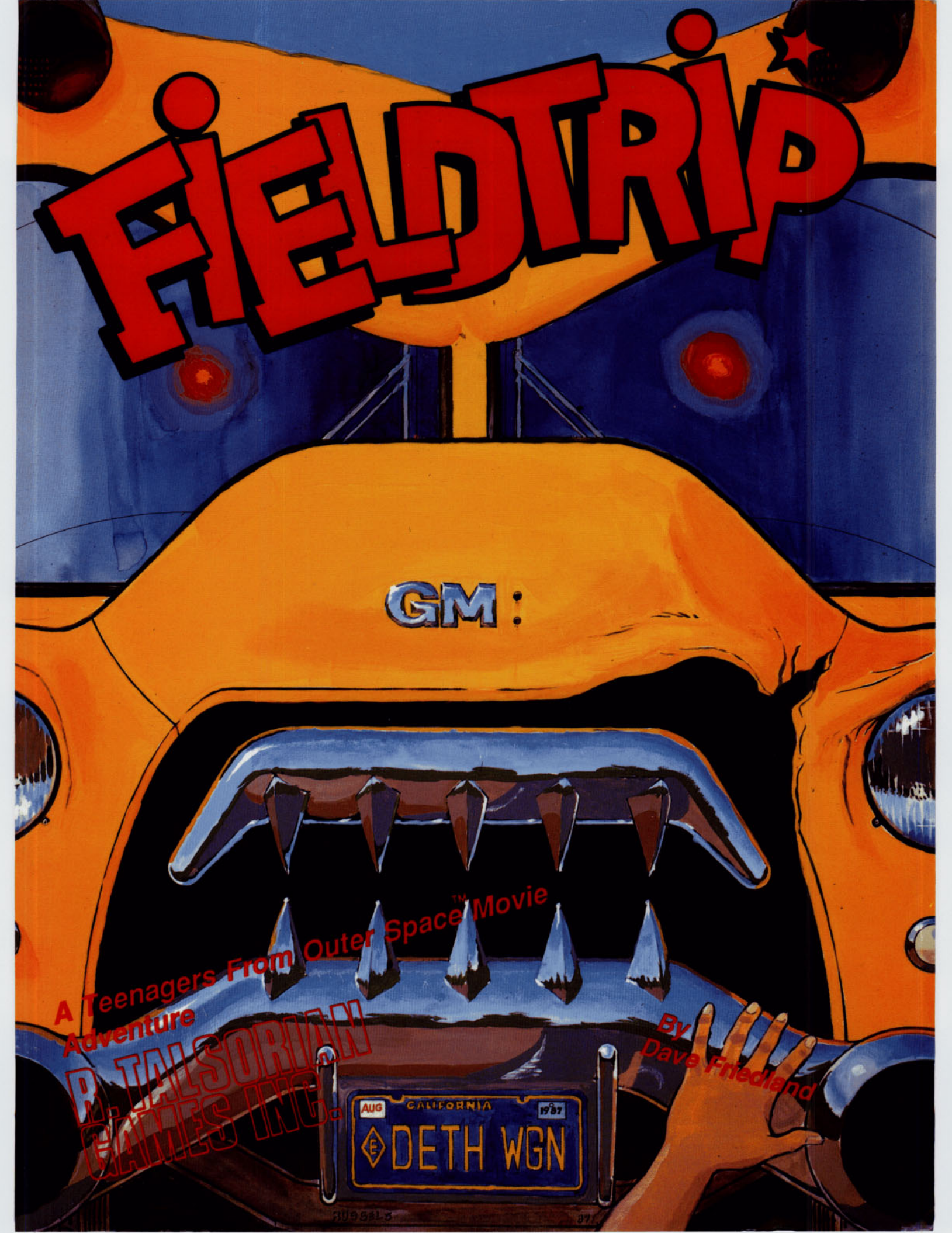


FIELDTRIP



GM :

A Teenagers From Outer SpaceTM Movie
Adventure

P. TALSORIAN
GAMES INC.

By
Dave Friedland

AUG CALIFORNIA 1987
E DETH WGN

TF 2101

ISBN # 0-93727-03-X

Includes the Official **SAVE THE EARTH**
Boardgame!!!
(Batteries not included. Your parents put it together!)



Reality getting you down? Need a little vacation to clear out the cobwebs? Then join the Students of *Deathbus 13* as they encounter Power Crazy Aliens, Demon Motorcyclists from Beyond Time and Space, Terrorist Bus Drivers, Mad Scientists, Not-so Mad Scientists, Hollywood Soviets, The Pirates of Bostonia, a Haunted Schoolbus, The Ultimate Alien Control Officer, The Cosmic Referee and a couple of Krakobovian Spies in Panda Suits who show up in the Last Scene. All in *Fieldtrip*—the First Feature Length, Wide Screen, Movie Adventure for the very wierd roleplaying game, *Teenagers From Outer Space!*

B. TALSORIAN GAMES INC.

Box 2288, Aptos, CA 95001-2288

"Aiiee!! A Fieldtrip!!!"

Deep within the twisting labyrinth known as the Vice-Principal's office, a dark foreboding man ruminated on the days events. His heavy brows furrowed as he gazed at the memo which had been dropped in haste upon his desk. Outside, a thunderstorm raged furiously, building in intensity with every passing second. Then suddenly it ended; almost as quickly as it had begun. A slight smile crossed the seated man's face, the wicked smile of a man who has committed many unspeakable atrocities throughout his many years. There was the sound of shouting in the distance, and his door was kicked open.

Chuck Leewood, Valleyville's Alien Control Officer, stalked into the room, dragging behind him the kicking and screaming forms of two tall, blond, teenage boys sporting horns on their heads. "I came as soon as I could, sir," gritted Leewood, dropping the Teeners on their behinds in order to salute. "I always said we were asking for trouble when we allowed a pair of pre-pubescent Norse deities into the school, but for the time being, I've knocked the wind out of their sails."

"Indeed," chuckled Mauler ominously. "I admire your efficiency, Leewood. We'll send these two sniveling excuses for thunder gods to the Principal's office for a little R & R: I need to talk to you about your latest assignment." Dropping the two youths down the convenient trapdoor in front of his desk, he offered his grimfaced ACO a seat.

Leewood swung his feet up on top of the desk, pulled out a machete, and began to clean his nails. "You wanted to see me, sir?" he asked.

"Yes." Mauler grunted. "In about five minutes, after the end of eighth period, Greg Cadaver's whole Cosmology class is going to be loaded onto a bus to visit the Junior Mountain Observatory."

Leewood's face darkened. "A lot of aliens in that class, sir."

"That's why I'm having you go along," said Mauler "I know that aliens are one of your specialties."

Leewood smiled sadistically. "Oh, I just looove aliens, sir." With blinding speed, Leewood pulled more than a half dozen lethal weapons out from under his black leather sportscoat. "You can be sure I'll take good care of them," he mumbled through the knife in his teeth.

"I knew I could count on you, Leewood," said Mauler, rising from his chair. "Why don't you go grab what you need from the bunker and wait by the bus? I've got to go make a little announcement."

As he walked towards the communications and air defense room, announcement in hand, Cesare Mauler smiled.

This "field trip" would be one to remember.

Fieldtrip: The Movie!

Starring: The Teeners From Outer Space

With: A Cast 'O Thousands

Screenplay by Dave Friedland

Story Editors: Mike Pondsmith & Linda Bryant

"Cinematography" by Scott Ruggles

Cover by Scott Ruggles

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Still have those old maps from Orientation Day? Then why not use your old local institute of higher learning for your adventure?!

Remember, your players are your best source of funny new material!

Welcome to *Fieldtrip, the Movie!* *Fieldtrip* is a rollicking adventure for unsuspecting players of all ages, species and sizes, conveniently designed to be used with the roleplaying game *Teenagers From Outer Space*. By now you have already read the teaser and have a pretty good idea what this is all going to be about. The action of the storyline begins towards the end of the final period of instruction at whatever highschool your Teeners attend. We will refer to Valleyville High from time to time, as well as some of the principal characters infesting its ivy-covered halls. If you already have your own highschool mapped out and your own non-player characters fabricated, feel free to substitute your own creations for our examples. We suspect, however, that using some of the non-player students included in the adventure will add some humorous color to the game.

Fieldtrip is organized much like an unfolding novel, with a prologue, an epilogue, and a bunch of chapters in between, just like all of those bad sci-fi paperbacks you've been reading. Each section follows the next in a semi-logical order so that the action can flow smoothly and consistantly...

Of course, there's no way *that'll* ever happen! Before you're done, your Teeners will probably have upended the fabric of reality in ways which the designers of this adventure couldn't begin to guess at. But to hold all of the chaos together, we've provided you with several basic elements for each "chapter" or "scene" of the adventure. These include:

- 1: A Title (each cleverly conceived over beer and froot-loops)
- 2: An Introduction to the situation.
- 3: The Guest Stars for the scene.
- 4: Musical Suggestions. (see "Paulie and the Latenighters")
- 5: The Scene Goal (what has to absolutely happen to get to the next scene. If you're unfamiliar with this concept, take a quick look back at your copy of *Teenagers From Outer Space*. If you don't have a copy of *TFOS*, you probably shouldn't be trying to run a module for it, right?)
- 6: Helpful Hints.

In addition, each section contains all of the stats, props, maps, guest stars and other weird technical stuff that you will need to run the adventure, all cleverly clinging to the margins. This way, you never have to go searching all over the adventure for the Referee-type stuff you need; it will be right there in front of you. (Clever, eh?).

Each scene also contains sections of text which are to be read aloud to the players. These sections are printed in **boldface**. (ah, the wonders of technology!) These sections aid the players by describing the action and the background as it erupts spontaneously around them. *Example:* **Entering the darkened corridor, your goop guns and bonk-rifles in hand, you tremble in fear as you behold the unspeakable power of the unearthly forces of the unknowable evil of...** You get the idea. Anyway, from time to time your players may wish to protest some of these sections, saying inane things like "*That's not what we're doing!*" Ignore such outcries completely. The Referee always knows best.

And Now A Few Words from the Producer:

Hi there! Welcome to the adventure! Just thought I'd drop in and say a few words about this baby before you start running it. Face it, kids; T.F.O.S. is a crazy game in which anything can happen. At a moment's notice, a quiet day at the beach can turn into an epic battle for peace and freedom vs. hordes of galactic genocidal gerbils. How then, can you run a structured adventure without impinging on your players' right to go off on incredible tangents?

Simple. Allow anything to happen, but *you* stick to the goals listed for the scene. At times your players might complain about these goals, since some of them might list instructions such as *Goal: Capture all of the players and make certain they cannot escape until the last possible second.* Assure your players that it is all for the best. After all, they are playing in what is essentially a "movie" game, and at times, you, the director, will need to cause specific calamities to enhance the plot. Besides, the Teenagers are the goodguys, and everyone knows that the goodguys always win in the end.

Windowdressing (A new rule for T.F.O.S.)

If you're a fan of big budget, wide screen flicks like *Star Wars* or *The Ten Commandments*, you know that these movies have casts of hundreds, if not thousands. But we all know that only a few of the cast-- the stars of the movie, were important to the plot. The rest of the cast, whether good or bad, were just there for the "crowd scenes". If you tried to take the time each turn to figure out what each individual in sight was doing, you'd need five hours! To prevent such bottlenecks, we created the Windowdressing rule. There are two types of windowdressing:

The first type are Background Players. These characters are in the adventure solely to provide background and entertainment, such as play by play announcers or background musicians (see: *Paulie and the Latenighters*). Unless the players actively go out of their way to seek them out, Background Players never affect the action--



Dave's Tips for Teens:
Watch for these little margin grabbers scattered throughout the adventure: They're chock full of useful stuff!



Paulie & The Latenighters:
Paulie & the Latenighters are a Galaxy-renowned group of background musicians, famous for providing stirring tunes for tormented Teeners. They will pop up from time to time during this adventure to provide appropriate music for the action at hand. They are the ultimate in windowdressing, and unless clobbered by a few zaps from an electro-stasis mortar, will play on regardless of whatever is going on around them. And if they are bonked, you can be sure they'll be back in the next scene for your musical enjoyment. At the start of each new scene will be Paulie's personal musical suggestions for the action.

Dave's Tips for Teens:
Add your own musical selections to Paulie's own, and then load as many of them as you can find onto a tape. On cue, play them during the game!



Some Area Bonk Weapons:
 Fusion Grenades: 2 Bonk
 Megatronic Mincemeat-Mortar: 3 Bonk
 Falling Skyscrapers: 4-6 Bonk
 Godzilla's Foot: 5 Bonk
 Falling Boulders: 1 Bonk
 Falling Asteroids: 3 Bonk
 Falling Planets: 10 Bonk
 Garlic Breath: 1 Bonk
 Small Nuclear Explosion: 6 Bonk
 Screaming Blue Meanies From Planet X: 12 Bonk

Dave's Tips for Teens:
 Remember, situational bonk works under the window dressing rules. You can insult a whole army... If you're clever enough!



they are merely there as background, doing little or nothing other than perhaps to inject an appropriate comment or two. When you no longer want them around, you can have them fade out of the scene, or scamper off someplace until needed (a good way to handle the other less important students on the bus, for example). If you ever feel that they need to make a reappearance, just have them stampede on in, (even if you're now on Nebula V and you haven't seen them since you stopped at that 17-11 back in Pudnik, Idaho).

The second type are Armies. These are huge masses of "extras" who thunder through the scene attempting either to save or destroy the known universe, depending on their psychological bent at the time. (note: goodguy armies and badguy armies will be attracted to each other like fantasy gamers and funny dice. They will go at it hammer and tongs, shouting patriotic slogans, and ignoring all else around them.) We know that our heroes are never going to be taken out by these puny extras. No! they should be able wade right through the shmucks without even batting an eye. Therefore, when dealing with Armies, have each of your players make a Cool Roll against the Army's group bonk index (see below). Those who succeed will be able to wade through the offending horde with no problem at all, assuming they continue to ignore them and go after their true objective.

Armies come in four sizes: **Small, Medium, Large, and Extra Large Economy Size** (It's up to you to determine the exact numbers in any size range). For each size, there is a corresponding **group bonk index**. (1 point for small, 2 points for medium, 3 points for large and 4 points for extra large) Group bonk index works on an overall basis for the whole group rather than for any single individual in the group. When the group bonk index drops by a point, so does the size of the group. A large group which takes a point of bonk will become a medium group. Another point will reduce them to a small group, and a third point will bonk them out completely! If an Extra Large Economy Sized group took four bonk at once, they would be bonked into oblivion!

Here's the catch. The only type of bonk that will effect large groups or armies is "area bonk", such as thermonuclear hand grenades and falling skyscrapers. Individual attacks will work in theory, but they won't make a bit of difference since bonking one guy will not even faze a large group. A number of weapons which do area bonk are included in this adventure. Others can be created as you need them.

To successfully hit a group with an attack, you should use your bod skill plus any appropriate knacks vs. the group's *present* bonk index plus any appropriate knacks they might have. An army or group has one big advantage. They get to attack you once each turn for each point of group bonk index they have left. This means that a medium sized group would have two chances per turn to attempt to either bonk you into submission or drag you off kicking and screaming into their master's dungeon (Isn't that swell?). A word to the wise from Alvin the Army Masher: *Only very stupid individuals try and take on large armies by themselves.*

And now, on with the countdown...

Chapter I: Load 'Em Up, Move 'Em Out!

Starring: The players (of course)

With special guest stars: Chuck Leewood, Lana Shegs, the Bus Driver and the Voice of Mr. Mauler.

Paulie's musical suggestions: *On the Road Again, Highway to Hell*

The Scene Goal: Get all of the Teenagers loaded onto the bus and underway.

Action summary: The Fieldtrip was organized by Greg Cadaver, who teaches *Cosmology for Poets 101* (a required class for all laid back Teeners). The whole class is

to be loaded up at the end of the day and driven to the **Junior Mountain Observatory**, for an evening of fun learning and excitement. The announcement was rushed through the Principal's office and landed smack dab on Vice-Principal Mauler's desk. Mauler interpreted the innocuous announcement in his usual manner-- as a full scale military operation complete with war maneuvers. He quickly jotted down a short list of rules and regulations for the trip, finishing just in time to make the announcement over the P.A. system before the end of school.

Read this aloud: "You're all gathered in Greg Cadaver's Cosmology class, eagerly watching the large florescent clock on the wall. You can cut the tension with a zap-sword. Only five more minutes to go before the end of school... before the start of the weekend and an endless series of parties. Suddenly, the P.A. system crackles to life, groaning and moaning under the sheer strain of operation. Your blood chills as the words echo eerily across the dimly lit classroom.

Vice Principal Mauler's Announcement:

Read this aloud, simulating the snap, crackles, and fadeouts of the announcement box as you speak. The sounds of air traffic controllers and weird organ music can be heard above the booming voice of Vice-Principal Cesare Mauler:

"WEEEEEEP! OK, you lazy, good-for-nothing deadbeats! This is the Vice Principal, so listen up or it's detention for the lot of you! I've got a little surprise for you today, (evil laughter) a special treat, if you will. You're all going on a little trip this afternoon; a trip to the Junior Mountain Observatory! I'm sure that it will be an educational experience for all of you, and even you #\$\$\$%&* (lots of static) #\$\$%*&^\$# alien punks might just learn a thing or two. But first, we're gonna get a few things straight!

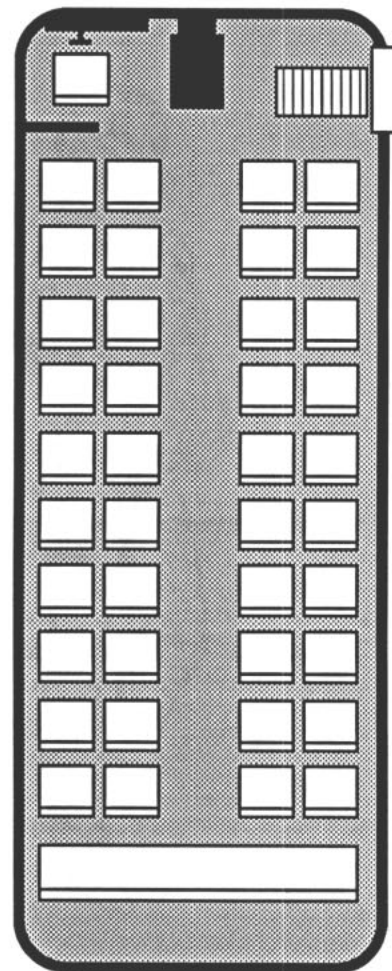
- "1: Everyone in the class goes, no exceptions."
 - "2: Everyone rides the bus. No private vehicles."
 - "3: Everyone behaves accordingly. No use of powers allowed."
 - "4: Follow the orders of your superiors or face unholy wrath."
 - "5: Any wise-guys who think they can weasel around these rules, or feel that they should be considered an exception to these rules, should speak to the Principal in private."
 - "6: Have a nice day."
- "So saddle up and move out; you're due at the bus in two minutes... Get moving!!!!"



The voice hits the Teeners like a clap of thunder. At this point, your players should be taking one of two basic courses of action: walking to the bus like dutiful little sheep, or fleeing for their very lives. It's up to you to figure out interesting ways to gather them all in the same place by the bus. It shouldn't be *that* hard though, what with Leewood and the Vice-Principal on your side. The Teenagers were given a pretty short time limit to get to the bus, but should the need arise, *unforseen* delays in the bus schedule will make sure they get to the lot on time. If you want to throw some of your own on-campus intrigue into the game before they get to the bus, or even have them go off and save the universe on the way to the parking lot, go right ahead. But eventually, by hook or by crook, round those 'lil rascals up and get 'em to the bus!

Read this aloud: "The air is warm and the sky a deep blue. Overhead, songbirds soar lazily above the treetops. It's a perfect day for an outing! It seems as if all of your friends have shown up for the field-trip. Parked before you is a spanking new Luxo-1 executive schoolbus with plush velvet seats, a slick gold and red paint job, and a hottub and two VCR's. Suddenly, the fieldtrip doesn't seem like such a bad idea after all!"

(Continued on pg. 8)



Seating Chart

So You Destroyed the Bus,
Huh?

Well, aren't you clever? But never fear; each bus comes equipped with an indestructable black box containing a small yellow rubber bundle with a little pull tab. Pulling the tab will cause the bundle to inflate. It will grow bigger and bigger, eventually becoming a full sized replica of the original school bus!

The replica hardens to the tensile strength of steel, and is like the original in every way, even down to having its own indestructable black box with small rubber bundle. So feel free to destroy the school bus as many times as you like during the adventure!



Your Classmates:

Scam: (N.Human)

Smarts:5 Bod:4 Luck:5

RWP:2 Driving:3 Looks:6

Cool:5 Bonk:3 Powers:Teleport, Telemove, Zap **Knacks:** Con Artist +4, Filch +3 Figure Things Out +1 **Traits:** Friendly, Sneaky, Likes to Gamble.

Scam is a beautiful, orange-haired, amber-eyed N.Human, although no one knows it, as she is careful not to exercise her powers in public. (they assume she just dyes her hair and wears contacts) In spite of her good looks and intelligence, she has few close friends and is a mystery to most. She is also a thief, although she usually limits herself to stealing from the rich or from large organizations (like the highschool)

Zag (Real Weirdie)

Smarts:6 Bod:3 Luck:4

RWP:2 Driving:1 Looks:6

Cool:6 Bonk:3 Powers: Super

Speed, Zap, Shapechange **Knacks:**

Look Cute and Cuddly +3,

Remain Unfazed by the Unexpected or Terrifying +2, Roar Menacingly+1

Traits: Curious, Secretive, Flirtatious Zag is considered by most people at Valleyville to be the unofficial school mascot. He is cute and cuddly, and looks like a furry tiger with long pointy ears, a prehensile tail, and lime green fur with black zig-zag stripes. He hangs around in whatever class suits him and rubs up against the cheerleaders in search of attention. He is also having the time of his life. With a smarts of 6, he is one of the most intelligent people in the school. He could also talk... if he wanted to, or shapechange into a human... if he felt like it, but Zag prefers to have everyone assume he is about as smart as the common house cat. That way, he never has to turn in any home work, and he can stroll into the women's locker room without anyone ever batting an eye. Pity poor Zag on the day when the

other students discover his secret!

Flex Buffly: (Human)

Smarts:4 Bod:6 Luck:2

RWP:4 Driving:5 Looks:5

Cool:5 Bonk:5 Powers: Tough **Knacks:** Make Field Goal +5, Miss Obvious Innuendo +4, Great Kisser +3 **Traits:** Confident, Likes to Party, Clueless in Social Situations

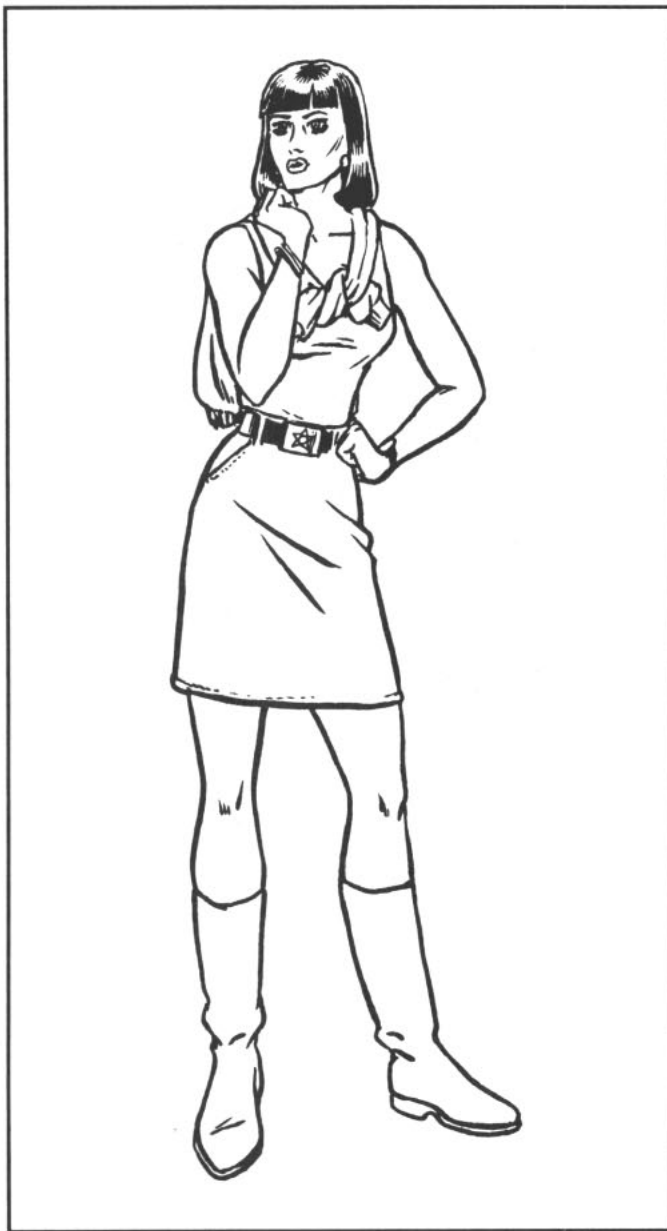
Flex is one of the star players on *The Team*. Loved by almost all (especially the girls) for his good looks and outgoing personality, Flex is nevertheless completely inept when it comes to women. Advances go right by him. He sees no distinction between a "hot date" and going down to the 17-11 with his "Buds" for a few microwave burritos. In spite of this, and unknown to Flex, he has developed quite a reputation as a lady's man. One of these days, he might just figure this out for himself.



Chuck Leewood: (Acting A.C.O. and all around Tough Guy)

Smarts:5 Bod:7 Luck:2 Driving:4 Looks:4 Cool:6 Bonk:6 Powers: Lose it Completely
Knacks: Intimidate +5, Fire Weapon +5 Invent Device to Stop Rampaging Alien +1 **Traits:** Squints Through Mirrored Shades, Enjoys the Unmitigated Use of Heavy Firepower, Hates Teenagers Almost as Much as He Hates Aliens

The Chuck Leewood Story: When the Alien Teenagers first hit the planet, Chuck Leewood was one of the first in line to volunteer to help control the menace. Former drill sergeant and mad scientist, Chuck has had a great deal of experience in *controlling the uncontrollable*. Dressed in his well worn battle leathers, and brandishing more weapons than Sylvester Stallone, Chuck Norris, and Arnold Schwarzenegger combined, he fights a never ending battle for truth, justice, and the conservative way.

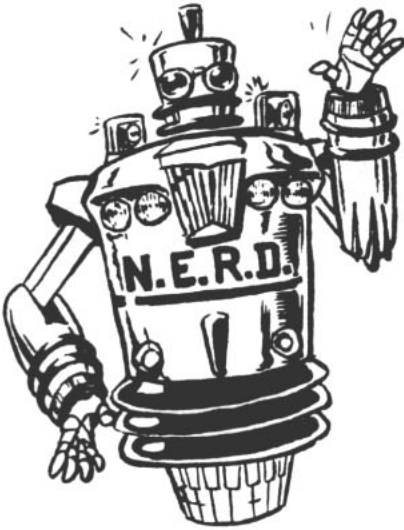


Ms. Lana Shegs: (The "History of Relaxation" Teacher)

Smarts:6 Bod:5 Luck:4 Looks:7 Cool:6 Bonk:3 Powers: Tough **Knacks:** Act Helpless Even Though You Can Totally Deal With the Situation +4, Fire Weapon +3, Drink Vodka +5, Walk in Heels +3 **Traits:** Friendly, Confident, Mysterious

Lana Shegs is one of the most popular teachers on campus. In addition to her knockout looks and warm personality, she usually sides with the students when they get themselves into trouble with the school administration. In her own way, she is as good at controlling the student body as Chuck Leewood, although they exercise different approaches. Ms. Shegs is also much more than she seems to be. Her true name is Illyana Shegenov of the C.C.C.P. (Covert Capitalist Comrades Party), a group of nice folks from the Soviet Union who immigrated to Hollywood a number of years ago and are now having the times of their lives, dressing in designer jeans and watching *Miami Vice* on Friday nights. Fearing reprisal from her former Soviet Leaders, Lana and her crew went underground, finding jobs all over the country.

Let the players ooh and ahh over the bus for a while.



The N.E.R.D. (Nuclear Extra-Terrestrial Retrieval Droid)

Smarts:1 Bod:6 Luck:1
Looks:Shiny Cool:?

Bonk:6 Powers: Teleport,
Deep Freeze, Grabbit (like the
device) Knacks: Find Teenagers
Where Ever They Hide +10,
Capture Teenagers +8, Make
Beeping Sounds +1 Traits:
Efficient, Emotionless, Makes
Beeping Sounds

The N.E.R.D. robot was the
brainchild of Chuck Leewood.
Designed to reveal and retrieve
Teenagers (and Aliens in particular),
the N.E.R.D. is not a living, thinking
being, *per se*, but it is about as close
as you can get. About as intelligent
as last night's leftover pizza crusts, the
N.E.R.D. nevertheless manages to
carry out its purpose with cold
melodious efficiency (it beeps a lot).
Hiding under a rock in the Crab
Nebula? The N.E.R.D. will find you
anyway, dragging you back, kicking
and screaming to its master. The
N.E.R.D. in this adventure is under
the control of none other than our
friendly Mr. Leewood, the tin-plated
trashcan's designer. Other N.E.R.D.s
are beginning to be deployed around
the globe, to aid Alien Control
Officers in their hours of need.

"You hear a friendly greeting from across the parking lot as you see Ms. Lana Shegs strolling up to your group. Ms. Shegs teaches the "History of Relaxation" course at the school, and is one of the most popular teachers on campus, laid back and well known for taking the students' side when they get themselves into trouble. Ms. Shegs is dressed in a light summer halter and a mini skirt which leaves little to the imagination. She tells you about some of the up coming lectures she has planned for her class (such as "Catching the Best Rays During Study Hall"), and brings up the idea of throwing a party on the bus once the trip gets underway."

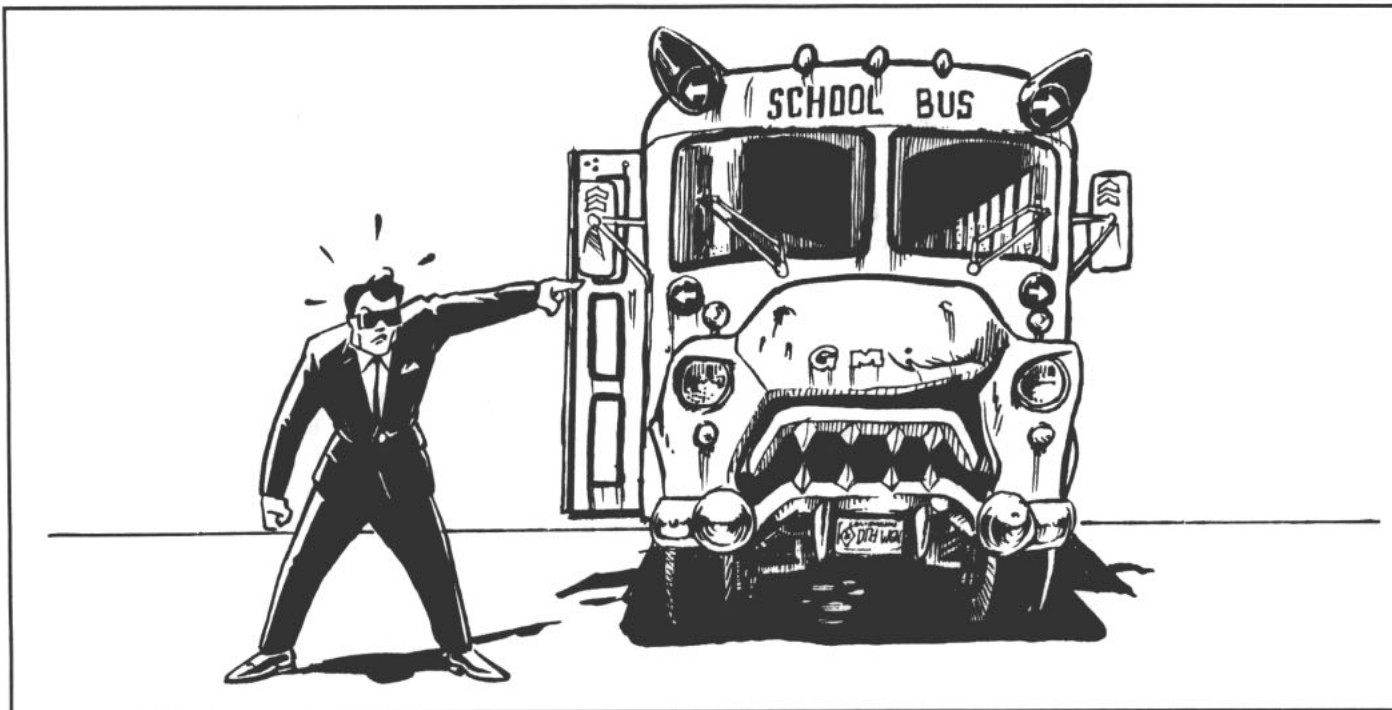
It shouldn't be long before most of your players begin to get really stoked about the fieldtrip. It sounds like it may turn out to be better than some of the parties that they had planned for the weekend. On the other hand, some of your players may start getting a little paranoid. They may start getting strange suspicions, such as "This is too good to last."

"Suddenly, you hear a terrible roaring and squealing from the motor-pool. As you turn towards the sound, you see a horde of cats and dogs, yelping howling and fleeing in panic from the source of the noise. There is a cloud of smoke, and a rush of wind. From within the dense cloud of smoke, a pair of terrible glowing eyes can be seen, round and luminous. With a screeching sound like nails being drawn over a chalk board, a fearsome creature of painted steel, burning rubber, and dirt encrusted glass roars forward out of the smoke, scattering your fellow classmates to the winds. You hear a deafening crash ending with a pyrotechnic explosion. As you rise and the smoke clears, you find the Luxo-1 gone, a trail of gold and red scrap metal leading out of the lot and across the road. In it's place stands a machine out of nightmare. The faded yellow titan looks like it was built in the fifties and never washed since. A sign above the front windshield bears the horror's name: *Bus 13*. " (read your players the *Legend of Bus 13*, pg. 9).

"The doors of the bus swing open with an audible hiss. There is a hum of energy, and then two loud *poping* sounds. Two of the students who turned and ran are suddenly brought to a halt, encased in layers of sticky colorful goop. There is a sound like the starting of a combination lawn mower-sewing machine, followed by the emergence of a strange beeping contraption that looks like a cross between Robbie the Robot, your mother's combination mixer-blender, and a mechanical rice picker. The little machine whizzes out to the entrapped Teeners, sprays them with a releasing agent, picks them up with a pair of mechanical arms, and casually tosses them through the open doors of the bus."

If any of your Teenagers tried to run away, give them a taste of the same medicine, only drop them at the doorway to the bus instead of tossing them directly inside.

"There is evil laughter from within the bus as a leather clad figure swings out from between the doors. Landing lightly on his feet, he whips out a pair of enormous bonk rifles and points them at your group. The ominous figure stands close to seven feet tall and sports copper-colored hair, cut close to his scalp. His eyes are obscured by a pair of large mirrored shades. A digital targeting scope can be seen in one of the reflective lenses. The man seems literally covered with damage producing devices; fusion grenades, combat knives, goop guns, ammo belts, etc. A large black arm-band displays the words:



"CHUCK LEEWOOD, A.C.O."

Yes, it's Chuck Leewood, the school's resident Alien Control Officer. He glares at you menacingly and begins to speak. The voice, spoken in a whisper, can be heard loud and clear by all.

"All right you good for nothing goldbricks! The bus has arrived and it's time to get this sloppy excuse for a show on the road. I want you to all line up single file and board the bus in an orderly manner. I'll be riding shotgun with you for this trip along with Ms. Shegs here. (Ms. Shegs winces and shrugs her shoulders) Between the two of us, we're going to make sure you *punks* stay out of trouble! (a wicked grin crosses his face) Now don't just stand there, you deadbeats... Get moving!!!"

Have your Teenagers make Cool rolls vs. Chuck's Intimidation Knack (5) to avoid scrambling to form a line. Even if they make their rolls, they may want to take this course of action anyway, otherwise, Chuck might have to use...*force*... As the students enter the bus they will pass through a specialized weapons detector. If the Teenagers are carrying any large instruments of destruction, the detector will go off with a loud siren and bright flashing lights. Chuck will look angry and say:

"All right, you punks; hand over the hardware!"

The Teenagers would be wise to do what he says. If they refuse, give them *what they deserve*. However, if they come up with any sneaky ways to get their toys on board the bus, by all means let them. As they board the bus, Chuck Leewood will stand by, arms crossed, looking tough and omnipotent. Ms. Shegs is standing near the doors, checking students off of a list as they enter. She looks at the students sympathetically. As the students enter, they will see the bus driver behind the wheel.

"The bus driver is a thin, dark haired man with a thick bushy mustache. He is sitting hunched over the dashboard, his hands gripping the steering wheel tightly. He does not look up as you enter. You catch a glimpse of his eyes. They look like dark pools of endless shadow.

The Legend of Bus 13:

It is rumored that many years ago, a student at Valleyville High by the name of Theodore Cradoski died of anxiety while riding on Bus 13. It is said that the student could no longer bear the strain of the driver's daredevil and often suicidal antics. The ghost has never been seen, but his presence has been felt more than once. He is a practical joker, and delights in such fun activities as boobytrapping students' possessions, making people hear and see things, and even taking control of the bus!

If the Teenagers somehow manage to contact the spirit, they will learn that the only way to "put him at rest" is to get the maniacal former driver back onto Bus 13 so that the spirit can take him for "a little ride".

And who is this former demon of the roadways? None other than now Vice-Principal Cesare Mauler! Seems that he hasn't changed much over the years. Have fun!

Shuddering, you move to take your seats."

Let the students take whichever seats they wish (show them the seating chart). For some students, the seating arrangements may not matter. For others, who may have plans to snuggle up close to that cute alien from Betamax IV, the seating could mean a whole lot. If there are any disputes, let them settle them in anyway they see fit. If they get too unruly, the bus driver will pick up a microphone, and utter the chilling words "Sit down and shut up."

Read this: "Just as Leewood is about to climb aboard and take his honored place in the defensive bunker in the front of the bus, he is struck from behind by an over-ripe tomato. Chuck whirls and springs from the bus door, brandishing a gigantic and fearsome-looking rocket launcher as he hits the ground running, shouting at the top of his lungs and dodging a volley of tomatoes coming from behind a clump of nearby bushes. You watch the action with grim facination as Leewood leaps into the foliage, scattering leaves, branches, and freshmen pranksters everywhere.

"As Leewood turns back toward the bus, smiling, a battered Teenager under each arm, you hear the sound of the bus doors closing, followed by a burst of acceleration which throws you back into your seats. The bus is moving! With Leewood still outside! Ms. Shegs rises to address the bus driver, but he just stares at her blankly and she returns to her seat with a shrug.

"Realizing his predicament, Leewood cuts loose with a sudden burst of speed and leaps for the doors of the bus. He sails gracefully through the air, managing to grab hold of the edge of an open window. The bus is now moving at a rapid pace. Leewood's legs dangle in the slipstream like a pair of wet noodles as he desperately shouts for someone to help haul him on board. It doesn't look like he can hold on for much longer."

Are your Teeners actually going to help this hyped-up killing machine back onto the bus? Of course not! They are probably going to slam the window on his fingers, or hit him with a generous dose of zap induced bonk, or any other of numerous fun and nasty tricks. Any player who actually tries to help him on board will probably have to face the wrath of his peers. If your whole group conspires to help Leewood out, rush them to the doctor for immediate pyschiatric care! Assuming that Leewood bites the dust, read the following.

"The last you see of lovable Mr. Leewood is a tumbling cloud of dust and automatic weapons, which quickly fades from view as the bus continues to gain in speed, screaming down the highway at a fantastic pace. A rousing cheer goes up as "Another One Bites The Dust" begins to play in the background.

"AWWWWWriiiightttt!!!" shouts Flex, producing an ice chest full of soft drinks and junk food, "Let's party!!!"

"The festivities begin in earnest as the faded yellow bus streaks down the tarmac on its way to the Junior Mountain Observatory!"

Wrapup: Play out the party for as long as you like. If things get too out of hand, the bus driver may tell everyone to settle down. As soon as you're ready, go on to Chapter Two.



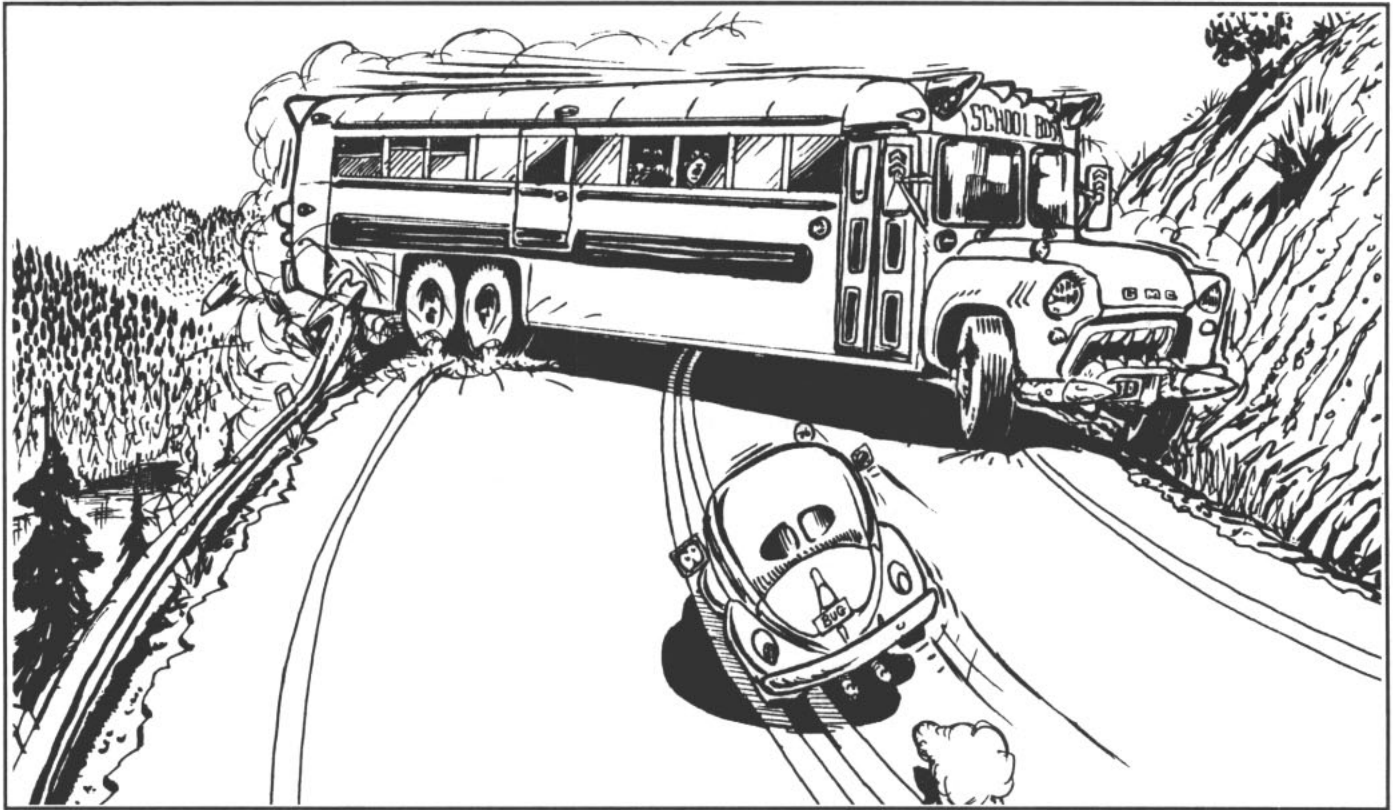
**The Armory: A List of
Leewood's Favorite Toys.
Fully Automatic Bonk Rifle:**

Like a zap gun, only you roll once for everyone in the the line of fire! Has a tendency to overheat and self destruct. **Whambo Megadeath Combat Knife:** A really Big knife. It still won't hurt anyone *really*, but the Teeners will be at -1 to their Cool rolls to avoid panicking when Leewood starts to slice & dice.

Monster Go: Now in convenient sprycans! Guaranteed to reverse any *Monstering out* or no money back!

Ultra Shades: A must for the *cool* character! These evil looking mirrored sunglasses will obscure even the most powerful of peepers, allowing you to stand tall in the face of almost certain disaster! (Shades add +2 to your ability to maintain your cool under stress.)

Fusion Grenades: Dangerous, but real handy to have around when you have to blow up a star cruiser or two!



Chapter II: Bonk and the Art of Motorcycle Mania

Guest Stars: Vahshi Raggedashi (the bus driver), M'Kil Wyn'Tyr & Eve'L Cus'N (alien invaders of ill repute).

Supporting cast: Mike's Marauders (gang of devious but expendable bikers).

Paulie's Musical Suggestions: *Shake Rattle & Roll, Born To Be Wild, Leader Of The Pack, Ballroom Blitz, Everybody Wants a Piece of the Action.*

The Scene Goal: Capture a number of the more popular N.P.C.'s and have M'Kil, Eve'L, and some of the bikers escape, prompting our heroic heroes to make a heroic attempt at a heroic rescue...uh...heroically.

Action Summary: After a failed hijacking attempt, the Teenagers find themselves stranded in the middle of nowhere, until they are helped by a friendly bunch of passing bikers.

The action begins on a lonely mountain road, slowly but surely, the bus has been winding its way up this vehicular hazard for what seems like hours. As the Teenagers gaze out their windows they will look over the edge of the roadway, which is protected by a paper-mache guardrail, and see clouds below them! The bus driver, seemingly unfazed by the fact that everyone is certainly going to plunge to their deaths before rounding the next curve, keeps his eyes glued to the road, a crooked and insidious smile spreading across his face.

Ms. Shegs, noticing the students' obvious discomfort (manifesting in the forms of screaming, wailing, uncontrolled sobbing and attempts to rig parachutes out of the seat cushions), smiles a warm smile and tells the Teenagers not to worry; all observatories are at the top of high mountain peaks.

At this point, the Teenagers will observe a weather satellite zip past, followed by an old N.A.S.A space capsule with an astronaut waving out the window. This is followed by an array of beeping saucers, discarded space fighters, colorfully painted giant robots, and



Dave's Tips For Teens:

During tense situations, it's always fun to ask players what their luck stat is. Smile evilly and roll a couple of dice. Then look at the player with a disappointed expression, but don't tell them anything. A great way to inspire paranoia.

finally, a squad of angels dressed in white robes with wings, halos, and carrying twelve inch black and white T.V. screens showing reruns of the *Adams Family* and *My Favorite Martian*.

Then things start getting out of hand.

As frost begins to form on the windows and the final group of penguins on cross country skis passes the bus in the opposite lane, there is a loud shout and the sound of a gunbolt being pulled back. The Bus Driver spins from behind his chair. He is now wearing a red headband, a pair of mirrored sunglasses, and pointing the biggest machine gun anyone has ever seen at the Teenagers.

Read this aloud: "You stare unblinkingly down the barrel of what could only be a fully automatic howitzer. "Nobody move!" shouts the bus driver. "Or you eat bullets for lunch!" (he fires a spray of cannon shells into the roof of the bus for effect) Everyone ducks behind their seats as the driver laughs menacingly. "You are all prisoners of Vashi Raggedashi, Saviour of the Federated Freedom Fighters Front™!" (another spray of bullets shatters most of the windows like confetti, but injures no one).

"The Federated who?" asks Scam, peeking up from behind her seat. The gun lowers. "You mean you haven't heard of us?" asks the surprised terrorist. "Well, just wait a minute; I've got some literature here that should..."

At this point turn to your Teenagers and say: "His guard is down. Two seconds. What do you all want to do?" Give them all exactly two seconds to blurt out their actions, and then, as the world turns topsy turvy, have the Teenager with the highest Smarts realize the following provocative tidbit of information (assuming someone hasn't already figured it out). "If the bus driver is standing there threatening to turn everyone into microwave burritos, then who's driving the bus?!?"

Allow any of the Teenagers who manage to make a cool roll (to get up the nerve to challenge Rambo in a schoolbus), one action in which to attempt anything they blurted out when you gave them the chance. Those who fail their rolls (like most of the N.P.C.'s who aren't really important to the plot just yet) will cower behind their seats and start reciting old nursery rhymes. Those Einstiens who realize that the bus is starting to plunge out of control over the steepest cliff since Mt. Everest can attempt to grab hold of the steering wheel and regain control of the galloping yellow goliath.

Set the roll at difficulty seven, and describe the following scenes depending on the results. If no one makes a grab for the wheel, its the same as if the roll had been failed, only more so!

The Roll is Failed: (aw, shucks...tooooo bad!)

"Ever been inside a giant mixer-blender without a crash helmet? Well now you know the indescribable sensation of plunging out of control off of a narrow canyon road, rolling over and over as your bus rebounds off of rocks, trees, eagle's nests and other outcroppings, tossing you and your friends around like wet spinach salad, while all the while, an armed terrorist tries to blow your brains out while simultaneously filling out his last will and testament! Anything not tied down is slammed into the walls, floor, ceiling, and dashboard, as parts of your once formidable vehicle trail off behind you. The world is a blur of motion. You can't tell which way is up, nor can you hear anything above the crunching of metal, the chatter of machine guns, and the panicked screeching of your fellow student-projectiles! You have a last recollection of a cheerfully blinking sign above you warning you to "fasten your seatbelts and extinguish all smoking materials", before your consciousness and the last of your bonk quietly slips away.



Vashi Raggedashi (The bus driver/Terrorist)

**Smarts:2 Bod:4 Luck:1
Driving:5 Looks:2 Cool:2
Bonk:1 Knacks: Fire Weapon
+3, Blow Up Building +1, Look
Grim +2 Traits: Fanatical,
Drives Like a Maniac, Chants
Slogans**

Vashi Raggedashi is an upwardly mobile terrorist looking for his first big break into prime time media exposure. Having worked his way across the country earning a living as a part time munitions expert, Vashi sees the trip to the Junior Mountain Observatory as his *big chance*. He intends to take the whole busload of Teeners hostage shortly after driving them up a deserted mountain road, nowhere near the observatory. While driving, he will look grim and determined, never speaking except to tell a rowdy Teener to "Sit Down!". He drives like a maniac, and chants softly under his breath in an unrecognizable foreign language.

You Make the Roll: (must be your lucky day!)

"As _____ (Teenager holding wheel) valiantly struggles to control an out of control shipping crate going light speed down a nearly vertical slope, you desperately grab hold of anything which will help you brace against the impact. Your would-be hijacker, being not nearly as lucky or as intelligent, spins over backwards and bonks his head against the dashboard, slumping to the floor. Through the heroic efforts of your newly appointed driver, you have managed to at least get the bus back on most of its wheels again, rather than rolling down the mountain like a bathtub full of Cabbage Patch Kids. This, however, has done nothing to cancel your forward momentum. You tumble down the cataclysmic slope, steering to avoid trees and hermit's shacks, your bodies being bounced around like a favorite puppy during show and tell. At last, you come to a sudden halt as your bus crashes fender first into a large boulder. You are all thrown into the front three feet of the compartment, taking three bonk in the process, but feeling glad to be alive. In the background, Paulie and the Latenighters are just finishing up their version of *Shake Rattle & Roll*."

Too Much is Too Much: (wow, you stud!)

"Just when you think you've eaten your last school lunch, a steadfast hero(ine) arises to save the day! _____ (Teenager driving bus), grabbing hold of the steering wheel with both hands, executes superhuman control as he/she gets the bus back on its wheels and headed in a straight direction. Although you continue to plunge to your doom at over a hundred miles an hour, a smile crosses _____'s face as he/she remembers the teachings of his/her grandfather, Mario _____, the greatest name on the circuit. As you head fender-first towards an impossibly large boulder, _____ lets loose with a carefree laugh as he/she catches the edge of the boulder with the front tires, and using it like a ramp, launches the bus skywards, executing a victory roll, and ejecting the roof parachute just seconds before impact. You land softly on the sand below. As the hijacker passes out and the chassis collapses, a rousing round of applause goes up for _____, saviour of Bus 13! (make those miscreants get out of their chairs and give the driver the recognition he/she deserves!)

No matter which result occurs and how long it takes the Teenagers to regain consciousness, a number of things will remain the same: The bus driver/terrorist will be found quite unconscious with his gun wrapped around his head like a big ribbon. The bus will appear in no shape to travel, and will not start when the engine is turned over. A careful search for the emergency inflatable bus will find it mysteriously missing (the work of the unseen but pesky ghost). Scanning their surroundings, the Teenagers will find themselves in a desert area, filled with scrub grass and tumble-weeds, and a single dirt road. The mountain is nowhere in sight! Above, the sun burns down hotly upon the Teenagers. Anyone trying to find out where they are on a map will be hopelessly confused.

Trying to fix this wreck will
only make matters worse!

"As you look out over the endless horizon, wondering where on earth you have gotten yourselves to, you begin to think that your trip to the Junior Mountain Observatory might have to be postponed; perhaps indefinitely. Rami walks over to a large rock and sits down dejectedly, kicking off her heels and tossing her purse over her shoulder (which hits the puma sneaking up on her square between the eyes, bonking it out). "This is just great!" she says, kicking at small rocks with her toe, "How are we supposed to get out of here?"

"Don't worry" says Ms. Shegs optimistically. "If we wait around long enough, someone is bound to come by and rescue us."

Dave's Tips For Teens:

Keep Em Stranded! Don't just let those rascally Teeners 'port or fly back to school, or other safe locations. Use the N.E.R.D. to keep them in place!



Mike's Marauders: (The Biker Gang Under Control of our Villain)

Smarts:2 Bod:6 Luck:2
Driving:5 Looks:3 Cool:5
Bonk:2 Powers: Moxie (Adds +2 vs. attempts to intimidate character with power) Knacks: Ride Like a Bat Out of Hell +5, Clobber +4, Intimidate +3, Fixit +2 Traits: Friendly, Helpful, Runs Over Puppies.

Mike's Marauders are a typical biker gang with a not so typical leader. They do not realize that their bossman, M'kil Wyn'tyr, is an alien. They only know that he has "The raddest bike in the state." Mike's Marauders are not really such bad folks: they just like to raise a little hell now and then. To them, getting into barroom brawls and kidnapping Yuppie Highschool kids is the epitome of high society. They are perfectly willing to be sociable to fellow party animals, but they will exploit any weaknesses they see in a character. They will also follow M'kil's orders to the letter.

At this point, a distant rumbling will be heard, like the sound of high-rev. engines being pushed beyond their natural limits. A dust cloud can be seen in the distance, rapidly growing larger as it approaches the Teenager's crash site. Soon tiny black specks will be seen, which will grow larger and larger until it can be surmised that the approaching forms are motorcycles. A number of the N.P.C. students will start cheering and slapping each other on the back. It appears that help has arrived!

"You see." says Ms. Shegs. "That wasn't such a long wait, was it?" As the bikers thunder closer, you can begin to make out distinctive features. It appears that most of them are wearing leather or denim jackets, covered with chains and spikes. They look mean, dirty, and wear scowls on their faces. A number of them seem to be toting guns and knives. One even has a rocket launcher mounted in a sidecar. Soon you can make out the sounds of whooping, hollering and assorted battlecries. As the bikers ride closer still, an uneasy feeling settles over you and your friends.

The bikers ride at top speed straight for the Teenagers. At the last minute, they swerve left and right, riding in two counter-rotating circles around the bus and the stranded group. They are all screaming shouting and laughing, and looking at the Teenagers like a hungry killer whale looks at a penguin. A number of students start getting real nervous. Even Ms. Shegs is starting to give the would-be rescuers a watchful eye.

Give the Teenagers the opportunity to take whatever action they see fit. If this action involves violence against the bikers, let them make their attack rolls. Hit or miss, the bikers will eventually roll to a stop, and an opening will appear in the two circles, through which an amazing pair of figures will pass.

"The two figures roar through the pack on the flashiest jetbikes you've ever seen. Black, red and gold, they are driven by two riders in matching body suits and helmets. Pulling to a stop, one of the riders steps forward, unzips and steps out of his body suit, revealing an even gaudier uniform, complete with large epaulets and an even larger cape. There are assorted gasps from the females in your group. The leader is a virtual Adonis, with blond hair, blue eyes and a warm, sincere smile. Extending his hand, he says "Hi there. Sorry to give you a start. My crew tends to come on a little strong, but don't worry, they're really a bunch of swell guys!" (the rest of the bikers laugh good naturedly) "It seems like you're having a little bit of mechanical trouble. We'd be more than happy to help you out in any way possible!"

Perhaps the Teenagers passed judgement on these guys too quickly. If no one else steps forward to accept the offer of aid, then Ms. Shegs will do the honors, shaking hands with the Leader in the process. His eyes sparkle, and Ms. Shegs will chuckle and blush. A number of the other women in the group (including some of the P.C.'s girlfriends), will look on with starry-eyed jealousy, crowding closer to get a better look at their handsome rescuer. In the meantime, the other bikers will break out tool kits and start working on the bus. They will be friendly and outgoing --perfect gentlemen and ladies in spite of their unsavory appearances. The Leader introduces himself as Mike D'Wynter, the leader of the *Mauraders* biker gang. He also introduces his cousin Eve, the rider of the other hover bike.

"Your eyes bug out as Eve removes her helmet. Her looks are every bit as astounding as her cousin's. Her long flowing blond hair falls gracefully around her well-formed shoulders. She smiles, yawns, and stretches, her body straining against her form-fitting jumpsuit. "Well now," she says, "how about a little party while we're waiting for the repairs to get finished?" Hearing this, two of the bikers will cut loose with a whoop, and unleash coolers of food and drink from the backs of their bikes. It looks like its party time!"



While a number of the bikers work on the bus, the rest will get the party rolling. They will socialize with the Teeners and offer them all rides on their bikes. The overall impression that the Teenagers will get of the Mauraders is "A bunch of really swell guys." Meanwhile, the possibility for romantic jealousy should run rampant. Both Mike and Eve (who appear to be in their mid-twenties) will spread their attentions as broadly as possible, inciting a number of N.P.C. boyfriends and girlfriends to potential riot. Feel free to let the players get in on the fun if they so choose. It will be obvious, after a while, that most of Mike's attention will be focussed on Ms. Shegs, while Eve will tend to concentrate on Flex Buffly, the football star. Let the party continue for as long as it remains interesting, and then have one of the Bikers declare...

"Well, that should just about do it, folks; the bus is fixed and ready to roll!"

Now the real fun can begin. As the party dies down, and both the Teenagers and the Bikers prepare to move out, Mrs. Shegs asks Mike the ill-fated question...

"We really appreciate your kind hospitality. Is there anything we can do for you in return?"

"Mike and Eve smile. The rest of the Bikers look at each other knowingly and start to laugh. That uneasy feeling you all had before is starting to return..." Well," says Mike, "now that you mention it..."

The overpowered engines on their machines will roar to life! Their bikes launch forward, right into the midst of the Teenagers, with Mike and Eve in the lead! There are screams and shouts of surprise as the bikers begin grabbing the most attractive and popular N.P.C.'s and hauling them onto the backs of their bikes!

Good targets to grab would be any N.P.C. boyfriends and girlfriends of the Teenagers in your group. Other people who will be grabbed will be Ms. Shegs (by Mike), Flex (by Eve), and Rami (by two bikers at once!) In addition, a random number of other faceless

Dave's Tips For Teens:
Have M'Kil, Eve'L, and the bikers act especially friendly towards players who are still uncertain about their intentions. This should either loosen them up, lowering their guard, or make them even more twitchy, which is just as fun!





Eve'L Cus'N: (M'Kil's Evil Cousin, Who Enjoys This Sort of Stuff)
Smarts:4 Bod:6 Luck:2 Driving:4 Looks:6 Cool:5 Bonk:5 Powers: Teleport, Bonk Drain, Shapechange
Knacks: Laugh Manically +2, Seduce +3, Bonk Fu +3, Perform Acts of Cruelty +4 **Traits:** Cruel, Heartless, Domineering. Combine a Hollywood Starlet with the Marquis De Sade, make her an alien, and you have Eve'L Cus'N. Known to toy with her victims before finishing them off, she can also be formidable in direct combat as well, as many of her antagonists have discovered. M'Kil's childish megalomania appeals to Eve'L, who tags along with him on his misadventures in order to travel to exotic new lands, meet strange and interesting new people, and torture them. M'Kil considers her a "fun person to be with". Most of M'Kil's followers avoid her whenever possible.

N.P.C.'s should also be snatched up, while the rest of the Group looks on in dumbstruck horror.

Are the Teenagers going to stand for this heartless kidnapping of their friends and loved ones? Of course not!!! It's time for a Chase Scene!!!

The bikers roar off in a straight line away from the Teenagers. Let the characters get one free chance to blast, charr, or pulverize the biker of their choice. (there's about a dozen of them) Remind them though, that they run the risk of hurting their friends in the process. There are a number of ways in which the Teenagers can give chase: on foot (if they have Superspeed or Run Like Heck), flying (if they have the power), or in any other odd way they can come up with. (We suggest having your players find a carton full of rocket sneakers on the bus, left behind by the Valleyville High "Cosmic Basketball" team. This will let just about everyone get in on the chase!)

One way which will not work is to take the bus. If anyone tries to turn over the engine, there will be a loud groaning, a distinct shudder, and the sides of the bus will collapse outwards. The chassis will bottom out and the engine will sizzle and pop. Above, the roof will collapse inwards, doing one bonk to everyone inside of the bus (not the type of "repair job" that everyone had in mind!)

Every good chase scene has scores of jumps, dips, spinouts, and crash & burns. Yours should follow suit. The bikers will return fire (of course), using everything from crossbows to zapguns. As they are picked off one by one by the Teenagers, you should describe the ever increasingly glorious crashes and collisions as the bikers meet their fates. Since you're in a desert area, you can include such hazzards as cacti, boulders, tumbleweeds, cliffs, and sand dunes.

As the chase progresses, the Teenagers should gain the upper hand. However, they should **never** succeed in taking out either Mike or Eve (after all, the Teeners are going to need someone to rescue!). Other bikers will accidentally get in the way of fired bolts. Characters will be distracted at the wrong moment. Tumbleweeds will trip them up at just the wrong time. You get the idea. As the characters streak over the landscape, it soon becomes obvious that the bikers are headed for cover in an abandoned ghost town just over the horizon (about 12 miles).

Just when it looks like our heroes will save the day, Mike will gesture, and a portal will open up in front of his and Eve's hover bikes. They will pass through the shimmering circle, and in a flash, will be gone from sight. Moments later, a second flash will be seen coming from the distant town ahead.

The rest of the bikers will fall or scatter one by one, eventually leaving the Teenagers alone with the task of rescuing their captured comrades. If they have not already been rescued, you can declare that some of the other N.P.C.'s of your choice were also last seen disappearing through the glowing portal on the backs of other bikes which made it through.

"We've got to organize a rescue party!" says Scam. "You folks (pointing at the P.C's) follow this road for a couple of miles until you get to the town. In the meantime, I'll try and go for help." Without another word, Scam will disappear--a miraculous sight considering she's supposed to be a human!

Happy hunting!

Wrapup: The next section will begin as the players approach the "abandoned" ghost town. On their way there, they should be coming up with some bizzare way to carry out a rescue attempt. If any of the players have characters who can teleport ahead, you should allow them to do so, having them appear on a hill overlooking the town (or you might want to have the N.E.R.D. show up and haul them back to the remains of the bus for leaving without permission).

Interlude

(In Which All Becomes Clear, right? Sure.)

Deep beneath the abandoned town of Dry Gultch, M'Kil Wyn'Tyr relaxes in his underground fortress. It has turned out to be a glorious day, he thinks. Not only are his plans close to completion, but he has just managed to pick up a charming new companion in the bargain. He looks across the expanse of his gigantic lime green carpeted office to the opposite wall, where he has chained Lana Shegs. Ms. Shegs looks back at him scornfully. "You'll never get away with this!" she declares.

"Oh, but I will; I will!" chuckles M'Kil. And you will be there with me my sweet. When I finally bring the Earth crashing to its knees, you will be at my side as my bride!"

"You can't be serious!" says Lana, derisively.

"Why not?" says M'Kil, forcefully as he rises from his chair, clutching an old 1940's copy of *Flash Gordon Magazine* in his grip. "I know the customs of Earth as well as any alien! It's traditional for planetary conquerors to take Earth women as their brides!"

Lana rolls her eyes upward. "Give me a break!" she says.

"I agree!" says a young woman as she enters the room. She looks about seventeen, with an attractive face and athletic build. She has long blond hair, as well as the small antennae and pointed ears which identify her as a member of the royal house of Wyn'Tyr. She is in fact, M'Kil's younger sister Hel'N, and she does not look happy.

"You brat!" yells M'Kil, his face flushed. "I thought I told you never to disturb me while I'm working!"

"You call this working?" asks Hel'N. "From where I stand, it looks like kidnapping, and maybe a few other things that I shouldn't name!" She turns to address Lana. "I apologize for my brother's behavior," she says. "He's been on this power trip ever since Dad set him up with a star cruiser and a couple hundred soldiers. Now he thinks he's some sort of great conqueror or something."

"I am a great conqueror!" screams M'Kil, balling his fists.

"Right, sure," says Hel'N. "So far you've taken over two worlds. One was populated by little blue furry gerbils who squeaked a lot when you tossed them bits of popcorn. The other was a rock with no atmosphere and an abandoned breakfast cereal factory. Get real!"

"Well...I..."

There is a sudden commotion as a dark robed figure enters the room. He is flanked on either side by a group of mean looking black-armored stormtroopers. M'Kil immediately springs to attention.

"General Earmuff" says M'Kil. "To what do I owe this honor?"

"Stow it!" says the forboding figure. "My superiors on Eyesore wish to know how the conquest of Earth is going. The Bostonian Pirates have a sizeable investment wrapped up in this project, and we would not like to see our money wasted!"

A smile crosses M'Kil's face. "Have no fear," he replies. "The final steps will be taken within hours. The transmorphed Ugliods are in place, and the satellite is being prepared by my men at this very moment. Before the sun rises again, this planet will be mine!"

"Ours," says General Earmuff. "Never forget that without us, you would have no conquest of Earth; no human females to toy with."



**M'kil Wyn'tyr: (Evil Alien
Badguy who Wants to Rule
the Earth)**

Smarts:5 Bod:5 Luck:3

RWP:2 Driving:6

Looks:6 Cool:5 Bonk:5

Powers: Teleport, Forcefield,

Shapechange Knacks: Dress

Flashy +3, Give Longwinded

Speech +4, Miraculous Escape

+4, Fire Weapon +2 Traits:

Power Crazy, Childish, Talks

Down to Women.

M'kil Wyn'Tyr is the oldest son of the ruling family of the Hershibarre system on the other side of the galaxy.

He is a spoiled child, used to getting what he wants. His parent's favorite

way of dealing with him is to give him a star cruiser, a few hundred of the

royal guards, a couple of weeks allowance, and an open ended order to

"go out and have fun". This generally gets M'kil out of their hair for

months at a time. M'kil likes to play soldier. His favorite hobby recently

has been to go around conquering backward planets and lording over "his

subjects". Most of the planets he has subjugated aren't really worth

mentioning. His dream is to conquer the big one: Earth, the "Fun

Planet™". Without help however, he doesn't stand a chance.



General Earmuff of

**Eyesore: (Leader of the
Bostonian Pirates)**

Smarts:5 Bod:5 Luck:1

Looks:4 Cool:6 Bonk:4

Powers: No Powers, But Lots

Of Gadgets Knacks: Give

Orders +4, Fire Weapon +4,

Return To Fight Another Day +5

Traits: Nasty, Evil,

Powerhungry

General Earmuff is the leader of the Bostonian Pirates who are presently sponsoring M'Kil's attempt to conquer the Earth. It was his plan to provide M'Kil with the Ugloids, and the means to transmorph and hide them all over Earth. He figures that M'Kil is beneath the notice of the Galaxy Federation, and their elite goodguys, the *Benzmen*. Once M'Kil's plan has succeeded, Earmuff will step in and take over. Earth will be his, and so will the Galaxy's last remaining source of Zinc Oxide, the suntan lotion atom (the most powerful energy source in the universe: and it stops sunburn too!)

"Now just a minute here.." interrupts Ms. Shegs.

"Silence!" says General Earmuff. "The only reason we waste time with this underaged punk is because he acts as the perfect screen for our plans. He is beneath the notice of the hated Galaxy Federation and their accursed Benzmen! I will bear no more of this child's inane ravings! Come!" He turns on his heels and storms out of the room, followed apishly by his elite goon squad.

"Ha!" fumes M'Kil. "I'll show him! Any moment now, the rest of those Teenaged miscreants will be arriving to rescue their captured companions. They'll be in for quite a shock when they see what I have in store for them!"

In a flash, M'Kil's features shift to those of Flex's. He turns to Lana and smiles.

"Right now, my cousin Eve'L is undergoing a similar transformation. She will seem an exact duplicate of you, my sweet. Your friends will not be carrying out a rescue; they will be falling into my trap!"

Laughing at the top of his lungs, M'Kil dashes from the room.

"Don't let him bother you." says Hel'N to Ms. Shegs. "He always acts like that whenever he gets worked up. I don't like it any more then you do."

"Then why don't you stop him?" asks Lana. "Release me and Flex, put a stop to this!"

Hel'N's face sags. "I'd love to, but M'Kil would get really steamed. You've never seen my brother when he throws a tantrum. There's also that witch cousin of his, Eve'L. She's not a fun one to mess with either. I shudder to think of how she's corrupting that poor boy she captured."

In the distance, there is a series of muffled explosions. Around them, the walls vibrate. Alarms go off all over the complex.

"That must be your friends." says Hel'N "I'd better go." There is a bright flash of light, and she is gone from the room.

Alone for the first time, Lana Shegs smiles. She is just able to reach her belt buckle and depress the small red star in it's center. Help will be arriving soon, she knows, and in a way that M'Kil will never expect.

It will arrive in a way in which Ms. Shegs will not expect as well.

Chapter III: The Obligatory Scene In Which Our Heroes Rescue Their Friends And Escape Into The Sunset (or will they?)

Hi, Kids! This is the Producer again. I just thought I'd put in a word or two about Chapter III before we rolled the usual opening credits. The scene goal of this section, in spite of the title, is to capture the heroes. By the time you are through, they are going to feel completely victimized, which should warm your heart to no end! But losing doesn't mean that the players won't have fun getting their tails kicked! So what if you practically have to send a whole space armada after them to haul them in? They'll have an even

better time escaping! So what if they moan and groan as they're getting stomped by 300 raving stormtroopers? Take it in stride, and remind them that no one ever said that highschool would be easy!

By the way, that last little interlude was our way of introducing the principal goals and personalities of this and the next few sections. Use them as your guide, along with any smaller writeups as they appear. This will keep you from having to pour over needless psychological backgrounds and esoteric subplot descriptions, which are about as exciting as steamed rice. Now, back to the adventure!

Guest Stars: M'Kil Wyn'Tyr & Eve'L Cus'N (a pair of nasty evil aliens out to capture our heroes and conquer the Earth)

Supporting Cast: Assorted Bikers, M'Kil's Private Army, and possibly the evil Bostonian Space Armada and a bunch of giant Bostonian Ugloids.

Paulie's Musical Suggestions: The theme to *Raiders of the Lost Ark*.

The Scene Goal: Our heroes are captured on the brink of success so that they can go on to do really heroic stuff in the next couple of scenes.

Action Summary: The Teenagers attempt to rescue their friends from the hands of the nasty biker gang. Their raid goes well, and Flex and Ms. Shegs are seemingly rescued (along with any other captured N.P.C.'s), when the Teenagers discover that they are in for an unpleasant turn of events.

The action begins on a dusty hill overlooking an abandoned ghost town. A decaying sign on the hill reads:

DRY GULCH
POPULATION: 0
HAVE A NICE DAY!

The Teenagers, following the apparent path of the teleporting bikers, have arrived on the hill and are now surveying the town below. From the motorcycles parked outside of the saloon, it is obvious that the town is anything but abandoned. Except for an occasional buzzard circling overhead, and some muffled sounds from the saloon carried by the wind, the town looks quiet. There are no visible guards to indicate that the bikers are expecting a rescue attempt.

The smart Teenager will find this scene too quiet. They will assume that something is up; a trap perhaps (they're right, of course, but you need not let them know this yet!). No doubt, they will start forming intricate rescue plans (or maybe they'll just "Rambo" their way into the town, which is a plan in and of itself). Some of the clever types may even figure out that ordinary biker gang leaders can't make their hogs teleport. Throw these Einstiens a biscuit and get on with the show.

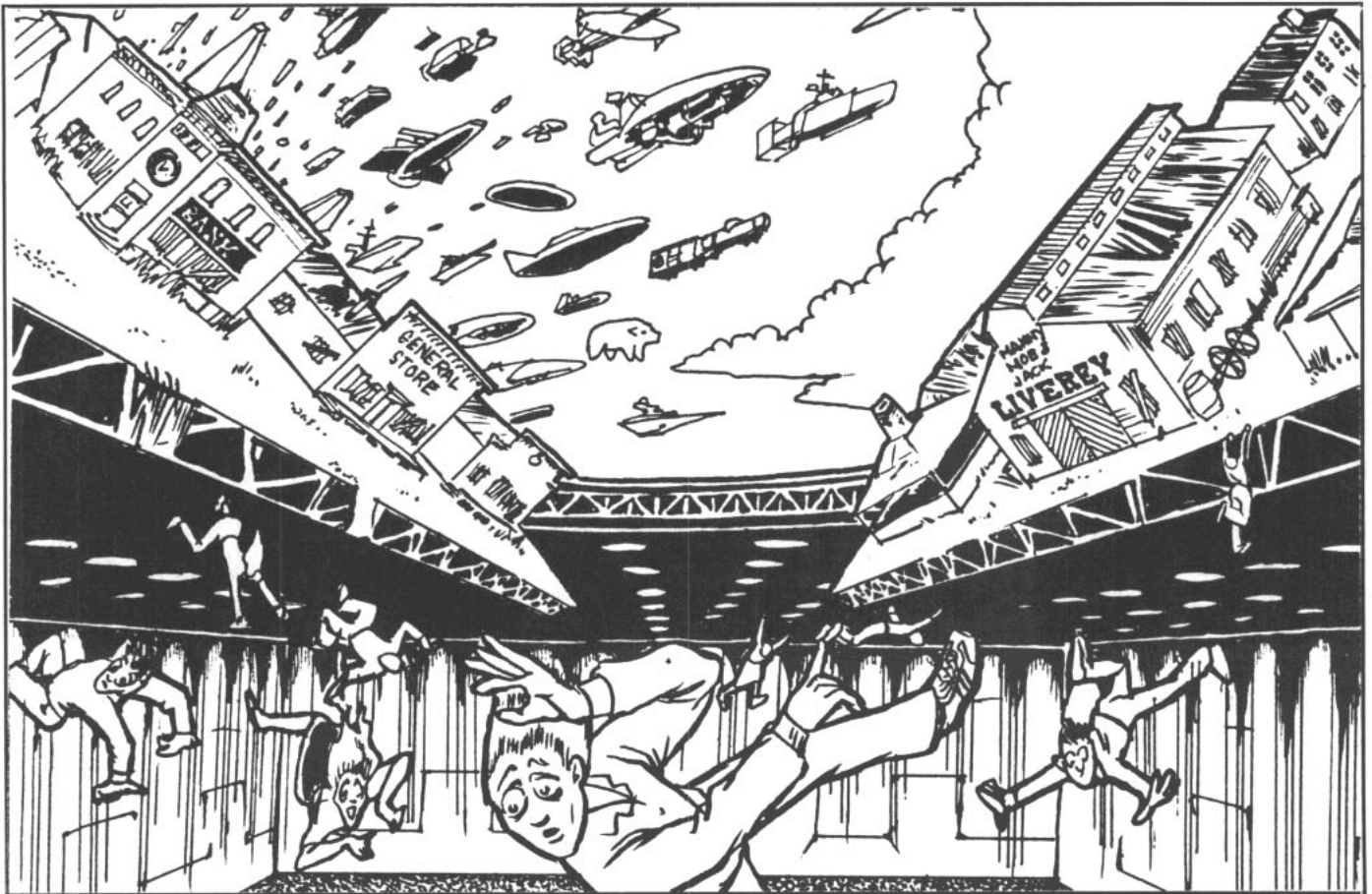
As for the show... It's all but impossible to even begin to outline a fraction of the bizzare and wonderous ways in which your Titanic Teeners might conspire to corral their captured comrades. I mean, those little buggers are capable of anything! So you're on your own on this one. We're going to give you a description of what the Teenagers will find when they investigate, the inside track on what M'kil and the boys are really up to, and a bunch of creative and amusing ways to capture the Teeners when the appropriate time arrives. Then we're going to cut you loose and let you have some real fun. We mean it. Go out there and pound those kiddies into mush!!! (boy, that felt great!) Seriously; let them have their fun, but then hook em, land em, get them into the containment cells and on to the next section!

Whether the Teenagers go on elaborate scouting missions or charge blindly into the town, they will find Dry Gulch abandoned except for the "Dry Gulch Saloon". Read the following description to the first person(s) to investigate the saloon.

You see the inside of a large, dusty, Old-West style saloon. Opposite



C'mon, you know you want to!



of the swinging front doors is a huge bar running the length of the room, complete with brass rail, spittoon, and a tasteful oil painting of a reptilian can-can dancer in a pink negligee. About half a dozen bikers, both men and women, are gathered around a central table. In the center of the table sit Flex and Ms. Shegs, facing back to back, their hands and feet bound by rope (if there are any other captured N.P.C.'s, they will be bound and gagged on the saloon's stage). It's hard to make out exactly what the bikers are saying, but you get the impression that they are "dicing off" for your friends. What they intend to do with them once they choose a "winner" you don't want to think about...but you have already, haven't you?"



Dave's Tips For Teens:
Remember, the first casualty of any battle is the battle plan; especially in T.F.O.S.!

As you already know from reading the interlude, that's M'Kil and Eve'L posing as Flex and Ms. Shegs. The entire bar is merely an elaborate trap. After all, M'Kil can't have anyone running around who knows of his existence, and besides, the Teenagers would make a good audience for M'Kil's victory speech, as well as great sport for the celebration afterwards.

At this point, your Teeners are going to be faced with a number of possible courses. Many of these will involve complex and ingenious plans for clobbering the bikers enmasse. Others may simply follow the direct route--"let's storm the place and use heavy firepower!" No matter what kind of assault your Titanic Teeners mount, be sure to give them a good fight, complete with biker standoffs behind the bar, punchouts over the tables, chandelier swinging from the balconies; in short, all the favorite tactics and techniques of the classic Cowboy Movie Barfight. *You* don't care what they're going to do to the bikers. No, you're going to let the Teeners get themselves thoroughly involved in the festivities and then lower the boom!

"Suddenly, with a squeal of tormented gears, the entire floor of the bar splits down the middle, opening into a monster trap door! As you

scramble and scrape to keep from falling in, you can hear M'Kil's sinister laughter echoing around you!"

If the Teenagers fall through the trapdoor (difficulty of 5) they will slip and slide down a long winding chute which will eventually deposit them in an impenetrable force cage. M'Kil and Eve'L, their disguises dropped, will be standing near, gloating over the Teenagers predicament. If the Teenagers aren't stupid enough to go sliding right into the trap, M'Kil and Eve'L will reveal themselves, and call on one of a number of over-extravagant options to "capture those insipid earthies and their alien buddies". The following options have nothing to do with the concepts of chivalry and fair play. Just thought we'd warn you!

1: Have the whole town split down the center, dropping the surprised Teenagers into the middle of a huge arena in M'Kil's underground base. When the spotlights hit them, they will see that they are surrounded by close to three hundred armed and uniformed guards. If they don't give up on the spot, hit them with what they deserve!

And if that doesn't work...

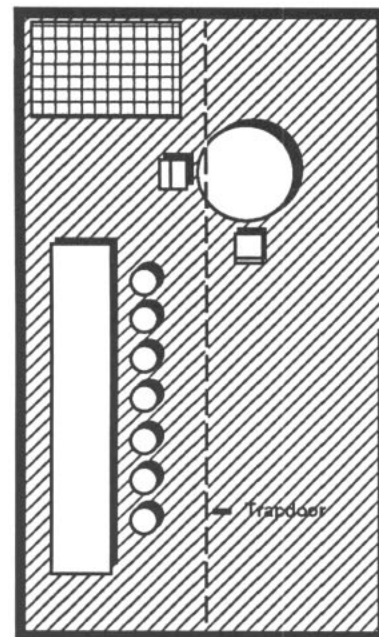
2: Have M'Kil, in an impulsive burst of power-crazed stupidity, summon the whole Bostonian Pirate fleet to capture the Teenagers. Any Teener who doesn't surrender on the spot when faced with over ten thousand battlecruisers toting guns that you could drive an aircraft carrier down deserves to have his head examined. He also deserves a big round of applause and probably an extra point of experience at the end of the game!

No matter which tactic(s) you resort to, the final result should be a bunch of captured, possibly bonked out Teenagers. In all cases, M'Kil will parade around and gloat over his victory, raving on and on about power and glory while the rest of his men stand in the background and yawn. To his left will stand Eve'L Cus'N, with a sadistic grin on her face. To his right, the Teenagers will see a beautiful girl about their age, looking on despondently. She is M'Kil's baby sister, Hel'N, and any Teenager making a Smarts roll at about a difficulty of 4 will spot the family resemblance.

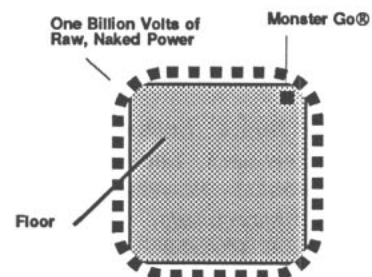
In the interest of fairness, we'll assume that it may still be possible for one or more of the Teenagers to avoid pursuit and capture, in spite of your best efforts to the contrary. No problem! The huge trapdoor slams shut, as the forces of the Baddies drive our remaining heroes off with overwhelming firepower. Let them go for reinforcements, or think up a bold new battle plan, and then bring them back into the game around the time of the big escape scene.

Wrapup: A whole array of different forces are beginning to enter the game. We have invading alien brats. We have evil alien pirates. We have a possibly sympathetic younger sister and a mention of a galactic goodguy organization. On top of this all is an ever lingering plot to conquer the Earth. Now that the Teenagers are in the hands of the enemy, you can begin feeding this information to them in bits and pieces. Use the Interlude and the handy information asides in this and the next section as your guides, but never let them know too much at once!

Helpful Hints: Try to keep the action going at a steady pace in spite of the new elements seeping into the plot. Don't be afraid to suddenly cut from one scene to another with no apparent time lapse (for instance, you could simply switch from the befuddled Teenagers getting buried up to their ears in stormtroopers, to the scene where they are being brought before M'Kil to learn of this glorious plans for conquest). You can simply describe to the players all of the interaction which occurs inbetween. This will get the pace moving quicker when things begin to lag, as well as getting any isolated or incapacitated characters back into the action faster.



The Dry
Gulch Saloon



The Force Cage:

The force cage holding the Teenagers is a marvel of alien science. Not only is it completely impenetrable by any known force, but it will also keep people from teleporting out of it. In case of a character monsterring out, a handy Monster Go™ dispenser will return things to normal before they get out of hand. The cage is controlled by a remote which is hooked to M'Kil's belt. With it, he can expand or contract the size of the spherical cage, or make it one way, so that Teenagers will check in, but they won't check out!

By the time we're finished, 300 stormtroopers will seem like small change to the Teenagers!



Hel'N Wyn'Tyr: (M'Kil's Younger Sister, Here Under Protest)

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

Teleport, Shapechange, Superstrength **Knacks:** Clobber +4, Flash That Winning Smile +2, Pulverise Brother If She Gets Mad Enough +6 **Traits:** Friendly, Roots For The Underdog, Thinks M'Kil's A Shmuck.

Hel'N Wyn'Tyr, M'Kil's "Baby Sister" is a healthy, fun loving, Teenager from Outer Space, stuck with the undesirable duty of tagging along with her big brother to keep him out of trouble. So far, she hasn't been doing such a good job. In spite of the fact that she is steamed with her parents for sticking her with the "Overgrown Brat", she is the darling of the family, and will probably end up ascending to the Wyn'Tyr family throne after M'Kil ends up pushing the wrong person beyond their limits. Up until now, she has quietly gone along with M'Kil's inane fantasies, but she feels sorry for the Teenagers and their friends, and has grown quite fond of Earth. If an opportunity presents itself, she would like nothing more than to throw a monkey wrench in her big brother's plans.

Chapter IV: Not Just Another Alien Plot For World Domination

Guest Stars: The whole gang.

Supporting cast: A cast of thousands

Paulie's Musical Suggestions: *The Monster Mash*, Any Soundtrack Composed By John Williams

The Scene Goal: Have the players stop the satellite launch, and then pursue M'Kil to his ship when he flees.

Action Summary: The Teenagers find an unexpected ally in M'Kil's sister, Hel'N, but before they capitalize on the situation, they are dragged before M'Kil and company, where they learn of his plans, the fate of their captured friends, and the fate in store for Earth. Escaping at the last moment, they must wade through hordes of zealous soldiers, to stop M'Kil's dastardly plan.

Important Note: While all of the fun overblown speeches are being given at the start of this section, the following large groups of protagonists and antagonists will be racing at top speed towards the town of Dry Gultch.

1. The combined forces of the main Bostonian space armada (about 10,000 fully armed battle cruisers with accompanying stormtroopers in black armor)
2. The combined forces of the main Galaxy Federation Star Fleet (also about 10,000 ships, loaded with goodguys eager to pound the badguys)
3. Vashi Raggedashi, the terrorist/busdriver, out for revenge with the combined forces of the Federated Freedom Fighters Front (all chanting slogans)
4. A strange assortment of Soviet Rangers wearing mirrored sunglasses and Hollywood smiles. These are Lana's boys and they're ready to save their leader!
5. Scam, Leewood, and scads of Alien Control Officers, just itching to take pot shots at anything with weird colored hair, pointy ears, and strange powers.

We have goodguys! We have badguys! And its all going to hit the fan... Real soon!

The action begins with our heroes contained in one of M'Kil's dreaded force cages (see description). Try as they might, they have been unable to escape. Still, they do their best, waiting for the right moment to present itself. Of their captured friends, they have seen and heard nothing. All they know is that an evil plot is afoot, and soon to be carried out!

Read this aloud: "The guard making his five minute rounds disappears around the corner, on his way to another coffee break. The mood in the cell is gloomy, but at the same time, hopeful. Something has to happen shortly... You can feel a disturbing, uncomfortable sensation all around. Or maybe it's just the Spam Casserole you had for lunch.

"There is a flash of light in front of your cell, and a young woman, most likely in her teens, appears before you. You have seen her before; standing at M'Kil's side when you were first captured. She is quite beautiful, and bears a striking resemblance to the maniac who captured you. Presently, she is dressed in a rock & roll T-Shirt and a pair of cut-off jeans. She looks at your motley group sympathetically and begins to speak..."

This is of course, Hel'N Wyn'Tyr, M'Kil's younger sister. She will apologize to the

players for her "big brother's" behavior, and say that she'll try to help the Teenagers out if possible. She's going to have to be careful though, because if her brother or his friends find out what she's up to...

She'll answer whatever questions she can for the Teenagers should they ask. For instance...

1. "Yes, your friends are safe; but in big trouble."
2. "No, I can't help you escape just yet, M'Kil has the cell controls."
3. "He intends to conquer the Earth, and has the power to do it."
4. "No, even I don't know just how he intends to do it."
5. "Yes, he has bad things in store for you, but I'll see what I can do."
6. "Yes, as a matter of fact, the spit's probably going to hit the fan real soon."
7. "Yes, I'd consider going out with you, assuming you get out of here alive."
8. "If you must know, I think M'Kil is an immature creep who's had it coming."
9. "Why am I helping? I guess I've kind of grown attached to this planet."
10. Etc.

Hel'N will have time to answer about three or four questions before the sounds of approaching footsteps will be heard.

"Cripes, the guards!" says Hel'N, peering down the corridor. "I've gotta split. Good luck folks!" She blows you a kiss and teleports away.

"A dozen guards in gaudy uniforms approach your cell. "Guess what, Earth creeps?" says their leader. "It's party time!" Using a small control box, the guards lift your force cage and levitate it down the hallway. As you pass by a door, one of the guards leans in and shouts. "Hey, Eve'L, show starts in one minute!" Peering into the room as you pass, you catch a quick glimpse of your friend, Flex Buffly. He's been stripped down to his heart-patterned jockey shorts and tied to a strange table loaded with unrecognizable devices. He is awake and glaring boldly at his antagonist, Eve'L Cus'N. "You'll never get away with this!" he mutters under his breath. Eve'L throws back her head, cracks her whip, and laughs scornfully.

"You are led into a large, arena-like room. There is a high ceiling, with catwalks lining the walls. The forcecage stops in the center of the room. As the guards back away, the lights dim and a spotlight hits a raised platform in front of you. The guards start to cheer, as M'Kil Wyn'Tyr appears, in all of his imagined glory!"

M'Kil will spend some moments basking in the cheering of his troops (which they do to humor him, actually, they think their boss is out of his skull). At his side, the Teenagers will see their beloved teacher, Lana Shegs. Moments later, Eve'l Cus'n, Hel'N Wyn'Tyr, and an imposing man dressed completely in black (General Earmuff) will join M'Kil on the platform. A hush will fall over the crowd, and M'kil will address the Teenagers and his troops.

M'Kil's Longwinded Speech:

Read this aloud (and ham it up as much as possible!): "My loyal subjects! Today we conquer the Earth! (cheering from the crowd) You're probably wondering how this wonderful event is possible. Months ago, we formed a pact with our allies, the Bostonian Pirates from planet Eyesore. Using their advanced Matter Transmorphogation Ray™, we



Generic Alien Soldiers:

(Be They M'Kil's, Earmuff's, or Others)

All Stats Are Considered to be 1's. Powers: You must be joking, right? Knacks: Follow Orders Blindly +8, Fire Weapon +2, Flip Gracefully, End Over End, When Hit By Explosions +5 Traits: Dull, Generic, Tend To Travel In Packs.

These guys are the fodder which have been used successfully throughout cinematic history to fill up space on the screen during large battle scenes. They never really pose much threat to our heroes, but they can be fun to shoot at from time to time. They are known to travel in groups ranging from four to thirteen billion, and in such cases, will fall under the *window dressing* rules. These particular guys represent M'Kil's elite guards, General Earmuff's Stormtroopers, the boys from the Galaxy Federation, and the generic members of all the other groups which will enter into the final fray in M'Kil's base. Their one advantage is...you never run out of them!



The Bostonian Ugloids:
(Dangerous But Not So Bright Monsters)
All Stats Are 1's Except
Bod And Bonk, Which are
8's. Powers: Monster Out (of course!). Either Breathe Fire or Zap
Knacks: Clobber +2, Run Into Powerlines +6, Follow Orders Blindly +12
Traits: Bostonian Ugloids Have Yet To, And Probably Never Will, Evolve Traits.
 Bostonian Ugloids are the brainchild of some unnamed Bostonian geneticist. They are dull, mindless, and great for knocking down buildings, conquering the Earth, and grabbing female protagonists for no particular reason. Although most of the Bostonian Ugloids on Earth are presently hiding in unsuspecting households across the globe (read M'Kil's longwinded speech for more explanation), M'Kil always keeps a few around the base, just in case of an emergency.

transmorphed thousands of the dreaded Bostonian Ugloids into common household appliances. Having sold these to households around the world, we are now ready to carry out the final stroke of our master plan. This very moment, we are preparing to launch a satellite which will bathe the Earth with transmorpho rays, changing the appliances back into their true forms. Earth will be helpless against the might of thousands of Ugloids. They will acknowledge me, M'Kil Wyn'Tyr, as this planet's rightful monarch, or the Ugloids will proceed to destroy every city on the planet! The puny Earth people will have no choice! I will rule supreme!"

The soldiers will look at each other for a moment in bewilderment, then start cheering and chanting things like "Hail M'Kil, ruler of the Earth" and other stuff like that. The man in black will look bored. Eve'L will smile wickedly. Ms. Shegs will stand in silence, occasionally glancing down at her watch. Finally, General Earmuff will turn to M'Kil and say (in a voice which can be heard by all...).

Earmuff: "Come now, young man; can we hurry up and get this farce over with? My fleets are waiting."

M'Kil: "Fleets, what fleets? You never said anything about any fleets! This is my war...MY VICTORY!" (on the verge of a tantrum).

Earmuff: "Just a minor precaution, M'Kil. Your overzealous campaign against these insignificant whelps (gesturing at the Teenagers) may have attracted the attention of the Galaxy Federation!"

M'Kil: (stamping feet) "I'm not afraid of the stupid Galaxy Federation, or their overated Benzmen!"

Earmuff: (laughing scornfully) "Well then, you SHOULD be."

M'Kil, angered but chastised, will turn his attention back to the Teenagers. "Well now." he'll begin. "I suppose you thought I forgot you! But as you can see, I have you just where I want you!" M'Kil will chuckle like a child with a new toy. Then, signalling to his guards, he'll say...

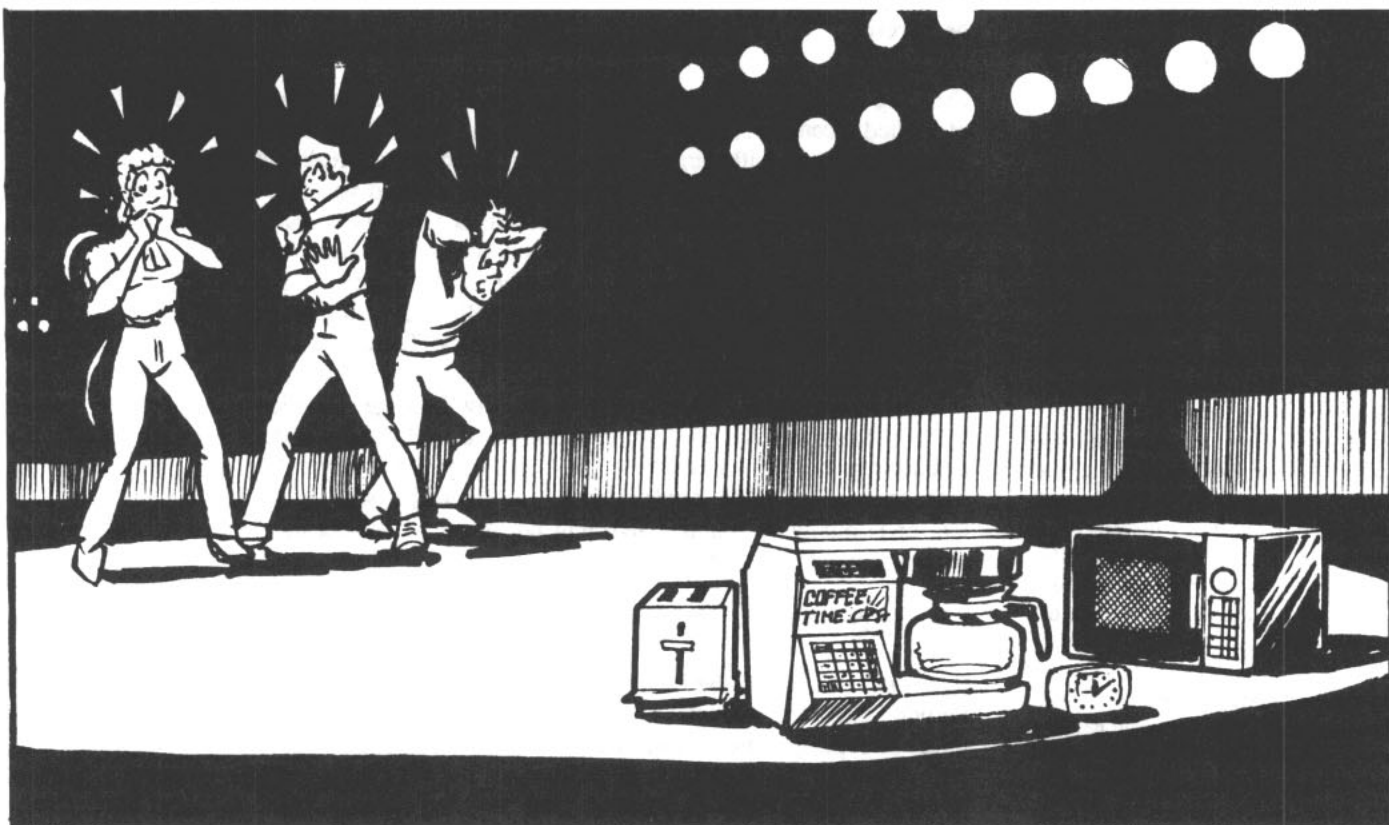
"Send in the appliances!"

An appropriate number of guards will saunter out from the crowd and place a number of appliances (toaster-ovens, mix-masters, combination turnip peeler/orange juicers, etc.; about one Ugloid for every three Teeners) just outside of the Teenager's forcecage, after which, they will quickly move away. The crowd will grow silent, M'Kil will laugh insidiously, and press a button on the remote control on his belt. The force cage will expand to ring the whole arena, trapping the Teenagers inside with a bunch of...household appliances?

After a short delay (in which the Teenagers can do or say whatever they want.) the appliances will start to glow. There will be a series of popping sounds, sort of like balloons bursting, and the appliances will be transmorphed into fifty foot tall Bostonian Ugloids! M'Kil will begin to laugh harder, shouting, "Crush them my beauties, crush them all!"

Is this really the end for our heroes? After all this, can they really be fated to end up microwaved, juiced and blended? Of course not! As they cower in the end of the force cage, readying whatever Powers, Knacks or weapons they may have, you've got them totally off-base. Now's the time to hit them with a dose of real chaos!

Read this At an Appropriate Moment: "As the slaving monstrosities bear down on you, a guard bounds up to M'Kil, and whispers something in



his ear. M'Kil turns pale, then red, then shouts "No, not now confound it! They can't do this to me!"

In the distance, you hear a rumbling throughout the huge base. Suddenly loud alarms sound everywhere! Guards are running in every direction! There's a tremendous roar as gaping holes are blown in all four walls and the ceiling, and hundreds of armed people in all sorts of uniforms start streaming in from all sides! You see soldiers in black armor! Spacemen in white uniforms! Alien ninja! Terrorists in bus driver uniforms! Alien Control Officers! Soviet Rangers with mirrored sunglasses! All of them converging on the same room...the one you're in! They start opening fire with weapons galore! Zap beans and goop globs are flying everywhere, careening off of your force cage as you watch, wide eyed. You can't even tell who's on whose side and are not sure you even care!

Through the billowing smoke and swarming bodies, you can see M'Kil Wyn'Tyr and his associates turning to flee. As they do, Ms. Shegs grabs for the control box on M'Kil's belt and punches the controls. In an instant, the force cage is gone! The Ugloids plunge mindlessly into the fray! As you watch, Ms. Shegs weaves expertly through the hordes of screaming gun toting yahoos and makes her way to your group, pulling off her clothes as she goes. By the time she gets to you, she is no longer dressed in her miniskirt and summer halter, but is wearing a full Soviet officer's uniform! She clobbers the nearest armed stormtrooper and liberates his weapon. Turning to your group she says "There's no time to explain. I don't know who all of these other guys are, but I summoned some of my men to help break us out." Pointing towards a distant passageway, clogged with scads of flailing, blasting soldiers, she says "Come on! You have to stop M'Kil from launching the satellite. If you don't, the Earth could be doomed! Me and my boys will try and clear a path for you, but you're on your own for the rest!" Plunging back into the crowd, Lana shouts back "Good luck and

The more the merrier, eh? Really, this isn't as hard as it sounds. We once had 730,000,000,000,000 alien teeny boppers rush a stage at a rock concert. Honest!

Dave's Tips For Teens:
You can even throw in a ring announcer, a hostess holding up cards showing the rounds, and a determined corner coach!

You can adjust the strength and numbers of the attackers to fit your particular group of Teenagers!



The Benzmen: (Saviors of the Galaxy)

Stats: 6 Across The Board!
(So What? Big Deal.) **Powers:**
(See "The Benz" for details)

Knacks: Overdo Everything +6

Traits: Flash, Dash, Panache.

Only the bravest of the brave, the purest of the pure, the strongest of the strong, and the gaudiest of the ...gaud? (ahem) can qualify to become one of the Galaxy Federation's premier goodguys. Those candidates who fit the bill will be drawn by instinct to the planet Aristotle to receive one of the coveted Benz Amulets, powerful devices which give their wielders (and only their wielders) powers over the forces of evil. The Benzmen never do anything by halves; which is one of their main problems in a *TFOS* game. They are always rolling so well, that too much is inevitably toooo much!

The Benzmen in this adventure have arrived with an armada of Galaxy Federation's starcruisers to investigate reports of Bostonian Pirates on a backwards little planet called Earth. They are friendly, trustworthy, egotistical, and will do their best to defeat the dreaded pirates, to the point of ignoring everything else! Three Benzmen have been sent to Earth. They are Bengay Venison, a steely jawed human who looks surprisingly like Dudley Do-Right in a spacesuit; Boozle, a Velcronian Dragon Centipede with a hundred legs, ten eyestalks, scales, and a pair of wings; and Bettingspree from planet Rightguard, who looks like a garbage can with leathery skin, three legs, and a whole mess of randomly placed eyes. Their stats, are of course, identical.

The "Benz" looks like a well crafted hood ornament, and gives the Benzmen the following powers: Telemove, Speak to Aliens, Forcefield, and occasionally, Telepathy (on a successful Smarts vs. Smarts roll, you can read the target's thoughts for two turns. If you fail, the effect is reversed!) These devices slip over the user's wrist and can never be removed from then on, nor can their powers be used by any other.

be careful. We're all counting on you!"

Crossing a single room in a game without a distance scale should be a snap for a group of skilled Teenagers, right? Ha! Not if the room is loaded with a couple thousand screaming extras with large bonk rifles! It's time to break out those windowdressing rules from the beginning of the adventure (see, we told you they would come in handy!) Since no one really knows who is shooting at who, we'll just call the swarm an extra large economy size group of grade-A windowdressing. Any Teenager who makes a cool roll at difficulty four will be able to simply wade through the battle without a scratch (if they should think of trying!) Teleporting will do the trick as well. Fighting one's way through the masses is another story. Unless the Teenagers are using some pretty high powered area bonk weapons, they probably won't be able to make a dent in the number of soldiers in the battle. On the other hand, any Teenager who leaps into the fray will be subject to four attacks per turn, at a Bod vs. Bod difficulty of four for each attack. If a character is hit, roll randomly to see what they got hit by: 1-2: zap beam (2 bonk), 3-4: goop gun, 5-6: boy/girl gun. A Teenager who is bonked out in this fashion, or is otherwise immobilized, will no longer be subject to attack... At least until he recovers, and does something stupid...

Entering the next room, the Teenagers will see the following scene...

Read this aloud: "The central portion of the room is taken up by a large launch pad, on which rests a large lime green and orange rocket with long sweeping fins. The words "Have a Nice Day!" are printed on the rocket's side in large black letters. To one side, M'Kil sits at a control panel, busily pressing buttons and turning dials. Off in one corner, the Bostonian leader and a bunch of his flunkies are engaged in an insult contest with three heroic looking...uh...things." (Any aliens amongst the Teenagers will immediately recognize these stoic figures as the Galaxy Federation's numero uno Do-Gooders, the enigmatic *Benzmen*. You can read them the descriptions from the little box with their stats.). "Most engaging of all is Eve'L Cus'N, who stands facing you, backed by all the enormous Ugloids! Eve'L cracks her whip and shouts "Get them! I want them captured...alive!"



Yet another battle begins! While M'Kil finishes with the controls and the Benzmen and Earmuff square off in the corner, Eve'L and her Ugloids will try and pound the Teenagers into mush. The Teenagers will have six turns in which to stop the rocket from launching. After that, they can kiss that bird goodbye! The rocket itself is pretty tough, and will take at least three shots of five bonk apiece to destroy (players may combine the damage of their attacks, assuming they can all make Bod rolls to pull it off). If things are going really bad for the villains, Eve'L will order the remaining members of her goon squad to throw themselves in the way of any attacks against the rocket (assuming that Eve'L is still up and kicking, the goon squad members are just stupid enough to follow an order like this!). By the end of the fray, at least a few dozen Hollywood Soviets and a couple ACOs should make it into the control room, if only for moral support.

Assuming our stalwart Teeners are unable to reach the rocket in time, M'Kil will pull down the last switch with a triumphant "AHA!" The rocket will belch smoke and fire, lurching off the launcher with a thunderous roar--- then fall back onto the launchpad to explode with an ignominious "THOMP!".

Whether the rocket explodes on it's own or the Teeners get to it first, one thing is certain to happen. Moments before any of the Teenagers can lay hands (or whatever) on him, M'kil will teleport away to safety, screaming his last words: "You may think you have won, but I'll have my victory yet! My Ugloids will destroy this miserable planet and everyone on it!"

As the Teenagers stand gaping, the following exchange will be heard from the corner:
Benzman #1: "You're finished, Earmuff; the Bostonians will never get the Zinc Oxide! Our fleets will destroy you!"

Earmuff: "That's what you think, Bengay Venison! My fleets are prepared to destroy you and this planet rather than face defeat!"

Benzman #2: "So you think your miserable pirates are a match for the Galaxy Federation, huh? Don't make me laugh!"

Bostonian #2: "Are we gonna stand for this shinola, boss? Let's get spaceside and waste these pansies."

Benzman #3: "You challenging us to a duel, scum?"

Earmuff: "Whenever you're ready, garbage breath!"

And on that note, the antagonists will also disappear. Anyone peering up through the rocket launching tube will see approximately 20,000 huge space cruisers point their noses skywards and roar off in a burst of super galactic energy. It looks like Earth could be in for one heck of a pounding, real soon!

Around this time, Hel'N Wyn'Tyr will burst into the room and inform our heroes that bad things are going on up in space. Her brother is back on his flag ship, and planning to activate his Ugloids from orbit. There are also two gigantic space armadas squaring off on either side of the Earth, both ready to destroy everything in between rather than backing down from a good fight.

"This transmat beam is powerful enough to transport all of you." she explains, pointing to a small black box on her belt. "There's not much time left. You've got to get to my brother's ship while I try to get reinforcements!"

"Helen hits the switch! The climactic showdown has begun!"

Wrapup: Well, this looks like the final battle! This one's for all the marbles in the jar. Although we have a pretty sizable force of armed extras all around the Teenagers, we all know who the real heroes of the final scene will be! So with no further ado...

Dave's Tips for Teens:
Just because the rocket gets launched doesn't mean it's the End of The World. The Teeners are sure to figure something out if they've gotten this far!





Chapter V: "Look At All These Fabulous Prizes Just Waiting To Be Won!!!"

"Well Vina, our contestants should be arriving any second now. You can feel the excitement building in the crowd as the two battle fleets prepare to pulverize the planet, the transmorpho ray begins to energize, and the Referee for tonight's matchup takes his place on the podium!"

"And there's the distinctive flash of the transmat signalling the imminent arrival of our team from Valleyville Highschool. Let's dim the lights for a moment so we can all give them a really warm welcome! Places everyone.... cue promotional credits!"

Guest Stars: B.B. "Jock" Schmidt, the Cosmic Referee

Supporting Cast: Just about everyone mentioned so far, and then some (plus, of course, our viewing audience)

Paulie's Musical Suggestions: *Play The Game, Games Without Frontiers, Major Tom, Any Gameshow Theme Music, We Are The Champions.*

Scene Goal: The Teenagers compete with the Villians to "Save the Earth"

Action Summary: Shortly after arriving on M'Kil's flagship, the Teenagers are forced into a board game in order to decide on the fate of the Earth.

The action begins as the Teeners and assorted friends appear on the deck of M'Kil's flagship, *The Discombubulator*.

Read this aloud: "You arrive on the deck of a gigantic star cruiser surrounded in darkness. The only light is from the stars visible through the glass-domed roof, and the faint glow of the Earth off the starboard bow. Although you can not make out any of the exact details, you're certain that the room you are in is big... *real big!*"



"A spotlight hits your group. Soviets and A.C.O.'s go for their weapons as the rest of you duck to get out of the line of fire. Moments later, after Lana and Leewood have calmed down their troops, a second spotlight appears, a great distance away on the other side of the deck. You see a number of shady characters in gaudy uniforms glaring at you with contempt.

"You guessed it... It's the *"Bad Guys!"*

Looks like we have a stand-off here! The guys in the other spotlight are M'Kil, Eve'L, Hel'N (which should surprise some of the Teenagers at first), General Earmuff, Blue Dodger (Earmuff's assistant), two Ugloids, some bikers, and a pair of Krakobondian spies in panda suits who arrived late for the conflict.

Unless one of the Teenagers speaks up, M'Kil will take the initiative, beginning what should be a grand contest of *insult slinging*. He will go on and on about how the Teenagers are doomed to failure and how he will reign supreme, etc. etc. Earmuff will throw in a pitch about the might of the Bostonian Armada and how Earth is doomed to be ground up for Zinc Oxide extraction, and other subjects of ill repute.

The Teenagers will, of course, begin to return insult for insult. Have this go on for a couple of turns, handing out situational bonk to each side when appropriate, and applauding truly epic and tasteless soliliquies as they are slung. Eventually though, one side or the other is going to get fed up, and the weapons are going to come out, the battlecries voiced, and the first tentative steps taken towards a long and vicious slugfest.

This is when the third spotlight appears in the center of the deck, and a smiling man in a white suit appears. Raising a microphone to his lips, he says...

"Hello again! I'm Pat White, your host! Hold on to your hats, sports fans, because it's time to play..."

Save The Earth!

The lights come on all over the ship, and the Teenagers suddenly find themselves facing thousands of roaring fans in grandstands placed all around the perimeter of the main deck! There are camera crews, newspaper reporters, presidents and kings from a dozen worlds. Even Mr. Mauler is there, watching the Teenagers with a gimlet eye.

In the middle of the deck is a giant game board, picturing the earth rimmed by sixteen squares with various instructions. In the center of the board is a raised dias, upon which stands a tall, lanky man wearing a black and white striped shirt with a black cap pulled over his glowing eyes. In one hand is a stopwatch, in the other is a huge rule book. Around his neck is a silver whistle. Any Teenager who has ever watched a big time galactic sporting event will immediately recognize the figure as *B.B. "Jock" Schmidt, the Cosmic Referee*, the man to whom the universe turns to judge events of truly cataclysmic proportions.

Such as the fate of the Earth.

As the cameras roll and the fans cheer, Pat White, the smiling announcer (now accompanied by his charming assistant, Vina) addresses the Teenagers and the viewing audience.

"It looks like we're going to have a great matchup today, fans! As we speak, two powerful space fleets are preparing to destroy the Earth and each other over the Galaxy's last known source of Zinc Oxide, the suntan lotion miracle atom.

"Our contestants will be competing for the right to decide on the fate

Hel'N will wink at the Teenagers and smile: She's still on their side...or is she?



B.B. "Jock" Schmidt
Stats? What stats? The
Cosmic Referee doesn't
need stats!

of the Earth. Representing the visiting team, we have that immature upstart we all know and love; the captain of the badguys... M'Kil Wyn'Tyr!" (cheers go up from an unseemly section of the fans)

"And representing Earth, those loveable boys and girls from Valleyville High, under the leadership of their team captain ____ (choose a player at random)! They'll be doing their best today to win for all of their fans at home and across the Galaxy! Tell them what our prize is today, Don!"



A disembodied, yet cheerful voice will echo through out the ship. "Well Pat, as you well know, our lucky winners here today will gain the right to decide the *fate of humanity*! In addition, each lucky contestant will win an all expense-paid shopping spree at Megamall, the Galaxy's largest shopping center!"

The crowd will ohh and ahh and applaud as the Teenagers listen to their intro and stare into the cameras with awed and befuddled expressions (by now, quite a few of them should be close to freaking out due to excessive situational bonk loss). The rest of the N.P.C.'s and extras will be hustled off of the stage, leaving only our heroes and the Main badguys to face the Board, the Ref, and the Announcer. The lights will dim, and an enormous floodlight will hit the game board. Pat White will speak again.

"We're going to take a short commercial break while we let the Referee explain the rules of the game to our contestants. But don't go away; we'll be right back with more thrilling action after a word from "Gunky Chunks, the Galaxy's favorite snacktime treat!"

The Rules: (place your copy of the board in the center of your players for all to see)

As a hush settles over the crowd, B.B. "Jock" Schmidt gathers both teams to his side and begins to explain the rules of the contest.

Object: To move around the board and perform various deeds to accumulate Wonder Points. The first team to accumulate 10 Wonder Points wins "Save The Earth".

Team Goals: Teeners: To save Earth for Humanity. Badguys: To gain the rights to do with Earth as they please, up to and including subjugation and/or grinding it up and extracting the Zinc Oxide!

The Board: The Cosmic GameBoard is covered with 9 types of squares, some of them duplicated. These are:

Superquiz: (Player goes to "The Quiz Show")

Cosmic Olympics: (Player goes to "The Stadium")

Stay Cool: (Player goes to "Club Fred")

Start! (Player starts on this square. No other effect.)

Gain a Wonder Point! (Player gains a Wonder Point. The crowd cheers!)

Take a Bonk! (Player gets zapped, fried, clobbered, etc. for 1 bonk.)

Go Back/Forward 1D6 Spaces! (Figure it out!)

Loose a Turn! (see above)

Go Again! (Ditto)

1: Each side has an equal number of players. The number of players per side is equal to the number of Teenagers playing in "Fieldtrip" (adjust the badguys forces accordingly. If there are less than five Teenagers in your game, add players like Ms. Shegs and Flex to augment their ranks.)

2: Start on the square labeled "START". Roll 1D6 to determine the number of spaces moved per turn. Alternate between goodguys and badguys. All contestants will

Pat, Vina & Don The
Disembodied Voice

No; Pat, Vina, and Don
don't have any stats either.
They're just charismatic
window dressing.

Dave's Tips for Teens:

The more friends, family, &
loved ones in the audience, the
better!

The Teams:

Goodguys: The Teenagers.

Badguys: M'Kil, Eve'L,
Earmuff, Bostonian #2,
Hel'n.

If more Badguys are needed,
throw in a few Bikers and
Ugloids.

do what the little squares tell them to do.

3: Contestants will be challenged in four areas: Smarts, Bod, Luck, and Cool; depending on where they land. During each challenge, they will be whisked to the Proper Challenge Arena, tested, and returned at the end of the test to the square they landed on.

4: Contestants may take Bonk during the game from various rolls or actions. Bonked out players are out of the game!

5: If no team wins in 10 turns (i.e., everyone has gone ten times), the game will be considered a draw and the Earth will be blown to atoms. The rest is academic.

Referees: Running The Game

Just because the game is going on doesn't mean that the rest of the action around the ship has ceased! Space cruisers are beginning to battle outside. The announcers are chattering. School chums, Teachers, Parents, and world leaders watch from the sidelines!

For simplicity's sake, let's say that one full turn during the game (the amount of time it takes for all contestants to go once) is equal to one turn for the rest of the action. This means that people on the sidelines will have the chance to do things. Players in the game will have time to converse, or attempt to cheat. Mr. Mauler may occasionally march onto the board and start giving pep talks to the home team, and assigning detention for failed rolls.

Cheating is allowed during the game, assuming the players can get away with it! Cheating can range anywhere from switching places on the board with a team mate, to goop-gunning an opposing player while the Cosmic Referee is looking the other way! Getting away with cheating is another matter. Players who cheat (whether Teener or badguy) will have to make luck rolls at a difficulty ranging from 4 to infinity, depending on how outlandish an infraction they commit. This roll is to avoid being caught by the Cosmic Referee. If a player is caught, "let the punishment fit the crime", but don't get too nasty, after all, **It's only a game!**

The badguys will cheat on a roll of 6 on 1D6. Roll for each badguy once per turn. Note: making it look like the other team cheated is also a superb form of cheating!

Ringers are those little perks which are designed to help the goodguys pull their fat out of the fire if things start getting too rough for them. After all, the name of the game is "Save The Earth", not "Demolish The Earth"! We all know who the viewing audience is *really* rooting for!

The first ringer is the fact that Hel'N Wyn'Tyr is playing on the badguys side! Since she hasn't really been giving the Teenagers any direct support, M'Kil has yet to figure out that she isn't really on his side! Hel'N will screw up questions and tasks at important times in order to give the Teenagers the edge in the competition. If she does this too much however, she will no doubt be found out by her teammates, and then things could start getting ugly!

The second ringer will involve Mr. Mauler calling for a time out. He will then proceed to drag all of the Teenagers to a door at the end of the main deck with a bronze plaque bearing the words "Principal's Office". Mauler will shove the Teenagers through the door. The only thing the Teenagers will remember when they emerge, some minutes later, is that they have a much more positive outlook towards the competition. Give all of the Teenagers a bonus of +2 to all of their rolls for the rest of the game. If this still isn't enough of a boost for them, maybe you had better send out for a new batch of Teenagers!

Every time you correctly answer a question or perform a task, you gain a Wonder Point for your team!

Dave's Tips For Teens:
Some turns will be more complex than others, but time scale is one of the least important things in the game!

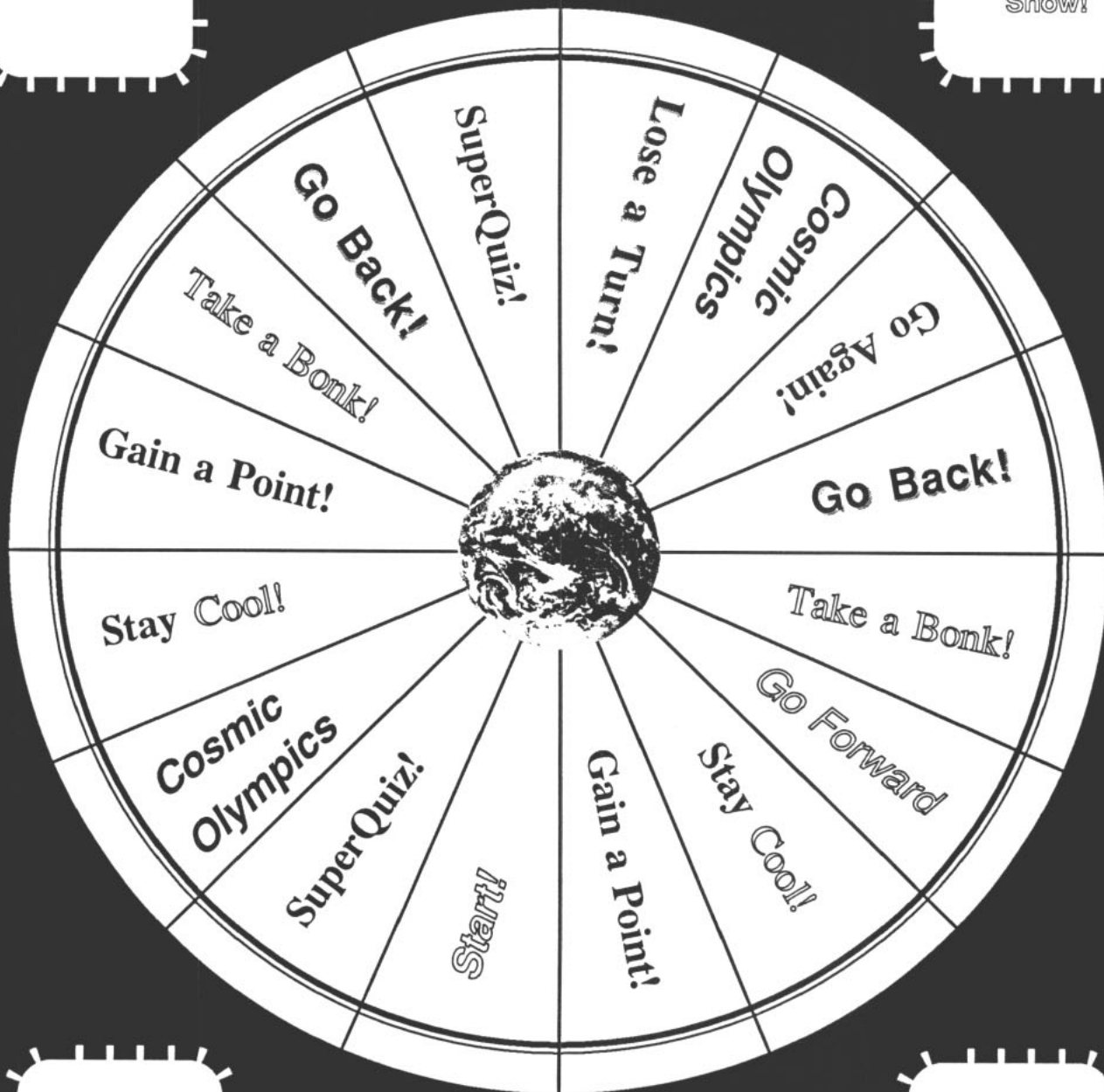


Some Random Events:

- 1: Stage stormed by fans.
- 2: Potshot at contestant from someone on the sidelines.
- 3: Explosion causes breach in hull and loss of pressure.
- 4: Teenagers asked to participate in "live" commercial.
- 5: The Referee calls a time out for a doughnut break.

Stadium!

Quiz
Show!



Club
Fred!

Bonked
Out!

SAVE THE EARTH!

Questions and Activities:

Superquiz: Landing on this square teleports the Teener into a large game-show set somewhat reminiscent of *The 100,000 Dollar Concentration Meets The Hollywheel Squares*. Pat White is your host, with Vina his gorgeous assistant. As Referee, roll 2 D6 and compare the combination of dice to the questions below (rolling a 1 and a 2, for example, means go to question 1-2). Player's roll their Teener's Smarts Stat plus any related Knack against the question's difficulty. The difficulty of a question may be modified somewhat if you think a certain character would be more or less likely to know a question: such as a guitar player knowing rock band, or an alien being close to a mentioned system {luck roll} or the fact that most Bostonians know nothing about teener stuff)

- 1-1(diff 1): what's your name? A: obvious.
 1-2(diff 1): Who's your friend? A: obvious.
 1-3(diff 1): What's this? (hold up pencil or pen) A: pencil, pen, writing instrument, etc.
 1-4(diff 2): Name your vice principal/fearless leader A: Mauler/Earmuff
 1-5(diff 2): Name two major earth oceans: A: Atlantic, Pacific, etc.
 1-6(diff 2): How many fingers? (hold up three) A: three (duh!)
 2-1(diff 3): Spell your characters name backwards A: either they can/or can't
 2-2(diff 3): How many planets in our system? A: Nine
 2-3(diff 3): What's the Galaxy's leading rock band? A: The Skulls
 2-4(diff 3): How many charges in a bonk rifle? A: infinite.
 2-5(diff 3): What's the Galaxy's most powerful energy source? A: Zinc Oxide (what we're fighting about!)
 2-6(diff 3): What's the Galaxy's most popular fast food chain? A: McDoggies
 3-1(diff 4): What's the Galaxy's fastest land animal? A: a furdonian geezzercat
 3-2(diff 4): What's the lowest form of life in Highschool? A: Freshmen (of course)
 3-3(diff 4): How dangerous is it to wrestle a Bostonian Ugloid? A: very (get real!)
 3-4(diff 4): Which is more dangerous: hard radiation or school lunch? A: school lunch!
 3-5(diff 4): Who comes back from Deadman's Curve? A: no one so far...
 3-6(diff 4): How many beers can a Draconian party animal drink before passing out? A: infinite
 4-1(diff 5): What happens when you mix Zinc Oxide with Beer? A: a large crater.
 4-2(diff 5): How many nebula dollars to the Teener buck? A: 1/10th a nebula dollar.
 4-3(diff 5): Say "she sells sea shells by the sea shore" three times fast A: either pass or fail
 4-4(diff 5): How many bones in the skeleton of a budonian slime waug? A: 0 (they don't have any bones)

- 4-5(diff 5): What is 973.578 X 352.841036? A: 343518.27015 (of course!)
 4-6(diff 5): How large is half a hole? A: no such thing as half a hole (trick question)
 5-1(diff 6): How many times have you cut highschool in your life? A: varies, but can they remember?
 5-2(diff 6): What color are the eyes of Valleyville High's principle? A: sorry folks, no one knows this one.
 5-3(diff 6): How many kentoinian boonderboddles to the fabbersnatch? A: 5
 5-4 (diff 6): How many atoms? (hold up a D6) A: you and I may not know, but the character might.
 5-5(diff 6): How far is it from here to there(point to left and right, but tell the characters that referee is pointing out windows into deep space) A: as above.
 5-6(diff 6): What is the meaning of life? A: any creative answer will do!
 6-1 Free Pass! (your lucky day!)
 6-2 Roll again (ignore any first number of 6)
 6-3 Roll twice/answer both! (ignore any first number of 6)
 6-4 thru 6-6 Roll Again!
 Cross off questions as they are answered. Roll again if a repeat shows up (except for numbers beginning with a 6)

Weird Olympics: Any Teener entering this square finds him/herself standing in a huge sports Stadium. As the capacity crowd roars, Judge Schmidt blows his whistle, signalling the start of the competition (The Referee rolls 2 D6 to determine the Event! Events can be repeated).

- 2: (diff 6): Eat 20 McDoggie Burgers, run forty laps, stand on your head, twirl in place, and then try to keep your food down! (+1 to roll for characters with "tough" power)
 3: (diff 5): Arm wrestle the automated fitness droid (has bod of 5) first side to roll three successful bod rolls, wins. (add a +2 to roll if character has superstrength or monsters out)
 4: (diff 4): Play the guitar like a star. (a crowd of rock promoters look on. Make this roll twice and get a recording contract!)
 5: (diff 4): juggle live hand grenades. (only roll once, but if you fail...take 2 bonk!)
 6: (diff 3): Breakdance. (have character describe what they are going to do, just for fun. Failure causes one bonk)
 7: (diff 1): Close your eyes, touch your finger to your nose (have players do this. If they fail, have their breath analyzed! Still, it's the character's roll that matters...
 8: (diff 3): lift a heavy weight above your head (big barbell comes out. Add +2 to roll if character has superstrength or monsters out)
 9: (diff 4): disarm the bomb before it explodes! (failure causes one bonk and a lot of smoke)
 10: (diff 4): Make a fieldgoal! (the goal posts look mighty small....
 11: (diff 5): Run a lap vs. the fitness droid and win. (add +2 if character has run like heck or superspeed):

- 12: (diff 6): Successfully wrestle a Bostonian Ugloid to the ground. (note: This is a one shot roll, and the result, whether win or lose, will cause no bonk to character)

Stay Cool: Teeners landing in this square find themselves in the main lobby of the exclusive Club Fred, the ultimate Teener beach resort for the totally trendy! As the crowd (all wearing identical designer swimsuits & shades) looks on impassively, the Referee rolls 2D6 to select the social event you will have to face without losing your Cool!

- 2: Get a date with Tad/Teena Goodbody! (sexy but stuck up young adults) Difficulty 6!
 3: Win an insult contest with a cosmic truckdriver! (roleplaying counts) Difficulty 5!
 4: Convince your irate Boy/Girl friend that you weren't actually at the *Panda Bear Club* with that pair of Virgoian centerfolds! (difficulty varies. Use appropriate N.P.C. for both sides)
 5: Survive for thirty seconds listening to the world's most boring accountant give a lecture without falling asleep! (about a difficulty of 3 or 4)
 6: Walk to the other side of the arena and ring the little bell. (of course, the moment the player takes one step, a cross fire of machine guns will open up, blocking their way. They'll need some serious moxie to walk through this one! (about a difficulty of 4 to simply walk on through)
 7: Sass Mr. Mauler! (In truth, there is almost no way a player could pull this off by rolling dice, so just roleplay it out, and if you feel they pulled it off, give 'em their Wonder point, and a point of bonk from one of Mr. Mauler's famous backhands!)
 8: Withstand a guilttrip from Mom! (About a difficulty of 4 for everyone. Even Bostonians have Moms!)
 9: Face the unspeakable horror of McThoolool! (an evil gibbering mass of animated decaying hamburgers and frenchfries. Make a cool roll at difficulty 5 to avoid loosing it completely!)
 10: Play "chicken" with the "Road King"! (he's in a semi-tractor/trailer. You're in a V.W. Bug. This is a difficulty 6 roll!
 11: Eat only one from a batch of Gunky Chunks™ brand snack-treats! (but they look soooo good! This is a difficulty 3 roll.)
 12: Drink Belter's Antifreeze without choking (difficulty of 5!)

The Final Outcome:

1: The Teenagers win!: Great cheering ensues. The badguys hang their heads in defeat. The Bostonian fleet backs off. M'Kil throws a fit. All of the other friendly N.P.C.'s and extras swamp the Teenagers with praise and hugs and kisses. It's party time... Almost!

2: The Teenagers Lose!: Now how do you suppose that happened? All is not lost, however. Just as the mineral rights to the Earth are being handed over to the Badguys, an army of intergalactic lawyers will march up to the referee and literally bury him in red tape and paper work. As it turns out, a large, unnamed multi-galactic corporation bought the land rights to Earth a number of centuries ago from a couple of Sumarian prophets in order to convert it into a theme park for visitors from other dimensions. Although construction hasn't started yet, the contract is still binding under galactic and interdimensional law, and the lawyers threaten to sue the Bostonians for "three times the worth of their entire empire" should they so much as take a pick-axe to a mudpie on Earth. Choking and gasping from the plethora of "Cosmic Legalese", the bewildered Bostonians will climb back into their starships and head for home. In a turnabout ruling, the Referee will declare that the Teenagers are the winners by default (quoting some obscure rule from his book). The crowds cheer! M'Kil loses it! It's party time... Almost!

3: It's a Draw!: This will go sort of same as if the Teenagers had lost, only this time, the Referee and the networks will be the targets of the lawsuits. The Ref will end up flipping a coin to see who wins. Have the Teenagers call the toss. Have them use whatever devious means they can devise to modify the toss and make it go their way. If they still lose the toss, the lawyers will point out the fine print in their contracts, and the results will be as described before. The crowd cheers! M'Kil fumes! It's party time... you guessed it... Almost!

But wait. Who's that redfaced figure appearing on all of the screens on the main deck? Why, it's none other than our beloved M'Kil Wyn'Tyr, and he has something he'd like to say to the Teenagers and the audience at home...



"Finished! You're all finished! I never cared about your stupid game anyway! It's not fair! Well, you overblown fools, I still have the controls to my *backup* Transmorpho Ray™! How do you like them apples, eh?!? My Ugloids will squash your pitiful earthworm cities like the slums they are! I will still rule supreme! I am M'Kil Wyn'Tyr, and I will not be denied!!!"

Some problems just never seem to go away, eh? It looks like the Teenagers and crew will have one last duty to perform before the Earth is once again safe for humanity and beach parties. Everyone will get into the act this time, and the Teenagers will find themselves leading an army of hundreds of armed and angry humans and aliens!

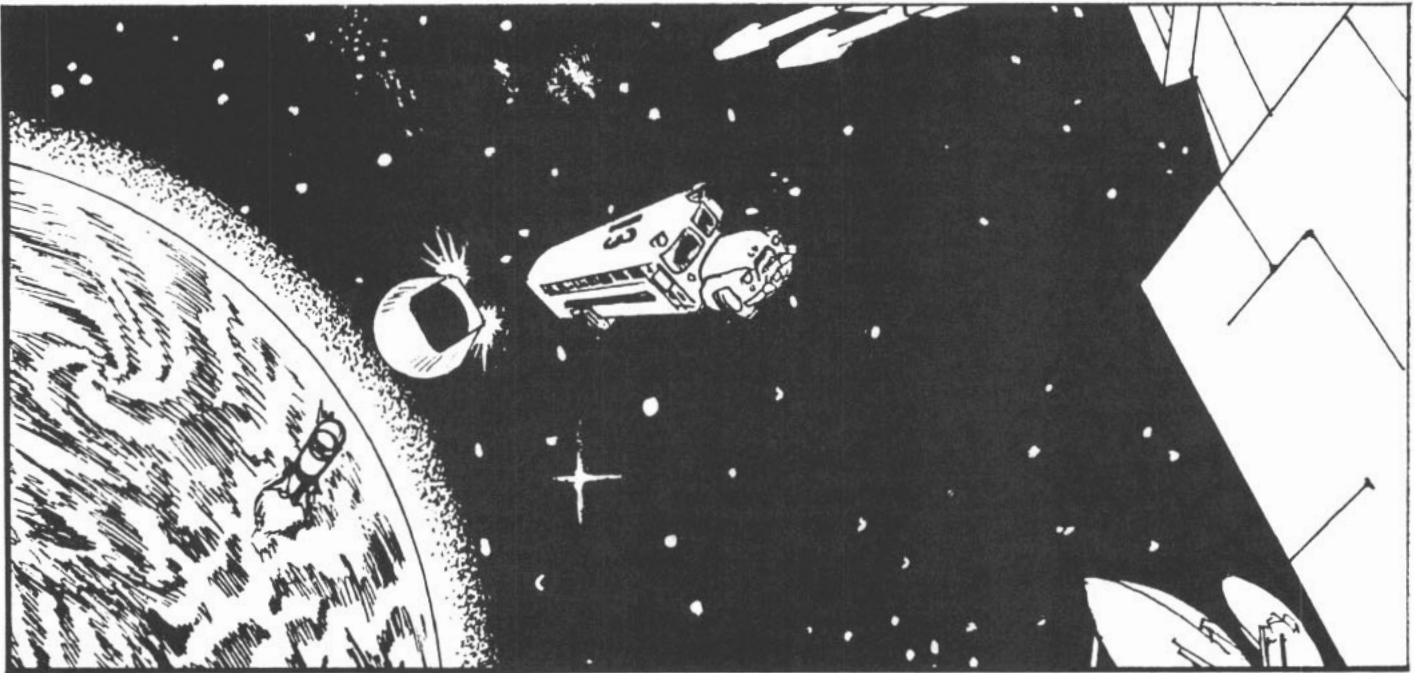
Bursting through the doors to the bridge, the Teenagers and crew will find themselves face to face with M'Kil himself, who is presently holding a funny looking little joystick connected by a wire to a control panel. On the bridge's main screen, the Teenagers will see an image of a large radar dish shaped gun pointed at the Earth. M'Kil scowls at the Teenagers and warns them "...Don't come any closer!"

How are our Teenagers going to stop M'Kil before he pushes the button?

Heck if we know! But we're sure they will think of something! This should be an interesting fight, and somewhat one sided. If the Teenagers and their friends do not manage to instantly bonk M'Kil into oblivion, he will push the button on his joystick, blow Ms. Sheg a kiss, and teleport away in a fit of giggling laughter. Where will he go? Who knows? He won't be seen for quite some time, but he certainly will be heard from again!

So He Pressed The Button...

Could this be the end of the Earth? Hardly! The beam will lance out and bathe the planet, activating all of the Ugloids. There's just one small problem... All of the Ugloids are transmorphed into little rubber-looking creatures the size of mix-masters and microwave ovens which go around smashing dishes and stealing silverware. Hardly cause for a national alert!



If the Teenagers are successful in bonking out M'Kil, the Earth is saved yet again! (this could get habit forming!) Hel'N will tell the Teenagers that she's going to drag her big brother home to their parents and suggest that he is "**Grounded for the rest of his natural life!**". A shout of approval will race through the crowd as Ms. Shegs points to the main screen. A distant yellow rectangle will be seen approaching the ship. Ms. Shegs will smile and say:

"Hey everybody; it looks like our ride is here!"

Growing larger by the second, it will soon be easy to see that the approaching metallic form is none other than the durable Bus 13, now equipped with rocket boosters and a docking port! The bus, seemingly driving itself (thanks to our spirited ghost!), will pull up along side the bridge and wait for a docking tube to be sent out. As the doors open, and the Teenagers say their goodbyes to Hel'N, The Cosmic Ref and the rest of their new friends, Chuck Leewood will stride forward, brandishing a half dozen weapons, and shout:

"O.K. you low down good-for-nothing goldbricks... What are you waiting for, a letter from Mom? Get your tails on the bus-- I've got a Field Trip to run and I haven't got all day!!! Move it! Move it!! Moooooove it!!!"

**"As you scramble to find seats on the bus, you hear Ms. Shegs mutter
"The more things change..."**

Come to think of it, it hasn't been such a bad Field Trip after all. Certainly better than detention! The gallant Teeners roar off into the sunset.

Well Folks...

"That's A Wrap!"

Roll credits!

Well, we hope you've had as much fun running this as we've had producing it! We've always found that the Referees have at least as much fun as the players, if not more! But just because the main adventure is finished doesn't mean its' time to hand it over to your baby sister with a complementary box of crayons! There's more than enough material in here to spawn a bagfull of other adventures! And just to get you started, we are proud to present...



Chapter VI: Spinoffs!

Here are a few ideas for mini adventures!

A Little Galactic Romance

Starring: Hel'N Wyn'Tyr

The Situation: This one is perfect for the Teenager who went out of his way to interact with Hel'N. It turns out that Hel'N has fallen in love with one of the Teenagers. She returns to Earth to pursue the romance, and things go from there.

Ideas: What do Hel'N's parents have to say about this? What about the Teenager's present girlfriend? Just how much does Hel'N really know about Earth culture? Does she have an embittered ex-boyfriend back home? The problems can grow exponentially!

Benzworthy

Starring: The Benzmen

The Situation: It turns out that one of the Teenagers possesses that *special* quality which makes one worthy to join the ranks of the Benzmen of the Galaxy Federation! The Benzmen will attempt to recruit the Teenager at all costs (for the good of the whole Galaxy, of course).

Ideas: What if the Teenager doesn't want to go, and if he does go, what will it mean giving up? Relationships? Friends? Classes? Fast food? Mr. Mauler probably wouldn't take kindly to the Teenager and his friends going on an extended Galactic vacation! What strange adventures await the Teenagers in the cold depths of outer space?

The Revenge of Bus 13

Starring: The Bus, the Ghost, Mr. Mauler

The Situation: The ghost of Bus 13 wants revenge, and the Teenagers won't rest until it gets it! It will haunt them at home and in school, screwing up their lives and spreading paranormal pandemonium. How will the Teenagers appease a restless ghost with a sense of humor? Only the Shadow knows!

Ideas: Read the *Legend of Bus 13* to find out what the ornery ghost wants from the Teenagers, and specifically, Mr. Mauler! The Teeners will have to invent tricky ways to lure Mauler onto the bus, while all the while, the Ghost plays havoc with their social lives!

Beach Blanket Bolsheviks

Starring: Lana Shags and the Hollywood Soviets

The Situation: Lana's boys have landed themselves a part in an upcoming action-adventure surfer flick to be filmed at a major studio, and they have invited their new friends, the Teenagers, to join in the production! The movie is called "Beach Blanket Bolsheviks vs. The Swordwielding Samurai Surfpunks", and the problem is, the extras may not be just acting!

Ideas: Is the coast of California actually being invaded by a rampaging army of Nihon Numbskulls? Can the Teenagers and the brave members of the Covert Capitalist Comrades Party stop this threat to American recreation while still looking good on camera? Will the U.S. government know whose on whose side when they send in troops to deal with the threat? Is this reality or just video? Only you know all the answers!

The Return of Vashi Raggedashi

Starring: Vashi and the boys in the Federated Freedom Fighters Front

The Situation: Out to avenge his failed attempt at hijacking the Teenagers during their Fieldtrip, Vashi and the upwardly mobile members of the F.F.F.F. are going for the big one this time... taking over Valleyville High and holding it for ransom!

Ideas: What happens when an army of gun toting nationalists dressed as bus drivers take over the school and demand B.M.W.'s and passes to trendy health clubs? A whole lot of fun and confusion! The Teenagers will have to think fast and fight hard to rid their school from this dangerous menace! What if their friends are being held hostage? What is the administration doing? How will the Teenagers get home in time to watch *Star Trek*? Grab your red head bands and fully automatic bonk rifles and climb aboard!

