

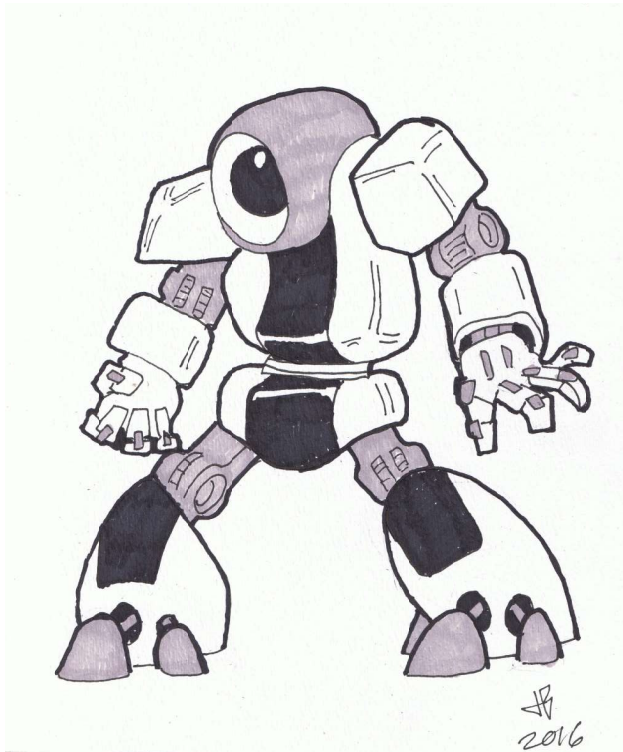
ZOOM SCOUTS

A Game About The Big Giant Mech Battle at the End of the Episode

HAN-0-TZ: Beep bzap biddie! Look out Zoom Scouts! The monster has fallen into a the irradiated quarry, and now it's growing to enormous size! Will it destroy all of Sunny Beach?

Skyporion: It's time for the Zoom Scouts to form... ultimate Mega Mech Mode!

[Transformation sequence begins]



About!

Zoom Scouts is a tiny RPG for three to six players, in which you take on the roles of members of the Zoom Scouts: a troupe of totally radical teens and tweens granted awesome martial arts powers and robot suits from some sort of ill-defined alien, in order to defend Sunny Beach (and by extension, the Earth) from the predations of another, also ill-defined but clearly malevolent alien menace who has decided to throw a giant rubbery monster at you every week or so.

You Will Need!

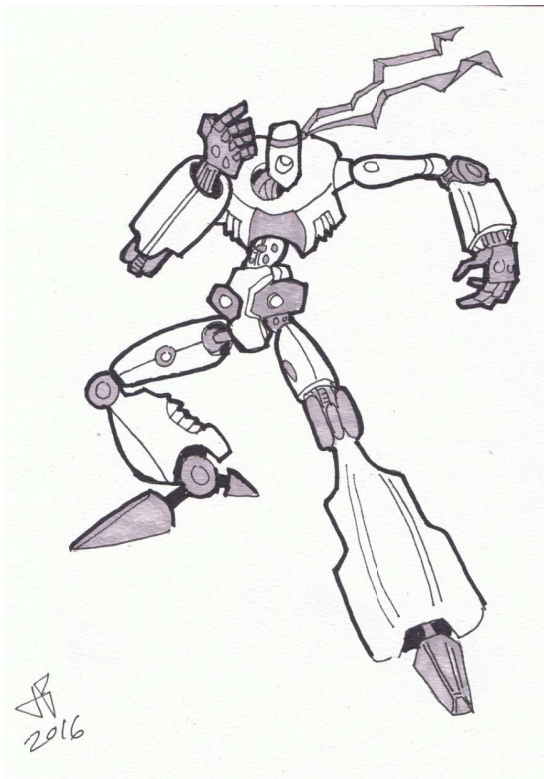
- Three to five players. Notably, while you could all be in a room together, that's optional! Zoom Scouts is meant to be perfectly playable through any of your finer simultaneous multiperson video chatting services, like... I dunno, Roll20 or whatever.
- A handful of tokens for each player. Five to ten coins work fine, but anything will do... marking dots on a scrap of paper is fine. For the sake of clarity, I'll just be referring to them as Crisis-Onset Influence Notation Symbols, or COINS. You don't need to see the other players' supplies of COINS, assuming y'all are able to trust one another's bookkeeping in a silly no-stakes game about fighting a giant monster as a giant robot.
- The Mega Mech Module cards included in this document. There's eight of 'em on two pages. It's convenient if you can print 'em out out, because you can use the back as a sort of character sheet, but if everyone is looking at a .pdf, this'll all still work.

Setup!

HAN-O-TZ: Beep bzap biddie! Time to zoot up, Zoom Scouts!

Create your Mega Mech!

Everyone choose one of the Mega Mech Modules. This represents the part of the Mega Mech over which your character has direct control: are you the **Power Sword** (and by extension, the arm which so wields)? Are you in control of the **Ion Blaster M-Wave Cannon Gun**? Are you the **Middle Part**? Pick whichever one you think will be most fun to beat aliens with... there is no mandatory Mega Mech Module.



With eight Mega Mech Modules to choose from, your Mega Mech is not going to be equipped with everything available, and that's fine! Take a few moments to think about what the absent Mega Mech Modules mean... if nobody has selected the **Mega Mech Mega-Legs**, does that mean that your Mega Mech floats around on a hoverskirt? Or does it mean that it has a set of spindly robo-legs but they aren't interesting or potent enough to have a dedicated pilot?

Create your Zoom Scout!

You aren't just a Mega Mech pilot... you're a Zoom Scout! That means you're a teen or tween from Sunny Beach High or Middle School, selected to defend the planet from alien monsters! Totally radical! Time to fill in the details of just who you are; you can use the Mega Mech Module card as a character sheet if you're of a mind to do so.

First: what's your teen or tween name? It should be totally radical. Consider: Kimmy, Skyler, Kristi, Lee, Ashley, Ashler, Krimmp, Mos.

Second: What's your Scout Color? Red Scout? Green Scout? Yellow Scout? All these and more could be your Scout Color, if you can only dream it.

Third: What's your Special Skill? That is, why did the ill-defined alien power that made you a Scout choose you? Make this one word, like "Leadership," "Football," "Ninja," or "Gun." You do not need to elaborate for anyone else's benefit.

Finally: what's the cool animal shape of your Mecha Robo? Every Zoom Scout has a Mecha Robo: an animal-shaped robot mech that you pilot for the five minutes or so after you've done martial arts, but before you combine all your Mecha Robos to form the Mega Mech. What's yours?

Get Ready for Battle!

Every player starts with zero COINS. Make sure you are all logged in and ready for action. The player whose Scout Color is closest to Red is considered the "first player," which does nothing except give them the responsibility of officially starting the game when the time comes.

How to Play!

HAN-O-TZ: Beep bzap biddie! Be careful Zoom Scouts; our viewer's soccer practice ran long so we're starting this episode in medias res!

First player, lead us off by shouting "Zoom Scouts, assemble the Mega Mech!" Then, everyone in whatever order you want, describe how your Mecha Robo converts from its animal form into the appropriate Mega Mech Module and slots into the others. And now we're off to the races!

... but first, let's talk about COINS.

Gaining and Losing COINS

COINS are a measure of, primarily, how long this episode of *Zoom Scouts* has been going on, and how dramatic and action packed it has been.

You start with zero COINS, but your Mega Mech Module card lists several actions on it: two Basic actions which generate COINS, a Teamwork action that requires you to spend COINS, and your Mega Mech Module Mega Mode action, which unlocks after you have spent **five or more COINS**.

Basic actions make things more difficult in the narrative... identifying new threats, or having the Mega Mech fail at a dramatic moment. They might also shift the narrative, prompting a little side-scene.

Teamwork actions are dramatic and delightful... you know, cool punches that solve problems. These actions require Teamwork, naturally: that is to say, you need one or more other players to spend COINS as well, and you will need to collaborate on describing what the Mega Mech does.

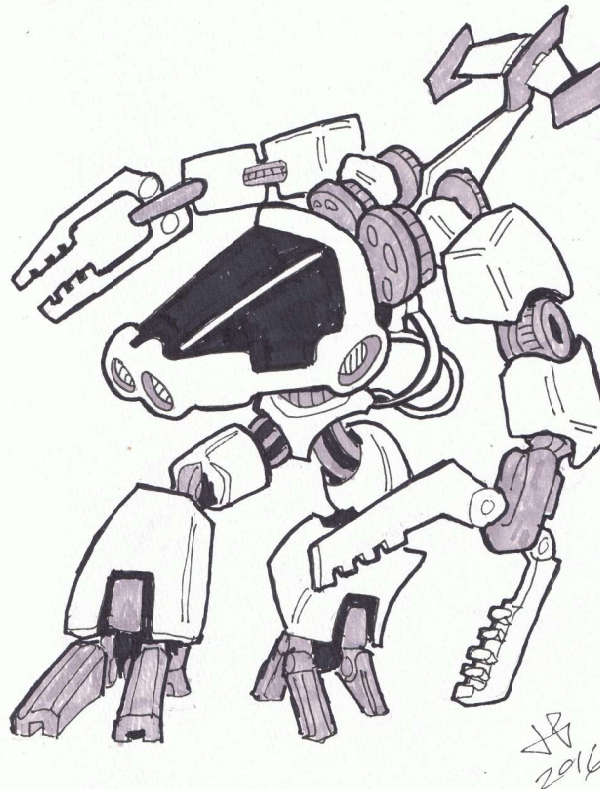
The **Mega Mech Module Mega Mode** action is your personal time to shine... once you've unlocked this action by spending five coins, you can unleash it at any time. While you can continue gaining and spending COINS after the Mega Mech Module Mega Mode has been unlocked, you don't need to keep tracking how much you've spent... you can use the Mega Mech Module Mega Mode action over and over and over and over and over, because the kids at home won't notice that you're re-using footage.

Actually Playing the Game

You and the other Zoom Scouts are now piloting the Mega Mech! The kids at home see your faces in a three-to-six way split screen, each of you in a separate cockpit backlit by your Scout Color. Feel free to chat, Scouts. Shout words of encouragement or worry about the damage the monster is doing. Free role-playing! That's the stuff.

Whenever there's a quiet moment, any player may get things moving by taking an action from their Mega Mech Module card: start by announcing the title of the action in a loud, clear voice. Then, set the scene! If the action is setting up a flashback or side scene, describe it. If the action is moving the Mega Mech, talk about what's happening.

During all this, you are in charge. The other players can and should respond to you, either by taking on the role of NPCs in the scene or congratulating you on your excellent moves.



The action continues for about as long as you want it to. Give it as much description as you want; this is a good place to talk about what that dang monster looks like and does. It's a good time to elaborate on what the special effects look like to the kids at home. Can they see the strings? When you're done, just let the action end. The new quiet moment, which is the cue for another Zoom Scout to take an action.

During all this you can also talk in character as much as you want. Words of encouragement or concern. Radical catch phrases. You'll also want to ask who has enough COINS to help you do your Teamwork action (but it's cooler instead of calling them COINS you make up a term in the moment, like "energy pellets," "admonitite crystals," or "chutzpah nodules." Should be obvious in context what you're talking about.

This process continues—action leading to action leading to action—until every Zoom Scout has unlocked their Mega Mech Module Mega Mode. When that happens, and only when that happens, it's time to actually unleash the fury of the **Mega Mech Max Blast!**

The Mega Mech Max Blast!

... this is the thing that kills the monster, when every Mega Mech Module simultaneously fires a beam of some sort of powerful energy. As soon as you realize that it's time, yell out the Zoom Scout's catch phrase: "Gang, I think it's time for a Mega Mech Max Blast!"

Then everyone takes turns describing the energy blast that they unleash and how it damages or disintegrates the monsters and other ills facing Sunny Beach. What kind of energy? Fire energy? Love energy? Time energy? That's for you to decide! Every Mega Mech Module fires its own brand of energy, and the Mega Mech Max Blast occurs only when all those energies combine. The reason? Science. No further explanation is needed or will be provided.

Once the Mega Mech Max Blast has been fired, the monster is defeated. Cheer, celebrate then cut to the...

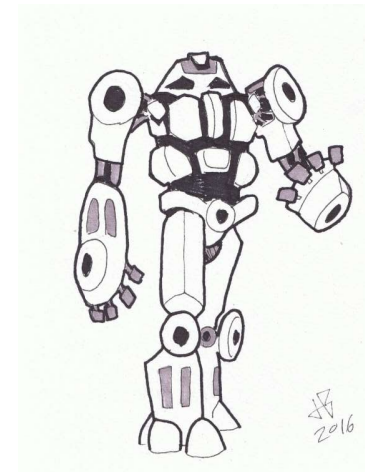
Epilogue!

Suddenly, it's the next day at Sunny Beach High or Middle School! All the Zoom Scouts are there in their civilian clothes (although still wearing their Scout Colors, obviously). Take approximately thirty seconds to talk in vague terms about the thing you did as Zoom Scouts.

Someone say something that's shaped vaguely like a joke. Everyone laugh simultaneously. Cut, roll credits, end of episode.

Skyporion: Well played, Zoom Scouts!

HAN-O-TZ: Beep bzap biddie! Stay Zoomy kids!



"Zoom Scouts" is a silly RPG by Lara Turner, who has never heard of these so-called "powered rangers" you speak of

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The Head Zone

On-board computer, sensor suite, yes we have looking at monsters.

Analysis Mode!: Describe something scary about the monster you are fighting—its shape, its appearance, it's abilities, etc. Gain 1 COINS.

External Threat Scan, Activate!: The Mega Mech's sensors identify a new monster (or similar threat) coming to join the fray! Describe its arrival. Gain 2 COINS.

Monster Weakness Identification Matrix, Go!: Spend 2 COINS, and choose a teammate to spend 1. You use advanced sensors to spot a vital weakness in the monster, and they take immediate advantage of it.

MEGA MECH MODULE MEGA MODE:

Eye Laser Attack!: Did we mention that the head controls the eye lasers? We probably should have! Incinerate something with laser vision!

Mega Mech Mega Legs

You are the legs! You are the legs, yeah!

Activating Follow Mode!: The monster is fleeing to another part of Sunny Beach! Describe its movements as you keep the Mega Mech on its tail! Gain 1 COINS.

Inadvertent Gravitational Realignment Protocol Active!: The monster tripped you and you fell down. Talk about what important Sunny Beach monuments got crushed and gain 2 COINS!

Mega Mech Mega Legs Mega Jump Go!: Spend 2 COINS, and choose a teammate to spend 2 as well. You perform a Mega Jump to surprise the monster, allowing your teammate to deal a powerful blow.

MEGA MECH MODULE MEGA MODE:

Stomp Thrusters Online!: Is the monster on the ground or, failing that, in a position where you can kick it and make it BE on the ground? Cool. Cool. Activate the stomp thrusters.

The Middle Part

Sound boring? YOU'RE boring. Torso's where the power generator lives.

Power Flux!: The Mega Mech gets hit causing one of the Mega Mech Modules to go briefly haywire! Describe the chaos, gain 2 COINS.

Meanwhile at Skyporion's Hidden Defense Chamber!: Cut away to a scene between Skyporion, the alien entity that granted you the cosmic power of Zoom, and HAN-o-TZ, the little... robot thing that lives there too. Talk about how the Zoom Scouts are in real trouble now and gain 3 COINS!

Diverting Power!: Spend 2 COINS and get two teammates to spend 1 each. You divert power from one Mega Mech Module to another, causing the first to fail spectacularly, while the second is able to use a super-charged attack! Collectively narrate the the chaos.

MEGA MECH MODULE MEGA MODE:

Super Growth Capacitors Engaged!: It's not shoddy editing, the Mega Mech is just twice a big for a moment thanks to the Super Growth Capacitors. Use your enhanced size to deal a powerful punch!

Power Sword

You control the arm which wields the Power Sword, an alien weapon of uncertain provenance. It glows!

Engaging Futile Strike Mode!: You slash at the monster with the Power Sword, but it easily fends off the blow! Describe how it's evading your attacks, and gain 1 COINS!

Incoming Disarming Blow!: The monster knocks the Power Sword out of the Mega Mech's hand! Do... do you think there's a reason that the sword is being gripped and not, like, built into the hand itself? Weird, right? Anyway, talk about how that all goes down and the havoc the monster wreaks while you go fetch your weapon and gain 3 COINS.

Power Slash!: Spend 2 COINS and choose a teammate to spend 1. That teammate uses their Mega Mech Module to create an opening, into which you will deposit the pointiest part of the Power Sword.

MEGA MECH MODULE MEGA MODE:

Hyper Power Slash Sword Beams!: Hold the Power Sword aloft and it fills with Cosmic Energy; you may now swing the sword to fire beams of power from the sword! Carve some minor threats in twain with the beams!

ZOOM SCOUTS

Your Name: _____

Your Scout Color: _____

Your Specialty: _____

Your Mega Robo: _____

You are a Zoom Scout, piloting one of the parts of the Mega Mech to defeat a giant monster attacking Sunny Beach! Oh no!

During a quiet moment, pick one of your Mega Mech Module's actions from the back of this card! Gain or spend the COINS it tells you to.

After you've spent five COINS, you can unleash the Mega Mech Module Mega Mode whenever you want!

After everyone has unlocked their Mega Mech Module Mega Mode, unleash a collective Mega Mech Max Blast to defeat the monster!

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The Ion Blaster M-Wave Cannon Gun

WOOOOOOOOOOOOOOO!

Target Lock, Charging!: The monster is moving too erratically for you to get a proper bead on! Talk about its wild flailing, and gain 1 COINS!

Ion Beam, Fire!: Oh dang. Oh jeez. Okay, so you fired at the monster and you heck of missed and hit something real important to Sunny Beach. Take 3 COINS and confess to the damage you did.

Target Lock, Achieved!: Spend 2 COINS and choose a teammate to spend 2 as well. They were able to stall the monster momentarily, allowing you to take your shot and send the dang thing flying. Describe it!

MEGA MECH MODULE MEGA MODE:

Missile Barrage, Commence!: Fire the missiles! They emerge in droves, lock on to anything with an evil energy signature, and do explosions all over it. How's that go for you? Let's talk about it, shall we?

Hyper Shield

It's a giant robot shield bolted to your giant robot arm. Should it be like an energy bubble or something? No friend... it's a bit metal shield.

Damage Report!: You tank a big old hit from the monster! What was it? Oh no, there's red lights and klaxxons and what not! What's damaged? Oh no! Gain 1 COINS!

Meanwhile at Sunny Beach High or Middle School: Oh no, the battle is getting close to your beloved SBHorMS! Do a cutaway scene in which the teens and tweens and teachers and tweachers comment on the sheer majesty of the giant monster battle happening just out of frame, and gain 3 COINS!

Defensive Formation!: Spend 2 COINS, and choose a teammate to spend 1. That teammate gets targeted with a particularly devastating blow, and it is only with an incredibly quick deployment of the Hyper Shield that you are able to fend off the damage! Describe the epic moment!

MEGA MECH MODULE MEGA MODE:

Shield Bash, Engage!: Oh dip, you can hit monsters with the shield! You just now realized this. Give it a go!

It's a Jet Pack!

Or maybe it's wings. Could be wings. Or some sort of VTOL rocket thingie. Point is, you got ups that don't quit.

Emergency Danger-Activated Jet-Assisted Thrust Procedure Commencing in Three... Two... One... Now!: Uh oh, the monster fired a projectile your way! Use your jet pack to evade it and gain 1 COINS.

Meanwhile at Sinister Sarah's Dastardly Space Base!: Quick, put together a cutaway scene in which Sinister Sarah (you know, the evil alien who's menacing Sunny Beach?) declaims to her underlings about her evil plan and how well it's going. Gain 3 COINS!

Aerial Maneuver Alpha: Spend 1 COINS, and choose a teammate; that teammate spends the COINS it takes to do their Mega Mech Module's COINS-spending action (choosing additional teammates as necessary!). The Mega Mech does their action... but while flying! Whoa!

MEGA MECH MODULE MEGA MODE:

Lunar Uppercut Go!: You uppercut the monster so good that you both land on the moon. The next few actions will take place on the moon, until you lunar uppercut the baddy back to Earth.

Punchy and Throwey

Two! Robot! Hands! And you run them both! Use them for throwing and punching!

Punch!: You vainly attempt to throw a punch at the monster, but it evades you with skill! Talk about what happened, and gain 1 COINS!

Throw!: You grab the monster, but it wriggles from your grasp! Talk about how it bests you and gain 2 COINS!

Punch Throw!: Spend 2 COINS, and choose a teammate to spend 1. That teammate doesn't use their Mega Mech Module... instead, they offer you the exact words of encouragement you need to be able to punch the monster in the solar plexus (or alien equivalent) so hard that it flies backwards. Well done.

MEGA MECH MODULE MEGA MODE:

Throw Punch!: You fire off the detachable rocket powered fists that you have always had and they do such rocket powered punches that it beggars your powers of description but friend, you are going to have to try.

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