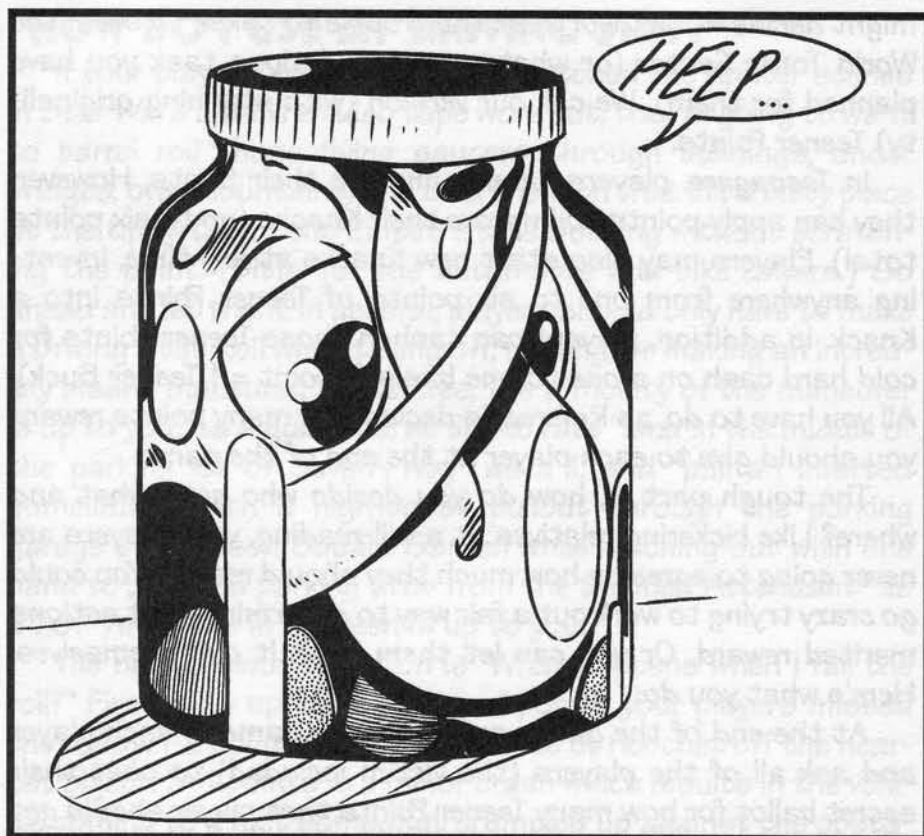
Which reminds us. Have you ever seen a half number?

Isn't Participatory
Gaming Fun?



TEENAGERS FROM OUTERSPACE

Right: Elephant hiding out



GETTING FUNNY

* 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.

"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 TFOS Referee.

Even if it kills you.

TEENAGERS FROM OUTERSPACE

THE FIVE RULES OF COMEDY

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 on to 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 out!"

"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. (We accept 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" on them (a Local Lothario with eight hands, all of them looking for something to grab, the clammiest, slobberiest lips that ever kissed a

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 *TFOS* 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, overheated 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 torque-wrenched 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 seltzer 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.

TIPS FROM THE ALMOST FAMOUS GAME DESIGNER SCHOOL

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 "Teeny Bopper Beat", suitably altered for the more alien ones.

Your players will probably help you out by providing sketches or photographs of their own characters. Whenever you mention a new kid in the school, you can let your players go through a whole production of going down to the basement, digging up last year's Yearbook, and locating the blurry photograph of the person in question. Finding out that "Betty Schwartzenfeld" is a dead ringer for your favorite rock star will probably make it worth the effort.

water buffalo, and a faint, pervasive odor of ripe sweat socks). By the time "Joe" has finally been put down (with a lot of zap-ping, 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 game time. 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

David Letterman 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 *Late Nite Show*. If a certain comedy routine is making the rounds of your social circle, incorporate parts of it into your game. Steal lines and jokes from *Mad TV* or the *Simpsons*. Lift scenes from your favorite movies (played for humor), music videos or even Elvis movies (hey, it worked in the *Naked Gun* series).

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 example, having a famous rock starlet or adventure film hero being forced to go back to school for a term to get a 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 furious. Girls asked his mustache out on

TEENAGERS FROM OUTERSPACE

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 scourge 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 Jacko—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, and generally try things out.

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

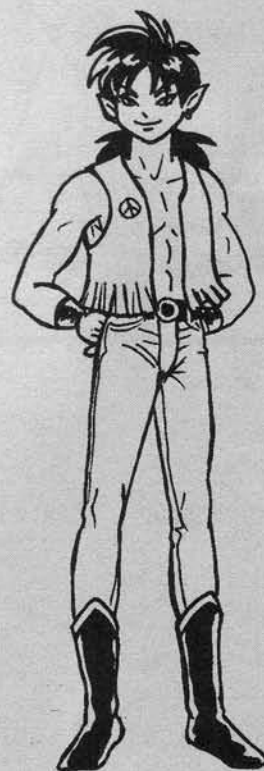
ROUTINES

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's life hell indefinitely. But if you have her always catch 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

MORE TIPS FROM THE
ALMOST FAMOUS
GAME

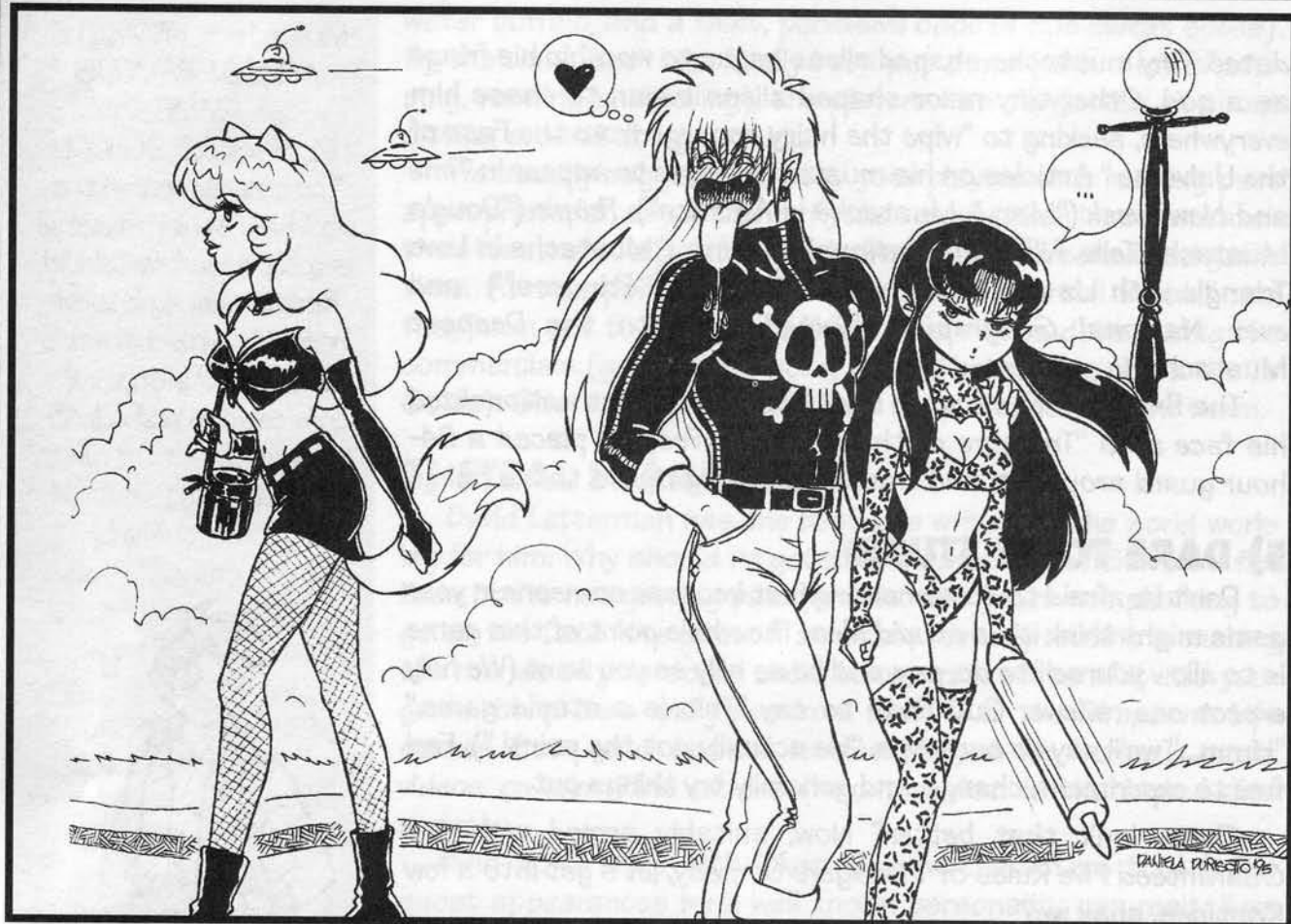
DESIGNERS SCHOOL

The best source in the world for stolen material is a supermarket tabloid. Besides having lots of incredibly stupid articles about UFO aliens, the side stories and advertisements are far sillier than anything we could come up with!



HOT SCOOP! Elvis Presley is alive and living somewhere inside this book!

★
TEENAGERS FROM OUTERSPACE
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Above: The Jealous Girlfriend is always a very popular Routine.

a possibility. ("What were you doing with that ... that ... woman!" "Woman!?! I thought it was a hair dryer!")

The other trick is to space your routines out. Don't use the same joke more than twice in a game (and 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.

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

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TEENAGERS FROM OUTERSPACE
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FUN ON CAMPUS (SCHOOL ROUTINES)

"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 the Referee a convenient place where he/she knows all of his players will be together for at least six hours a day. The Law even allows him to use big, beefy Truant Officers to drag them in kicking and screaming.

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/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 Darth Vader would quail before its commission. In *TFOS*, 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 doorjamb. 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 personal job interview with Genghis 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.

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

How Universal Is High School?

Meet *Kampachi Sensei*, one of the most popular live action series in Japan. A generally lighthearted comedy-drama about a "hip, fighting, middle-aged teacher who can talk to the otaku." *Kampachi Sensei* is a perfect model for running a *TFOS* game set in the land of the Rising Sun; it has weird teachers, terrifying Vice Principals, Mystery Principals no one ever sees, Examinations From Hell, Teen Romance—you name it.

If you can ever find this series (often subtitled through Hawaiian TV), watch it; it's the model that all anime school shows seem to be based on...

Except for the flying saucers.

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TEENAGERS FROM OUTERSPACE
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HIGH SCHOOL IN AMERICA

Wear Reebok with blue jeans

Grumble at teacher when his back is turned

Study for a Test

Take volleyball or Square Dance Class

Take a Foreign Language like French, German or Spanish

Eat at McDonalds

Graffiti the Classroom

Take the bus (or your own car) to school

Read *X-Men*



Player Teenagers 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 run with it. Warning: Don't do this too often, or it'll lose its 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 your own.

The Vice Principal is the final enforcer of discipline in your Teenagers high school. He is afraid of nothing, and automati-

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TEENAGERS FROM OUTERSPACE
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cally 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 a dungeon set from a remake of *The 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 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.

(English can be *especially* fun if your *Teenagers* game is set in a typical Japanese High School, where English is a foreign language filled with fractured syntax and tortured tenses. Is anyone very fun for the extreme Joy of learning English?)

The Science Teacher: The classic, mild-mannered science teacher is always thin, reedy, fond of wearing button-down sweaters with bow ties. He always 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-moo-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. Forget about getting someone cool like Bill Nye, *The Science Guy*.

The Gym Teacher: The Coach is an ex-Marine who quit because the Corps was getting too "soft." He's come to your

HIGH SCHOOL IN JAPAN

Wear a blue school uniform with Reebox

Bow to teacher (then grumble when he's gone)

Go to Cram school and study all the time for the BIG TEST

Take Kendo practice with wooden swords or gymnastics with those funky ribbons

Take English ("I am full of the joy of English")

Eat in a noodle shop (if you can't find a McDonalds)

You have to clean up the classroom yourself

Be crammed into Bullet Train to go to school

Read "X"-Manga

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



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, play 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.

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 ...

HALL MONITOR HELL

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 Tyrannosaurus 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

TEENAGERS FROM OUTERSPACE

tough job, and he does his best to help them out with all the bizarre, 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 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 old 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 teenagers 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 shiny black suits and mirrored sunglasses) are a combination of Truant Officer and Supercop. They are always

SAMPLE TEENAGERS HIGH SCHOOL COURSES

Shop 1A

Econ 3A: Shop Til You
Drop

History

Geography

Galactography

Interstellar Library
Sciences

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

"WWWEEEEEEEEEEEEEE000000000000000!"

At this point, every Teener within two hundred miles is going to be reaching for a Gun, Power or Knack. Go ahead and let 'em. I mean, c'mon—what can they do? The ship is a mile long. If they knock it down, it'll land on them, for Bog's sakes! They might as well work off some steam now and get in the spirit of destruction required for a good *Teenagers* game.

"No matter what you throw at it, the huge ship is untouched. As you stand there goggle-eyed, a blinding beam of light blasts from the bottom of this massive amalgamation of guns, armor, weapons and engines, vaporizing part of the track field and scattering you in all directions. Take, hmmm (roll two dice here and totally ignore the result) three bonk. Anyone standing?"

At this point, at least one Teener will be standing. Smile cheerfully. Say:

"Aw ... too bad. Guess you're still up when the enormous bearlike alien drops out of the sky and lands on top of you. Take another two bonk.

"As you lie there in a stupor, the huge, armored alien thing gets heavily to its feet. It shifts the bazooka on its back, adjusts the seven-foot-long broadsword on its hip, and says in a voice that would make James Earl Jones sound like Bart Simpson:"

'All kneel in the presence of her Royal Highness, Princess Karma.'

"An obviously female form steps lithely out of the scintillating beam of light. Whoa.

"You've met a lot of girls, but this one leaves everyone else back at the starting gate. Long, flowing blue hair to her waist, enormous eyes of crystal amethyst. A perfectly slender, yet voluptuous form barely restrained by a mere hint of a silver lamé bikini and matching boots."

Make a stab at speaking in a low, sexy female voice. This may be easier if you already have one, but if not, you'll have to fake it: *"I am Princess Karma. I have come to select a Royal Consort from the millions of specimens of young men on the planet Earth. But how will I choose among you? You're all so terribly handsome!"*

If any of the Teeners reach for offensive weaponry right now, let them deal with Grunt. Grunt has two Stats: a Bod of 10 and

If this all sounds far fetched to you, remember that one famous anime comedy show stakes the entire fate of the Earth on whether an oversexed teenage nerd can catch the leader of the galactic invaders' daughter in a game of tag...

Another show pits the daughter of a superhero against a rich super scientific girl genius to gain the friendship of an air-headed fellow student who turns out to be the Princess of a galactic Empire...

Then there's the total slacker hero who gets command of a junk starship by mistake and goes on to save the Galaxy through sheer incompetence, luck, and an unstoppable sex drive ...

So don't worry if your *Teenagers* adventures are really silly and unrealistic. Whatever you come up with, you can be guaranteed that someone, somewhere (in either Tokyo or Hollywood), has come up with something even more stupid and unrealistic than you will.

TEENAGERS FROM OUTERSPACE

If you really wanna throw in a politically correct twist, you can change Princess Karma to a totally buff anime studmuffin. But we warn you, most women are too smart to run all over town chasing a flying rock just to get a date.

In our version, we gave Tommy Tanaka access to the 77 Expedience Route (the fastest bus in the multiverse). But there's no reason why you can't make the bus trip an adventure in itself, is there ...?

a Bonk of 12. He has one Knack: Pulverize Offending Teener +6. 'Nuff said.

"Karma produces a small, pink, glowing orb, humming dangerously. It struggles to escape her grasp. She says:

'I know! We'll hold a contest! Whoever captures and returns the Luststone will win—me!'

"She opens her perfect hands and the glowing stone shoots away at about Warp 9. The chase is on!"

THE BIG CHASE

Basically, the Luststone adventure is one long Scene, in which the players will try to capture the stone and win the Princess. That's the Scene Goal: get the Stone. The Referee-played characters appear only in the opening, and we've given you all their lines. After the chase begins, Karma and Grunt will beam back up their ship to await the outcome.

The action comes from the players chasing after the Stone—and whatever things they do to each other along the way. This is a perfect type of scenario for a novice Referee—there's no way you can plan anything, so you might as well relax and enjoy it. All you have to do is control the actions of one thing—the Luststone.

ROMANCE AND THE STONE

The Luststone is absolutely random. We can't have any Referee sneaking in here, showing preferential treatment for one of the players (unless it's good theatre). At each intersection the Luststone crosses, roll one die:

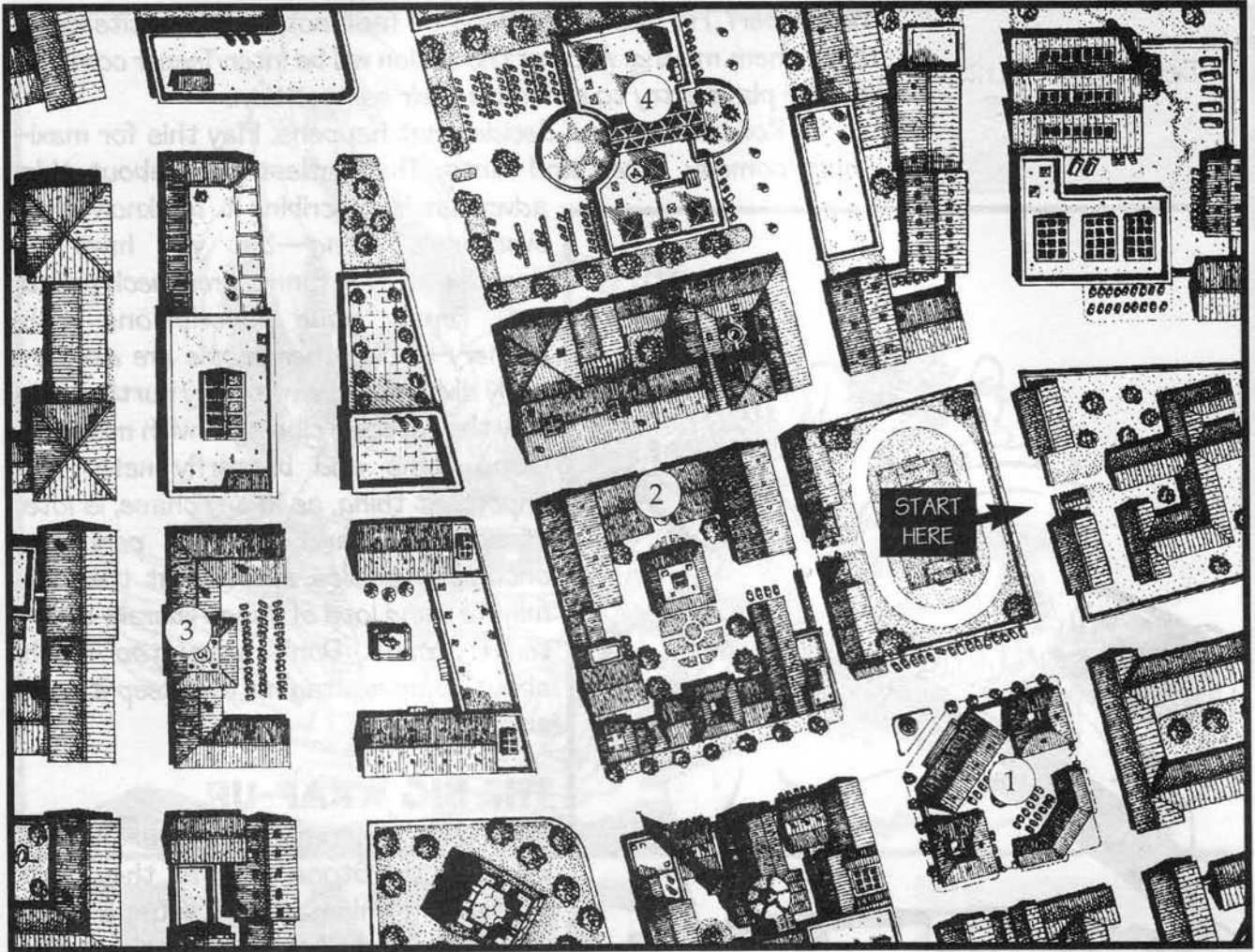
On a 1, the Stone goes right. On a 2, the Stone goes left. On a 3 the Stone doubles back the way it came, leapfrogging all but the most determined Teeners. On a 4 to 6, the Luststone continues straight ahead, unless it comes to the edge of the map (whereupon it must go right or left).

The Stone has one Knack: Evade Pursuing Teener Like a Greased Wombat With Its Tail on Fire (+8). It is unaffected by Powers, Zap Guns, Goop Guns or any other outside force.

Needless to say, there are going to be a lot of times when a Teenager is going to hurl himself onto the oscillating orb, yell, "I got it! I got it!", and totally blow his Stat Roll. This is where you can play things up for laughs. Try things like:

"You miss the Stone by about an inch. It rockets straight up and bounces off the top of a nearby bus. You fall face down into

TEENAGERS FROM OUTERSPACE



the gutter, dragging along most of the people around you, then splutter to the surface, spewing water, garbage and an occasional stunned goldfish, etc."

While you can't control the path of the Stone, you can control the area around it. At any place along its path, the Stone can pause to dodge into a building, through a car window, under someone's skirt, into a mailbox, over a traffic cop, etc.

Each turn:

1) Roll one die to determine which way the Stone will go when it reaches the next intersection of the map above. The Stone can also deviate anywhere along the block in which it is travelling, just as long as at the next intersection, it is travelling as determined by the die.

2) Ask the players what they're doing. Don't give them a lot of time to think about their next move, either—this is a chase,

MAP KEY

- 1 City Hall
- 2 School
- 3 The Hotel
- 4 The Mall

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TEENAGERS FROM OUTERSPACE★

Below: Meet Grunt.

remember? Hit them with lots of fast action and excitement. Keep them moving. A lot of the action will be inter-Teener combat, as the players try to eliminate their competition.

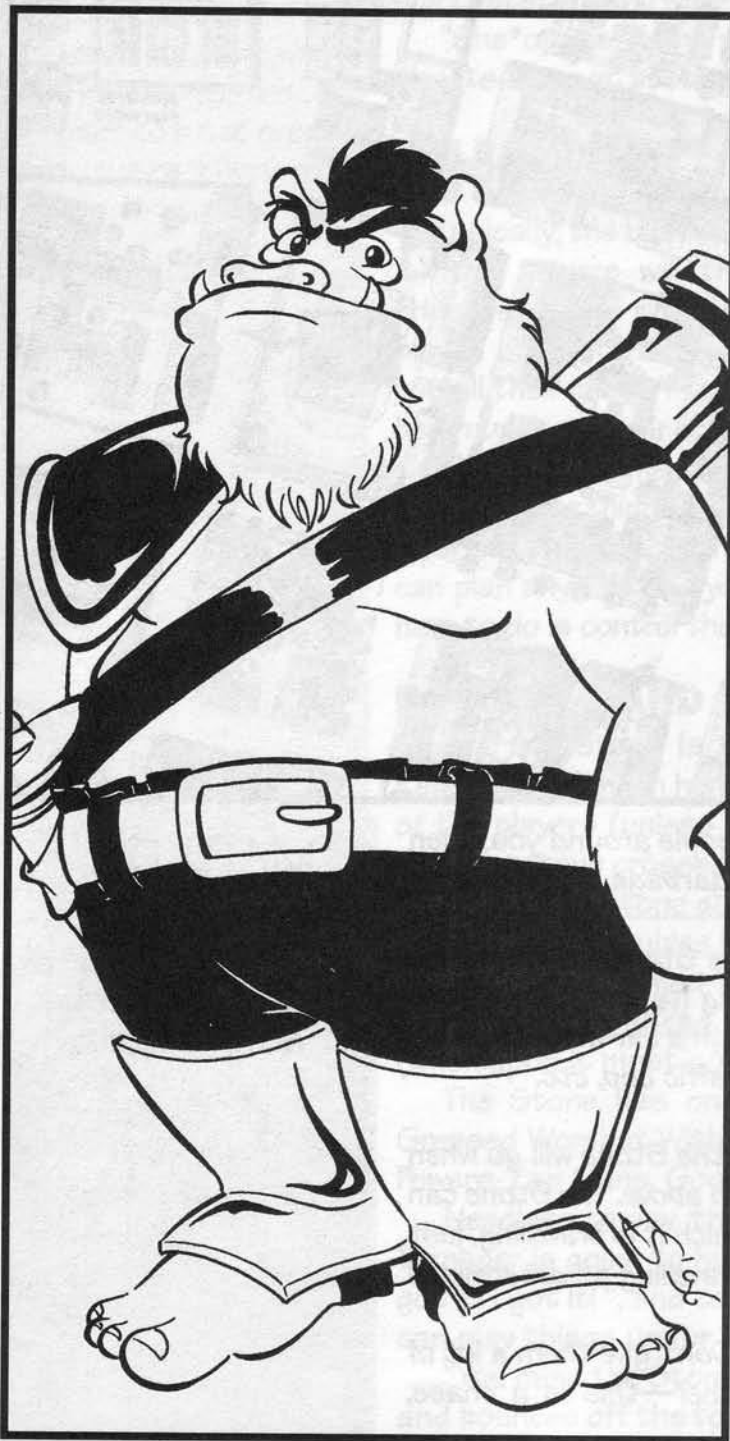
3) Roll the dice and decide what happens. Play this for maximum comedy. Clues and hints: The hardest part about this

adventure is describing it. You know what everyone's doing—but you have to describe it in a funny, breakneck-paced way. Pepper your descriptions with scenery—how other people are desperately diving for cover as they hurtle past, how the cops are closing in with missiles, Goop Guns and butterfly nets. The important thing, as in any chase, is lots of explosions and constant peril (i.e., oncoming vehicles swerving at the last minute), and lots of chaos liberally scattered around. Don't worry too much about complex staging; just keep it fast and furious!

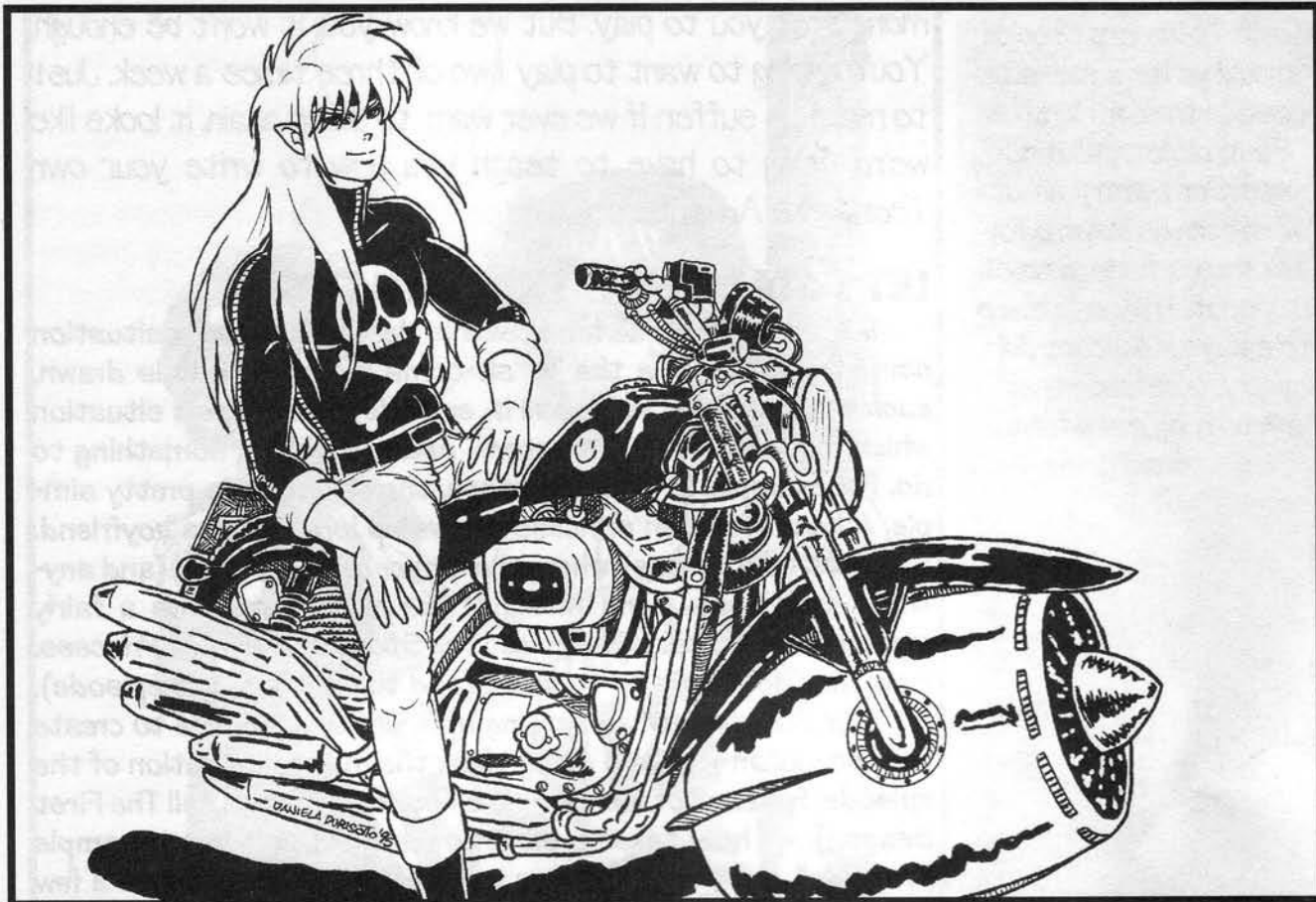
THE BIG WRAP-UP

Sooner or later, one of your players will catch the Stone. After all, they can't be killed or eliminated, so it's just a matter of time, right? At this point, you can bring your gigantic galactic dreadnought back on stage. Karma will cover the winner in kisses, Grunt will crack his stony face with a smile, and an army of well-wishers will overrun the disgruntled losers, sweeping them up in a tremendous party.

But is that all? Is that the end? Of course not! It's time for you to write the sequel: *I Married An Alien Princess*. And we'll start you off with a few ideas on the subject in the next section—Creating Your Own Teenagers Adventures!



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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 and 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 package a

Besides, it's totally kewl to convert any off-the-rack gaming adventure to a *Teenagers* game. You don't have to change anything except make all the weapons non-lethal. Trust us; your players will take care of the rest.

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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.

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 is pretty simple. A beautiful alien princess shows up looking for a boyfriend. She sets up a contest where the winner gets her hand (and anything that goes along with it). 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 *TFOS* episode is to create your situation—what's going to be the major motivation of the episode. For each of our sample episodes (what we call *The First Season*), we have taken a situation and listed it in our sample TV Guide® entry—a nifty way to condense a situation to a few simple sentences.

Heres an example: In *The Killer Koalas from the Zombie System*, a group of *Teenagers* discovers 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 *TFOS* 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, such as Princess Karma), and props (all the gadgets your players have, plus any special objects, like the *Luststone*). As the Referee of a *TFOS* episode, you'll have to invent all of these characters and components.

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TEENAGERS FROM OUTERSPACE
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the Scene Goal. It's not important how they accomplish this goal, but with a little luck (and sneakiness), you should be able to maneuver 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, try being 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, when 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 four 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, Suzi, 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 Clint Eastwood. 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 fire fight, 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



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A black and white line drawing of a chibi-style character. The character has long, spiky hair with bangs, large expressive eyes, and a small smile. They are wearing a dark, short-sleeved shirt with a skull and crossbones emblem on the chest, light-colored pants with a wide belt, and dark boots. The character is making a peace sign with their right hand. The drawing is simple and stylized, typical of chibi art.

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CREATING YOUR OWN ADVENTURES

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

TEENAGERS FROM OUTERSPACE



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 possession of a tape containing the Ultimate Rap song. You decided to have them go down to the record store, and in a mix-up of bags, get someone else's tape. Instead, 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 its 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

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TEENAGERS FROM OUTERSPACE
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each scene and give it a little more depth and duration. A good *Teenagers* game usually should run about two or three hours, with each scene lasting about twenty to thirty 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. 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 events 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, but 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 *Space Battleship Yamato** always gets rebuilt in time for next week's show. Neat, eh?

* Aka the Argo from *Star Blazers*, for those trans-Pacific culturally deprived.

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 *TFOS*. 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 three—the Beginning, the Middle and the Big Finale. If you want more than this, it's smarter to write *Teenagers 2, 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."

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Waterworld:
Possibly the most
expensive flop in all
Hollywood history.

So far.



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 battle-cruisers, 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 a 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 Waterworld*.

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* is to "liberate" a plot from your favorite flick! Imagine a *Teenagers* version of "Invasion of the Body Snatchers" or "Clueless" (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*!

★
TEENAGERS FROM OUTERSPACE
★

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, paralyzing 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 Toons Tech vs Rap Muzak.

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 one of your friends falls for Mom and stops trying 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

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!

TEENAGERS FROM OUTERSPACE

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, which he plans to use to re-populate his ranch.

The Situation: A madman in a chicken mask is running amuck around town, zapping your family and friends into two 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

Featherface is terrorizing the city. Who's going to chicken out next—and what will be left of them? Find out tonight!

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

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?

★
TEENAGERS FROM OUTERSPACE
★

The Shop Foreman is a blue-collar refugee from Snow White and the Seven 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: Super Speed

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 Judgments.

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.

TEENAGERS FROM OUTERSPACE

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,
Harass & Annoy +3,

Make Foolish Comments +4

7pm

4 Teenagers From Outer Space

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