

Meddling Kids™



An Introductory Role-Playing Experience

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Mom, Dad, Beth, Schroeder, Therrel, Treva, JR, & Jean (my family!);

Every animal that has ever accepted food from me;

but most of all, my best friend ever and the coolest guy

I've ever known—Brett. I love you very much.

PLEASE, do not go outside and solve mysteries on your own! This is a game, and if you play it as a game, then you will have fun. Real mysteries are solved by the police. If you want to be a police officer when you're older, that's great! But until then, just practice safe at home, okay?

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Introduction

Let's Pretend

A Quick 'Toon History

Once upon a time, on Friday, October 28, 1892, Emile Reynaud showed an audience at the Musée Grévin in Paris, France a new invention. He took a series of hand-drawn characters on a strip of film and ran it through a machine he called the Praxinoscope. Emile's drawings came to life on a big screen, and the audience laughed and clapped. The three films, "A Good Beer," "Poor Pierrot," and "Clowns and Dogs" were the talk of Paris, and they showed at the Musée for the next eight years to over 500,000 people. Everyone loved the new moving "cartoons." However, Emile grew tired of his films, and went on to do more important, more serious and more "grown-up things" with his Praxinoscope.

But, thank goodness, not everyone at that time made the decision to "grow up," like Mr. Reynaud.

Jump forward to 1962, a time when our parents (and maybe our grandparents) were watching cartoons on television. They only had three channels to choose from: ABC, NBC and CBS. That year, the big three decided to give the kids of America a cool gift—Saturday morning cartoons! Many of those shows featured talking animals and superheroes—pretty fantastic, really imaginative, but not too easy to relate to the average kid's life. About seven years later, a big (but not too grown-up) executive at CBS, Fred Silverman, had a new idea: why not show the kids themselves doing fun things in cartoons, like going on adventures and solving mysteries with a crazy, cartoon companion? A new kind of cartoon was born, and soon afterward, a lot of animation studios were making cartoons about kids like us having wild adventures, but still showing the adults that we're just as smart as they are. Maybe even smarter.

What's an RPG?

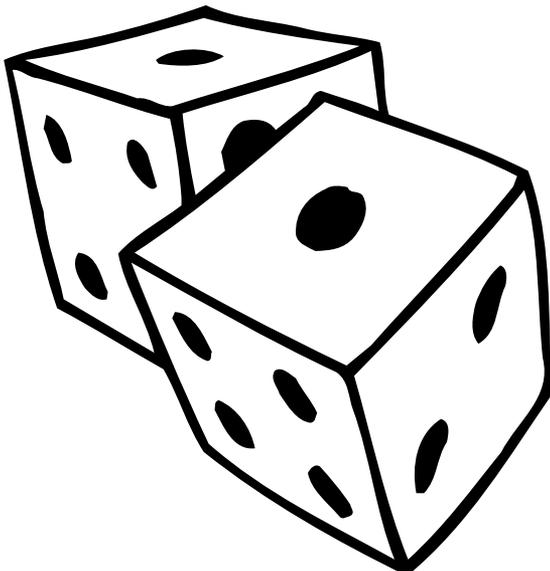
Ever play Let's Pretend? You know the game: you say to your friends, "Hey, let's pretend we're a bunch of super-ninjas who can



summon a dragon to fight off the evil forces of the universe so we can save the world." You may have even played Let's Pretend at school—the teacher may say, "Okay, let's pretend we lived back in ancient times." Actors do it on stage, in movies, and on television. It's the world's easiest game to play: you decide who's going to be which character, what you're going to do, how you'll do it, and then just act it out. Simply put: you tell a story.

Now, let's take it a step up. A Role-Playing Game (or RPG, for short) is just a slightly more advanced version of Let's Pretend. It has guidelines, it has a setting, it has statistics, and it even has its own vocabulary. At first, all these things may seem real restrictive—why so many rules just to tell a story? Actually, the guidelines take care of a lot of little details and allow you more freedom to develop the character you play. Rules are a part of any game, even Let's Pretend!

You may already be familiar with one type of RPG: computer. They differ greatly from the type in this book, which is called a pen-and-paper RPG. Both allow you to pretend to be a character in a story, but, that's where the similarity ends. Computer RPG's, while



action-filled and cool-looking, are totally restrictive. You can only go as far as the game's software will allow. Although pen-and-paper RPGs move a little slower and get a little more involved, you can make your character do much more, like learn to play the tuba, or suddenly develop a fear of green olives. Pen-and-paper RPGs also



allow for a really cool excuse to hang out with your friends (or your family, if they want to play, too) without waiting for a turn to use the controls.

There is one more kind of RPG—it's called Live Action Role Playing, or LARP (funny word, ain't it?).LARPs allow the players to physically act out the story.

People who LARP

dress up in costumes as their character, often using fake items, or "props," to make the acting seem more realistic. Sometimes they may go to a park or some other location (with permission, of course) to give the feeling of really "being there."LARPs also have their own set of rules and guidelines, such as no real hitting or hurting anyone. LARPing isn't too different from being in the school play; the difference is that, in a LARP, there's no script or audience. They just make it up as they go along, and have a lot of fun doing it!



How Does Meddling Kids Fit In?

Meddling Kids is a pen-and-paper RPG. You won't need a computer or a lot of collectable cards or a fancy costume to play. As a matter of fact, the things you need to play this game may already be in your own home—a pencil or pen, paper, some six-sided dice, an imagination, and some friends or family. And this book. That's it.



Like all RPGs, Meddling Kids has its own world, its own story setting. Some RPGs are set in a fantasy world full of dragons and wizards; some are dark and scary, full of vampires and werewolves. Your brother, sister, friends, or even your parents may have played some of those RPGs. The world of Meddling Kids isn't as scary or weird as other RPGs—it's just the world outside your door. The way things are today are the way things are in "Meddling Kids." In case you haven't already guessed, the world of Meddling Kids is about a group of teenagers and their special friend who get together to solve mysteries and check out weird happenings that are going on around them—just like some of your favorite Saturday morning cartoons!

Just like any game, an RPG has rules, and Meddling Kids is no exception. Don't freak out; the rules in this book are very helpful and not very difficult to figure out. They also keep the game from getting boring. Really. Without the rules, everyone would be a super-strong super-brain. *Boring!!* Just like in real life, our limitations along with our strengths make us cool and unique people. Getting the characters to work together, using their strengths to solve the mystery, is what makes the game fun to play. Besides, the rules aren't very strict at all. It's okay to bend a rule or two, as long as everybody playing is okay with bending the rule. You'll see as you start playing yourself!

Another thing that Meddling Kids has (just like all other RPGs) is a Game Master, or GM for short. This is the person who runs the game, kind of like a referee in football or the umpire in baseball. Often, the GM has played other RPGs, or has already played "Meddling Kids." If you've never played an RPG yourself, you may want to let a more experienced person (like your parents or an older brother or sister) take this job. The GM is responsible for knowing the rules of the game and making sure that everyone follows them. A GM is never bossy or too strict about the rules, either; he or she must use good and fair judgment at all times. But, the GM's job isn't always so serious. The GM also creates the framework of the story—this includes the setting, the people that



the player's characters will encounter (also called Non-Player Characters, or NPCs), and a loose, unfinished storyline called the plot. To add to the fun, the GM has a special job in "Meddling Kids;" he or she will play a special character called a Wild Card. But, we'll talk about that later on in the GM's section of this book. And, as soon as you understand playing the game, you'll get the chance to be a GM, too!

So, what do you think? Are you ready to play? Then, let's get started!



Chapter One

Character Creation

Who Do You Want To Be?

Welcome to the first step in playing Meddling Kids—Character Creation. For many people who have played RPGs for a long time, making up a new character to play is half the fun. To make things easier to understand, we'll build a sample character alongside each instruction.

Creating the Background

The biggest (and most fun) part of any RPG is deciding who you will be. You have many things to think about when making up your character. What does your character look like? What does he or she wear? Is your character from the town where the story takes place, or is your character from another town (or maybe another country)? How does your character act most of the time: smart, serious, funny, cool, crazy, absent-minded? What does he or she do best? What does he or she not do so well? Any hobbies or interests? Does he or she have any secrets? What's their family like? What does he or she want to be when they grow up? All these things (and more!) make up your character's history, or background, to use the RPG word.

Some people will play a character that is similar to themselves; this can be the easiest character to play, especially if you've never played an RPG before. But, a truly creative player will stretch their imagination and think of a character that is quite different from who they (the player) actually are. For instance, are you the person at school who is smart, always the first to raise your hand to answer a question, or maybe the person who helps everybody with homework? Then, perhaps you could try to be someone who is strong and athletic, like the guy who always saves the weaker kids from the bully, or the girl on the soccer team who's fast enough to always make the winning goal. Maybe you're the person at school



whom everyone else tends to overlook, who's shy and kind of hard to notice. You could try playing a popular person, like the class president, or the gal who knows everything about fashion and boys. Playing your opposite can be really interesting; sometimes you find out that the people who seem the least like you can actually have a whole lot in common with you.

A Very Special Note About Playing Your Opposite: It is totally cool to play a character that is not the same gender as you. In other words, if you're a girl, it is okay to play a guy, and if you're a guy, it's okay to play a girl. No big deal; this is just a game. It takes a really clever and imaginative player to give this a try. And, it can be really cool to see what the other gender goes through in everyday life; you gain a real appreciation for what's different and what's the same. Okay, we all know that some kids (and some grown-ups, too) might give you a hard time about this. Whatever! This is your character, not theirs. These kinds of people really aren't the people you'd want to play with anyway—they obviously can't hack role-playing games and maybe should go play another kind of game. Be true to yourself, and to your character, too. That's the real idea behind RPGs!

And, if you just want to play someone that's your same gender, that's cool, too. No big deal; it's just a game.

Once you figure out your character's background, write it down in a paragraph or two. It doesn't have to be a big story; just some notes for you and the GM. Here's the background for a sample character, a guy named Weldon "Clutch" Sellers:

Weldon Sellers, known to everyone as "Clutch," is a big, burly guy with blond hair and blue eyes. When he was a baby, he'd "clutch" his teddy bear real tight and not let go of it. He is from Port Juliet and is a sophomore at Patrick Henry High School. He plays nose tackle for the football team. His mom is a stay-at-home mom, and his dad owns and operates a used car lot (his dad used to play football in college, too). Clutch isn't always too book-smart, but he has a big heart and very good instincts about people. He is a loyal friend; his best friend is Andrea, who helps him out with his homework. He has a secret crush on Andrea, but has never told



Chapter Two

The Game Master's Guide

Building A Story

Are you a leader? Are you the president of a club or the captain of the kickball team? Are you the one that everyone asks to read the rules of a new board game or video game? Are you the one everybody asks *Where should we eat?* or *What movie should we go see?* Or, maybe you're just the one in the group who has a lot of cool ideas, says them out loud, and everybody seems to think that your ideas are pretty good.

Then, maybe, you'd like to be a Game Master!

The Game Master (or GM, for short) is the person who runs the game. He or she pulls from his imagination the world that all the Meddling Kids live in—the city or town, the people who live there, the things that happen—everything. The Game Master creates a living story, and weaves that tale around the players' characters. The Game Master holds the power to make decisions about the fate of the characters, almost making him or her the King Of The Universe!

Yeah, right. Let's get back down to earth, okay?

In other words, since the Game Master is in charge, the Game Master is responsible for the game itself. You need to know the rules, your players, and their characters. You need to prepare your story, but you need to be flexible with the story, too. And you must always be true, fair, and balanced in all that you do as a GM.

Sound tough? Maybe. But, you're up for the challenge. And this section is here to help you. After all, this is just a game. What makes this game special is that you get to play as well—the GM plays the important role of the Wild Card. But, more on that later.



First, there are a number of things as leader that you must keep in mind.

Rules

Of course, as a GM, it helps to know the rules. As a matter of fact, take a moment, right now, and go to Chapter 3, page 32, and read the rules. Don't try to memorize them, just become familiar. Go ahead, read it now, and then come back to this spot. We'll wait.

Finished? Good. Now, here's your Number One Rule for Being GM: Don't stress over the rules. Many times, you won't be able to remember a rule right off the top of your head; that's okay, just look it up in your book. It's a good idea to bookmark the rules section so that you don't spend a lot of time searching. That can mess up the dynamic of the game and cause your players to get distracted while waiting for you to find out what to do. Remember: *Meddling Kids* is a cartoon game, and most cartoons only last 30 minutes to an hour. Time is limited, so keep things going!

Also, there is one unwritten rule for all GMs of all RPGs (this one's a secret, so don't tell!): Sometimes, there are no rules! Seriously! Sometimes, during play, you'll find that the players will do something you don't expect them to do, and the situation that arises doesn't have any special rule written up to deal with it. As Game Master, you must use your best judgment. Take a guess. Think it out. The rules are not always hard and fast—on special occasions, you can bend them a little to meet a special need.

For instance, let's say that your Jock character needs to jump a big ditch to rescue the Fluff from Bigfoot, but he doesn't have an ability to help him jump. If he doesn't make enough on his *strait Moves* roll to rescue the Fluff, then either character could get hurt by Bigfoot, and the game could end, not only too quickly, but on a real bummer as well. One way to take care of this is to make the difficulty for jumping the ditch much lower than you'd normally make it—that would make it very easy for the Jock to rescue the



Fluff, and the game can continue. This is a very special occasional rule-breaker method that has to be used sparingly, or else the rules themselves become useless. Again, use your best judgment. And, as an old GM saying goes, “Don’t let the rules get in the way of a good story.”

Players and Characters

As GM, you are King of Your Domain. But, as King, if you mistreat your subjects, no one will want to play in your domain, and you’ll be King of the Big, Fat Nothing. As leader, a GM is expected to be patient, responsive, flexible, and respectful towards the players and their respective characters. After all, games are supposed to be fun! No power trips allowed!

A GM is a guider, not a pusher. You may have a wonderful story to tell, but remember that the players are telling some of the story, too. Guide them toward the haunted mansion you’ve made, but if they want to look for clues at the amusement park, let them do so for a little bit. Once they find that there’s no clues for them there, they’ll go to your mansion willingly without you having to force them.

Even though the GM runs the game, that doesn’t mean she is the center of attention. If your players are trying to role-play a situation, let them. Don’t interrupt. This will allow the characters to grow and develop—you can even award an extra point of experience at the end of the game if they play out the situation really well. You can even make reference to parts of the interaction in future games. The only exception to this might be if the monster or other bad guy overhears the characters and attacks. Let the players have fun, but keep the story true, too.

Good GMs treat players fairly. In your group, you may have your best friend playing. You must resist the temptation to give special treatment to your best friend. For instance, don’t let your best friend’s character always be the one to solve the mystery. This is a team effort, and everyone is involved in solving the mystery. Also,



don't feel that you have to always have to bend the rules just to be popular with your players. Treating everyone equally by sticking to the rules will earn you respect.

Part of being fair is also not letting players take advantage of you. For instance, if a player is going to role-play his or her character to be foolish enough to arm-wrestle the giant gorilla in the zoo cage, he should get bonked on the head. It's okay to warn the player that teasing the giant gorilla is dangerous, but if the player persists, then let him get bonked.

Most of all, remember that the goal of a GM is to make sure the players have fun. Set realistic goals that the players (and characters) can achieve. Give them challenges to meet so that they feel a sense of accomplishment. If the players have goals they want their characters to achieve, then set aside a special game every so often to help them do exactly that. Remember that as a GM, you are a host, and any good host wants their guests to have so much fun that they'll want to come back and play again!

Story Preparation

Now that you're familiar with the rules, your players, and the characters they'll play, you'll need to compose a story to tell. This is the area where your creativity can really shine!

Just like any story you'd write, there are many things to consider. One great way to start is to ask the Big Six Questions: Who, What, When, Where, Why, and How. Where shall the story take place—a city, a town, on the road? Where shall the action occur—a house, a hotel, a concert hall, an amusement park, a seaside dock, a museum, a shopping mall? Who (beside the player's characters) will be involved—family, friends, well-known local citizens, celebrities, innocent bystanders? When is this story happening—on an average school day, the weekend, summertime, a holiday? What's happening in the story—is the place rumored to be haunted, is a monster scaring people away, was something of value stolen? Why are these things really happening—are greedy developers trying to scare people away so they can buy the land, is



the monster really a guy in a bad gorilla suit, is the item stolen really of great value, or is it the key to unlocking a greater mystery? And, the biggest question of all: How do I get the characters involved in the story?



GMs use many different sources to help compose their stories. Many

will take an old book, TV show, movie, or whatever, use parts of it, and create a new, yet somewhat similar, story. For instance, perhaps you've read *The Hobbit* by J.R.R. Tolkien. You know that in one part of the book, Bilbo finds in the treasure horde of Smaug the dragon a magical ring that has special powers, and that another character, the greedy Gollum, wants the ring for himself. You can take this little snippet from this wonderful book, and make a story of your own. Perhaps one of the characters has an old family member that has passed away and left him or her an ordinary-looking trinket—say, an old silver ring. Perhaps another family member (say, someone who never was really close, or someone the character never really liked that much) approaches the character, trying to convince them that they want the ring, it really was meant for the relative anyway, or perhaps the relative tries to get the ring from the character by bullying or bribing. If the character looks carefully at the ring, they see a cryptic



inscription on the inside of the ring. The inscription leads to more clues, perhaps to some other more valuable items (land, money, etc.) that eventually the dead relative wanted the character to have, but the other greedy relative felt they deserved more. This is only one idea; there are many great books out there to pull ideas from. If you need help, ask your mom or dad, or your favorite teacher at school. They can always suggest cool books or movies to inspire you.

Often, GMs will use real-life experiences to use as story ideas. Many famous story writers will tell you, “write what you know.” That means write stories about the things you have experienced in your own day-to-day life. The setting of the story could be a place you went to on vacation. The street your characters are walking down could be a street in your own hometown. The people they meet could be friends, family, or celebrities that you and your players know. This can be a great way to personalize an adventure, and really draw in your players.

When you finally have your basic storyline put together, it’s time to spice it up with a few details. The big thing to do is carefully compose the non-player characters (or NPC, in game terms) that the player characters will meet. Normal, everyday people that the PCs encounter and human villains can be built just like other PCs. Just refer to the Character Creation section in Chapter 2. To build a monster, use the same rules for creation that you use for creating a Wild Card (page 26). In the Appendix, we’ll give you a few examples of some villains and monsters that you can use, either as-is, or you can build your own based on those guys.

If your story occurs in a real city, read up on the local history and its sites and events—you might even be able to use those tidbits to make your story better. Taking the time to learn a few real-world facts about some of your story elements can add a lot to the atmosphere. Is the story taking place at an Egyptian exhibit at the city’s museum? Reading about things like mummies, King Tutankhamen, the pyramids at Giza, or Egyptian mythology can give you great ideas that will add an awesome flavor to your game.



Keep in mind that you are not the only one writing your story. The players and their characters are helping to form it, too. Your story doesn't need to be too detailed. It really should be more like an outline—just a loose plot and some key characters. A GM has to be flexible with the story. The players, just by playing the game, will add their own ideas and flavors to your story line. Don't be upset if your players aren't following your exact story; again, as the GM/host, it's also your duty to make sure the players are having fun, too. When your players throw your story a curve, roll with it, and add it in. You'll find it might make the story (and the game) even better!

One last very important note about preparation: a Meddling Kids GM's most important tool (besides the Meddling Kids book itself) is... a notebook. Seriously. You'll have a story, great ideas, notes, information, and all kinds of other stuff for your game, so you're going to need a place to keep it. It doesn't need to be fancy or expensive. Just a regular, spiral-bound composition book will do fine. If it has a couple of pockets for loose papers (like computer printouts and character sheets), that would be cool, too. You might even use it to take notes during the game—the players will do a lot of crazy stuff, and you'll want to jot down these things to remember for future games. You may also have some secret stuff written down in your book that you'll use to surprise your players with, so be careful that they don't read it—after all, not knowing how a story ends will make you want to read it that much more!

The Wild Card

With most RPGs, the GM is pretty much a host and a referee. The GM will have a place for everyone to play, prep the game, and make sure that everyone follows the rules during the game. Many older, more seasoned GMs will tell you how boring that can be after doing just that for a long time. With Meddling Kids, that old-school tradition is thrown out the window—the GM not only gets to play, but she gets to play the coolest character of all: The Wild Card!



You may have noticed in some of your favorite cartoons, there's always a weird character that hangs around with the gang; a talking dune buggy, an electric mouse, an unfrozen, flying caveman, a talking shark, a genie, whatever. That character may act completely goofy, but he always seems to lead the gang to the right clues and keeps them on track. This is the Wild Card of Meddling Kids.

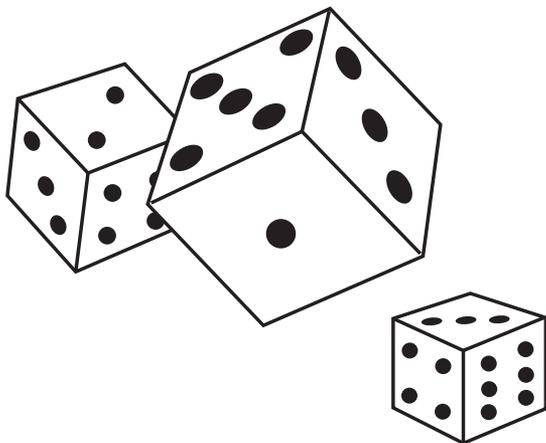
Your Wild Card can be just about any creature you could imagine: a talkative boxing kangaroo, a flying toaster, a hip-hop space alien, a nervous but friendly ghost. Anything! It really depends on what would work best with the group of characters you have.

Just like your players, though, you have to build your Wild Card the same way they build their characters. The Wild Card has the same four stats that you can only spend 24 points on. Also, you only have 26 points to spend on the Wild Card's abilities. But, because the Wild Card is not an average, ordinary teenager, a special list of Wild Card abilities are put together on pages 78 to



Running The Game

You've done your research, you've developed a flexible storyline, you've got people interested in playing, and you've even got an idea for a Wild Card. Now what do you do?



Simple! Get everyone together and play!

It really is that simple.

Meddling Kids (and any RPG, for that fact) can be played just about anywhere at just about anytime. At home during bad weather, in the car on a trip, camping, during a slumber party or sleepover—there's really not any bad time or place to play. Some hardcore RPGers will even play using their email! (Special Pandahead Note to All: don't play at school during class time—give your teachers some respect, and don't get you and your friends in trouble!)

If you want, you can take some time to get together with your players and have them build their own characters, making sure that all the characters can work together, and that your Wild Card will work with the characters. Or, if you like, you can have your players use the pre-made characters in the back of the book, and you can use Cap'n Bingo as your Wild Card. We also have for you a pre-made story (called an Adventure Module) in Chapter 4, page 50, that use those characters. Many people will do this when trying out an RPG for the first time; it's a great way to get the feel of the game, and can give players an idea of what kind of character they might create for themselves, as well as give you, the GM, an idea of what kind of story you could come up with for the next game.



A great way to learn how to run *Meddling Kids* (or any RPG) is to ask for help from the folks who run your local gaming store. These people are likely to be very seasoned players; they can give you great tips, and may even be happy to run a demonstration of *Meddling Kids* for you and your players.

As far as games go, an RPG can be both very easy and very difficult. There are no hard and fast rules (as we've explained), and the play can be free-form and improvisational. For some players, this can be difficult if they are used to games where the play is structured. Encourage these people to stretch their imagination, and remind them of how they used to play "Let's Pretend" when they were much younger. Other players will take to the way of playing an RPG very easily—these are the guys who are natural actors that love to ham it up and like to grab the attention. These players can be a challenge to keep them from overshadowing the more shy players. Instead of stifling their energy, encourage them to gently bring the more quiet players out of their shells. Players don't necessarily get up in front of everyone and completely act out every word of dialog—most of the time, players just sit, relaxed, and speak out their dialog. Some simply give instructions to the GM as to what their character is doing. Here's a "for instance" of some usual RPG play:

GM: *Okay, Todd, since you're playing Clutch, what does Clutch do when he sees Andrea leave Danni's Ice Cream Shop?"*

Todd: *I ask Andrea if she saw the ad for the new exhibit at the museum for the Dragon's Eye Diamond, and whether or not she's going to go.*

GM: *Lisa, since you're playing Andrea, what does Andrea do when she see Clutch?*

Lisa: *(acts like she eating ice cream) < sigh > Of course I'm going to the exhibit, Clutch, and you're going, too! You know you have a report due in history class about it, and we need to do research. Besides, it might be fun! (hands Todd an invisible ice cream cone) Here's your triple-scoop Fudge Licorice Supreme with gummy worms in a chocolate chip waffle cone. Blech! (Lisa sticks out her tongue)*



As you can see, each player will develop a style. Some will give instructions, some will actually speak out the dialog. Each way is okay, but encourage others to mix up their styles, just to keep play from getting too routine.

Being a GM takes a bit of effort, but once you get the hang of it, your game play and story will flow easily. Just be flexible and have fun. And, after a while, don't be afraid to let others take a stab at being a GM—they may even come to you for advice!





Epilogue

Does It Have To End?

But, that's not all, folks!

The game doesn't necessarily end at the end of a story. The characters grow, gain experience, and learn new things. They become closer to their friends. Maybe they even leave their little home town and visit other exciting places.

Just like real life.

We, as gamers, often find a little of ourselves inside of our characters. Sometimes, we find that the adventures they have may mirror some of the things we come across in our day-to-day lives.

Just remember: we live real lives in a real world. Andrea, Clutch, Sid, Jeff, Spike, Thrasher, Roshandra and Cap'n Bingo (and the other characters you make up) live in a make-believe world. It can be a whole lot of fun to play the game that your characters are a part of, but don't forget to make your real world and your real life just as much fun as the game.

Okay, enough of that! Enjoy your game, create new adventures, and always remember to have fun, no matter what you do!



Glossary of Terms

Adventure—A story that is created for other people to participate in as characters.

Adventure Module—An adventure that is conveniently pre-written for the GM to run.

Background—The life story of a character up until the player first plays it.

Bonked!—When a character gets knocked out.

Character—The pretend person that a player plays.

Chase Scene—A point in the adventure where the characters run from the monster and the monster chases them.

Clique—The group of characters that are together because they have something in common.

Conflict—When two characters or a character and a non-player character want to perform tasks at the same time.

D6—A six-sided die.

GM—Game Master; the person who runs an RPG.

Health Points—A number equal to a character's Health Stat that tells how tough he is to Bonk!

LARP—Live Action Role Playing; the players act out their characters in a live setting, similar to theater.

Modifier—The extra numbers added to a die roll.

Monster—A generic term for the strange thing that is the center of an adventure; it can be real, or just somebody pretending in a costume.

NPC—Non-Player Character; characters that the GM creates that may or may not interact with the PCs.

PC—Player Character; another name for Character

Player—The real person that creates and plays a character.

Plot—The plan of action or series of events in a story.

Prerequisite—In an RPG, an ability you must have before getting the next higher or stronger ability.

RPG—Role-Playing Game.

Setting—The place where the story happens.



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