

MALL KIDS



A GAME ABOUT TEENS & MALLS
BY MATTHEW GRAVELYN

MAIL KIDS

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Everyone knows the mall.

A constant stream of consumers occupies these stores, everyone looking for goods and services, entertainment and distractions. They find these things and more in the varied businesses that exist only to serve them. There is something, however, that they never see, a secret world that exists in the back rooms and access hallways.

For the employees, the mall is an entirely different experience, an existence filled with menial, unfulfilling tasks and soul-crushing monotony.

It is here, with these downtrodden and overlooked teens, that we find our story.



THE POINT

You are a teen employee at the local mall. You struggle between wanting to earn a paycheck and sticking it to The Man. It is the space between that you will explore. During the game you will create a scenario that will play out over the course of a single day and explore the mall as the teen employees who work there.

Mall Kids is a tabletop storytelling game for 2-6 players and is intended to be played in a single 2- to 4-hour session. You can come back to your characters for another adventure, creating a sort of campaign-style of play, but there is no experience, leveling, or any of that business.

This game is played without a GM; no one person will be “running” the game. It is recommended that at least one person be familiar with all the rules to handle questions. Ultimately, if all players buy into telling a story together, the game is run by your collective imagination.

You will need:

- pencils and paper
- three 6-sided dice
- these rules
- optional: printed character sheets

All you need for a character sheet is a scrap of paper or use one of the character sheets at the end of this zine. Feel free to copy these for your personal use. You can also download character sheets at mr-matthew.itch.io/mksheets



SAFETY

Children

Mall Kids is a game about children. Virtually every character in the game is an underaged child and should be treated as such. Topics such as romance, drugs, testing social structures, and exploring power dynamics are within the scope of this game, but should be approached respectfully and with explicit consent of all players. I recommend **Lines and Veils** from the **TTRPG Safety Toolkit** to facilitate this.

You should respectfully and earnestly explore being a kid in a mall.

If your goal is to exploit, endanger, or abuse minors, this game is not for you.

Additionally, if players are a mix of adults and minors, it is recommended to omit themes of romance and sexuality, or to “fade to black” when they come up.

Do not portray romance or sex between adults and minors, period.

Narrative Control

Players will be taking turns setting and narrating scenes. It is important that each player be in control of the story being told. You can offer the active player suggestions, but Mall Kids requires you to step back occasionally and let others lead.

- **Be respectful**, offering your friends space and freedom
- **Be supportive**, helping clarify rules and answering questions
- **Be a fan**, cheering your friends on and validating their experiences

When you are narrating a scene, be respectful if you include another character. Do not take away that player’s agency by demanding or requiring action. Instead, ask questions and invite other players to contribute to your scene on their terms.

Safety Tools

There are many great safety tools, too many to account for in this text. My recommendation is to read as many as you can and find the right combination for you and the people you are playing with.

The **TTRPG Safety Toolkit** is a resource created by Kienna Shaw and Lauren Bryant-Monk. The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it at <http://bit.ly/ttrpgsafetytoolkit>

YOUR CHARACTER

First, each player creates a character to embody during the game. Here's what you need to describe about your character to get started:

- Character's name & pronouns
- Look (hair, eyes, build)
- Style (clothing, accessories, attitude)



Roll one die for each of the questions below to randomly create your character's background. Alternatively, you can just choose one from each section, or make it all up. It's your life, you do you.

Where do you work?

1	Game Store	4	Housewares
2	Clothing Boutique	5	Kids' Playplace
3	Food Court	6	Mall Security



Who are you?

1	Prep	4	Stoner
2	Jock/Cheerleader	5	Nerd
3	Popular	6	Scene Kid



What do you want?

1	Get promoted	4	Discover a secret
2	Quit	5	Slack off
3	Ask someone out	6	Do a crime

You can add as much extra detail as you want, like who you're crushing on, your home life, or your favorite subject in school. Once everyone has created their character, take turns introducing them. The more you share, the more opportunities there will be for your character to interact with the other kids.

After introductions, go around the table again and describe one relationship your character has with another character. Give this depth so you can draw on it later. Jot this down on your character sheets. Don't try to define every relationship; it's interesting to figure it out as you go.

THE SCENARIO

Now it's time to create the mall your teen weirdos work at. This includes deciding what the big action taking place today is. This can be a collective goal for your teens or just something that is happening around the characters. You can focus as much or as little on this action as you want, but it will always be there in the background.

Take turns rolling a die for each of the tables below if you want to randomly generate an experience or simply choose your own adventure. Use as much or as little of these suggestions and feel encouraged to use your own ideas. You can also check out some premade malls in the back of the book.

Which mall?

1	Outdoor Mall	4	Fancy Mall
2	Strip Mall	5	Downtown Mall
3	Huge Mall	6	Local Mall

What's going on?

1	The mall is closing	4	Black Friday
2	A new store opened	5	A secret shopper
3	There's a new hire	6	A string of thefts

Who's messing stuff up?

1	Mall Management	4	Mall Cop
2	Popular Teens	5	Someone's Boss
3	Angry Customers	6	Shoplifters



THE DAY

The game takes place during a single day and is broken up into a series of beats:

opening • morning • lunch • evening • closing • afterhours

During a beat you will each take turns being the active player. When you are the active player you will frame a scene: what to focus on, where the scene takes place, and at least two characters involved. Those players then describe how their characters play out the scene. Below are some ideas to consider during each beat:

opening – define a group goal, talk about what’s happening, make promises

morning – get to work, learn something new, create a plan

lunch – take a break, vent about work, progress your goals

evening – wind down the day, check in on your goals, keep or break promises

closing – last customers, final thoughts, changing your mind

afterhours – finally off the clock, last chances, calling it a day

Play the scene as short or long as you want. If the action seems to be getting stale, it’s OK to suggest an end to the scene. Always keep it interesting!

The beat ends after each player has framed a scene. This is also a great time to ask clarifying questions or discuss scenes that may have taken place outside of these scenes. When everyone is happy with the story, move on to the next beat.

If you’d like to play a shorter game, you can skip **morning** and **evening**.

If you want to mix things up while framing a scene, you can roll a die on one of the following tables to add some excitement to your story.

What is that?

1	A loud sound	4	A huge mess
2	An animal runs by	5	Illegal substances
3	An unattended bag	6	A screaming voice



Now what?

1	Someone is missing	4	Fire alarm goes off
2	You lost something	5	Lost child
3	Your crush is here	6	A store closed



STATS

You have two stats: **Corporate** and **Cred**. Both start at 3.

You'll use **Corporate** when you want to do good work, impress a customer, deal with management, or follow the rules.

You'll use **Cred** when you want to fit in with other employees, do something sneaky, abuse your power, or break the rules.

ACTION & ROLLING

When you do something risky or are uncertain of how it will turn out, describe your actions and roll one die. Compare the result to your relevant stat. If the result is...

... less than the stat, you succeed. Describe how you get what you want.

... equal to the stat, things get complicated. Describe a messy situation, what your success costs you, or how you need to compromise.

... greater than the stat, you fail. Describe how things go wrong. If you rolled a 6, things are much, much worse.

If you are doing something related to your background, roll an extra die and take the lowest result. If someone helps out, you roll another extra die and they describe what their help looks like. They are also exposed to any complications, costs, or failure as a result of your roll.

The most dice you can roll at once is three, but multiple people can help if it's narratively interesting to do so.



MODIFYING STATS

After you roll for an action, decide if either of the following statements are true and adjust your stats accordingly:

When you succeed by perfectly executing a plan or following the rules, move one point from **Cred** to **Corporate**.

When you find success in chaos or impulsiveness or by breaking the rules, move one point from **Corporate** to **Cred**.

Once per beat, each player can choose to voluntarily move a point from one stat to the other. To do this you need to describe a short scene. You can act out this scene with other players if that makes sense and is interesting to everyone at the table.

You can voluntarily move one point from **Cred** to **Corporate** by taking on more responsibilities or by publicly agreeing with someone in power. Describe how you do this. How does this negatively affect your reputation with other employees?

You can voluntarily move one point from **Corporate** to **Cred** by publicly blowing off your responsibilities or calling out someone in power. Describe how you do this. How does this negatively impact your job?



MAXING OUT

If your **Corporate** stat reaches 6, you sell out and buy in to what The Man is selling. If your **Cred** stat reaches 6, you give everyone the finger and walk out. Either way, you max out and are no longer working with the group. You may even be actively opposing them. You become a chaotic and unpredictable force in the mall.

THE END

The game ends after the last scene of the **afterhours** beat. Alternatively, if half or more of the players have maxed out, or any time the game is no longer exciting or interesting, you might want to call it quits. It's your story to start, finish, or redo as you see fit.

At the end of the game, each player takes a turn briefly describing their character leaving the mall. Focus on how they feel about the events of the day, how they have changed, or what their plans for the future are. Talk about how they accomplished their goals or shifted their priorities. Discuss how their relationships changed or stayed the same. This is your moment to make a statement and strut across the football field, jamming your fist in the air Judd Nelson style.

What's next? Well, you can all go about your day, satisfied that you created something special and unique together, or you could start over again. Play different characters in the same mall and see how they handle the situation. Play the same characters weeks or months later to see what they're up to. You could even take your character into a different role-playing game, like *Monsterhearts 2*, *Masks*, or *Urban Shadows*. Continue their messy, complicated lives in whatever way you see fit or let them walk off into the sunlit parking lot.



TIPS

You're on the clock today so don't forget to do some work, or at least pretend to.

There are always new and interesting people at the mall. Invent characters on the fly if you need someone to talk to.

Tie scenes to what is going on in the mall at large, even if your teens are ignoring the larger consequences or responsibilities.

Remember who is messing stuff up today and bring them into scenes often.

Aim to have at least one action roll per scene. The story gets interesting when something is at stake.

When someone else is framing a scene and you think your character should be involved, don't be afraid to suggest it. The active player still has final say.

When in doubt, do whatever sounds fun!



Premade Malls & Characters

If you want to quickly jump into a game, check out the premade malls on the next few pages. Each includes a brief mall description, suggestions for scenario goals, and a list of characters, each with their own style, personality, and desires.

WESTLAKE MALL

Written by Matthew Gravelyn

The Westlake Mall is one of several city malls in Seattle. Unlike most, these urban shopping centers fit in a single city block and go up instead of out. Westlake hosts a variety of shops aimed mostly at tourists who frequent the area in addition to the well-to-do citizens of the city, making for an eclectic mix of chic fashion and cheap gifts.

The most interesting aspect of the Westlake Mall is its physical connect to both a monorail platform, which takes riders from the mall to the Space Needle, as well as a transit tunnel, granting access to dozens of buses and even trains that can take you as far away as Tacoma.

Mall management is trying to beautify the space, but it still lacks the polish and class of the nearby Pacific Place Mall, which hosts several upscale restaurants, expensive boutiques, and even a movie theater. It is rumored that the mall isn't profitable enough to keep up with costs. If stores can't compete with the fancy mall, they won't renew their leases next month.

Characters:

David (he/him) works mall security to patrol the shops and the outdoor courtyard. He is tall and burly with a scruffy beard which belies his sweet and laid-back nature. When not gossiping with Carrie and Beth, he enjoys sampling music in the record store. David delights in being a champion for mall employees, removing unwanted guests at the drop of a hat.

Carrie (she/her) works at Made in Washington, the premier destination for souvenirs. She is arguably one of the most attractive employees at the mall, a fact nearly all the other employees are aware of. She hangs out with Cass and David, especially for their customary ranking of cute boys in the food court. Carrie's one true love, however, is fashion, and she desperately wants to work in the upscale clothing boutique on the 4th floor.

Andre (he/him) is a recent hire at the mall, filling a position at the sandwich bar after the previous "sandwich artist" left abruptly. He is still learning the ropes but is glad to have the income. While his attention should be on learning the proper veggie stacking techniques, his current interests lie with Carrie, whom he has developed a crush on ever since she complimented him on a turkey on wheat a couple weeks ago.

Cass (they/them) is a barista at the mega chain coffee place in the courtyard. They are constantly rocking new hair styles, all of which are super hot. They are generally quiet and reserved, but to close friends Cass has an incredibly foul mouth and perverted sense of humor. They will sneak out drinks to other employees in return for discounts.

Beth (she/her) has worked at the mall longer than almost anyone else. She is an assistant assistant manager at the game store and knows the mall inside and out, every access hallway and stairwell, and the perfect time to take her breaks to avoid the incoming bus traffic. Despite being a talented artist, which her girlfriend would love to see her pursue, Beth is angling for a promotion to full-on assistant manager.

SOUTH TOWN MALL

Written by Travis Hill

The suburbs of Dallas are overwhelmed with shopping centers. The three primary means of entertainment are movies, restaurants, and shopping. Every single suburb has its own mall—some indoor, some outdoor, some in-between. But today, you are at South Town Mall.

Nothing truly stands out about South Town. It is another hub of commerce with the requisite stores, restaurants only ever present in malls, and futuristic ice cream. Some large, name brand stores have been there since the beginning, while the rest are part of a constantly-revolving door of ownership and name.

However, one institution is evergreen: Inquest. A market research company, Inquest pays mall goers for their opinions on topics ranging from orange juice to potholes. Business has been good, but recently a group of concerned citizens have been circulating petitions to shut down Inquest for solicitation and invasion of privacy. Soon the mall will have to decide on whether to shut down the whole thing and you'll all be out of a job. Time for action!

Characters

Scott (he/him) is the most gregarious of all Inquest employees. He is kind, but loud. People like him because he is unabashedly himself. Scott follows the rules he agrees with and stands firmly against those that don't adhere to his personal policies. His role at Inquest is to recruit and train new employees.

Tia (she/her) is the longest-employed team member of Inquest. She is a powerhouse in getting customers' attentions. She out-produces the other Inquest employees by half but is remarkably humble about it. She enjoys spending her free time quietly reading at the coffee shop.

Chaz (they/them) is the newest member of Inquest. They are about to graduate high school and need extra cash to afford a car and college. They are lacking in self-confidence, but never shy away from unique experiences. Chaz spent two weeks working at the shoe store before deciding that working with people's feet was gross.

Harper (they/them) does not like their job at Inquest. Inquest was a nice, laid back gig—that is until Russ came to power. Being rather introverted, Harper does not like approaching random people, but Inquest pays well.

Russ (he/him) is the current manager of Inquest even though he has only been there for 3 months. He feels he is the best person to motivate his employees. He's trying to find the balance between firm and fun—you can't be their boss and their friend! Russ does not take breaks and works 6 days of the week to make Inquest the highest volume-producing center in the Dallas area.

IRVINE SPECTRUM

Written by Aabria Iyengar

Welcome to the beating heart of SoCal suburbia - the Sprawl Mall. Centered around a multiplex movie theater (with requisite water feature in front) you'll find chain clothing and accessories retailers connecting a few big box and department stores like jewels in an upper-middle class necklace. It is an island of sienna-stuccoed semi-

independence in a city that prides itself on its safe sterility.

You and all your friends are happy to have found jobs somewhere in the mix. One sunny day, just like any every other, word got out that the City Council plans on moving up the city's juvenile curfew to 8 PM—two hours before the mall even closes. Who knows what that will mean for your jobs! They're going to make the announcement at a big press conference at the mall... tomorrow. Maybe there's something you can do or say to convince them otherwise.

Characters:

Grace (she/her) – Can be found in that one ice cream shop that smells like sugar and fresh waffle cones from like a mile away, but she only works in 6- to 8-week bursts (whenever she's saving up for something.) The manager is weirdly fine with it though, because she is a tip-collecting MACHINE. She is trying to collect enough tips in one day to replace the headphones she lost before her sister notices they were "borrowed."

Cory Bauer (he/him) – Everyone uses his full name because there are like 19 kids named Cory at your HS. He works at the movie theater, and because he's Student Body President and the friendliest dude EVER, practically the entire school saw the last big superhero movie for free! His goal is to stop a group of obnoxious college students from theater-hopping all day. AGAIN.

Narin [nah-REEN] (they/them) – Host at Alejandro's, an upscale Mexican restaurant. It's a pretty swanky place that usually doesn't hire teens, but Narin's got the bone structure to pass for at least 21 years old. Lucky. One of the restaurant's bartenders has some suspicions about their real age. They'll need to keep everyone guessing if they want to keep their sweet job.

Elmo (she/her) – Yes, it's a nickname, but everyone has forgotten what her full name is. The star point guard of the basketball team, she defied convention and is working NEXT DOOR to the sporting goods store at the pet store. The softie. She secretly brought in a group of 4 adorable stray kittens that she found in her cul-de-sac and is trying to get them adopted before her boss finds out and makes her take them to the local animal shelter.

Arnav [AR-nahv] (he/him) – Works at the mall's big box store, though red polos aren't exactly his style. You can catch him walking the aisles and snapping in a 7:11 polyrhythm, just don't make the mistake of trying to ask him for any help. He's too busy daydreaming about Beat Saber. He desperately wants to get a new job somewhere else. Anywhere else. Is that video game store still open?

Alternate Scenario:

It is the unlikeliest of scenarios: RAIN. No one actually from Southern California is prepared for the *disaster scenario* of a steady downpour lasting an entire day. The masses are huddled in their homes like it's the end of the world, so you all have the run of the place.



This lull in activity means that even the City Police are bored, and for some reason the on-duty cops have all gravitated towards the mall. You'd better keep an eye out, they'll probably bust you for untied shoes or something.

Alternate Rules:

Once during each beat, one player must start their scene by rolling on either the "What is That?" or "Now What?" table in "The Day" section, replacing all odd-numbered outcomes with "A Cop Interrupts You." Each player should do this at least once during the game.

Alternate Character Goals:

Grace – It's a VERY slow day at work, so much so that her manager has taken off (though they'll be back to close up.) A leak in the roof has fried one of the freezers; with 20 gallons of ice cream on the line and no manager on site, what will she do?

Cory Bauer – Unfortunately, the movie theater is still pretty busy today. Even worse, there's a new hire at the theater, his name is Caurie too, and his slacking is making work a thousand times harder. He's got to go.

Narin – Slow day in the restaurant, so it's heist time! Can they acquire a quart of the restaurant's delicious smoked pineapple habanero salsa to bring in for the AP Spanish class fiesta tomorrow?

Elmo – Business is so slow at the pet store it might as well be closed, but a Pomeranian managed to escape while she was cleaning its cage. Can she find it before closing? What does a wet Pomeranian even look like?!

Arnav – It's basically business as usual at work today, except every third customer asks for directions to the umbrellas. Spoiler alert: they're sold out. Arnav's goal is to sneak away from work to go see his favorite prog-funk/neo-rococo musician Iz Miner's appearance at the record store.

CUBA STREET MALL

Written by Lauren McManamon

Cuba Street Mall is a pedestrian-only street paved with dusky apricot brick. The historic buildings are a mix of trendy cafes, aging bookstores, op-shops, and knick-knack stalls. The storefronts clash beautifully; lime greens, rich purples, velvety reds, teal pastels, and sun-shine yellows. Scents of baked goods, coffee, curry, incense, and the ocean are strong in the air. Its people and stories are vibrant as the brick and coats of paint.

In the middle, a kids' playground and the Cuba St fountain. A large, model tuatara—NZ's native lizard—sits beneath a blue plastic slide, like a friendly troll. Above, a tower of blue, red, and yellow plastic buckets tipping water from one to the next. Wellingtonians fondly recount the time when a beloved actor urinated in the fountain on a drunken night out during the filming of the Lord of the Rings.

Recently, the city announced plans to put a bypass right through Cuba St, threatening its history and eccentric culture. "Bypass my ass" posters wallpaper the street. Protest meetings are held regularly at Cuba St's community hall. In a few short weeks, the local council will rule. The fate of Cuba St may well rest in the hands of its unusual cast of patrons and employees.

Characters:

Cassidy (she/her) works at Graphic, the mall's only comic book shop in town selling graphic novels, apparel, figurines, and trading cards. She grew up there within its aging, dim, drab walls. Cass enjoys getting first dibs on the second-hand trading cards and plays several with Manaia and Trang.

Ferret (she/her) works at Ferret's bookstore, with its towering, cramped shelves of second-hand books. No one knows Ferret's given name; she prefers simply the moniker of the bookstore. Ferret spends lazy afternoons hunting well-loved books for inscriptions, tracing the book's history. She's also seriously crushing on Cassidy.

Manaia (they/them) works at Rex Royale, a tiny high-end boutique selling New Zealand's up and coming designers. They're conceptualizing a mini-collection based on Cuba St for their portfolio but are stuck for ideas. They dream of cracking into costume design or showcasing at the renowned World of Wearable Arts, New Zealand's avant-garde fashion show.

Trang (they/them) works at Cosmic Corner, which is a bit of everything. It sells takeaway coffee, funky clothes, smoking paraphernalia. Trang often works the coffee counter and makes the street's best flat white. They enjoy hanging out with their bestie, Rawiri, by the Tuatara—just like when they were seven. Trang has a crush on everyone, including Rawiri.

Rawiri (he/him) works at Wholly Bagels & Pizza, a chain serving a quick bite to those on a short lunch break. He cares more about working close to his friends than the job itself, and often spots his mates free chips or drinks. He's crushing on Manaia and learning how to play a couple of trading card games so he can join the group at the comic book store.

NORTHDALE MALL

Written by Jesse Ross

At the height of the Red Scare, a socialist, immigrant architect had a plan for America's heartland. The inefficient individualism of cars and suburban living were the real enemy. Take the charm of Europe's quaint market streets, place them under a climate-controlled roof, and save the citizenry from the ravages of winter. Fill them with shops and hospitals and schools and homes.

The American department store moguls responded: "How about we just build temples to consumerism on cheap Midwestern land instead?" Welcome to Northdale Mall, one of many of the "Dales" strategically placed in the Twin Cities suburbs. These indoor malls were the first of their kind in the United States—hubs of commerce located far from the perceived crime and decadence of downtown.

Northdale stands out amongst the Dales for its rich aquatic motifs. Nine, 700-gallon aquariums full of exotic fish are embedded in the walls of the mall itself. At least one of the tanks includes piranhas. Some of the shops include round display windows in the style of an old pirate ship, complete with rough wooden trim and the commons of the mall are sunken and feature man-made waterfalls. Teenagers congregate around the waterfalls, where the thousands of gallons of cascading water muffle their conversations to outside ears.

On one end of the mall stands a 30-foot, one-ton scale model of the Titanic. It's the prized possession of the mall's owner and some say it has actual treasure from the Titanic hidden inside. Mall security keeps a close watch on it, but the riches within may be worth the risk.

Characters:

Jackie (she/her) works in the darkroom of Moore Photo. She's been using her own photography to document the lives of the various mall employees and hopes to build a portfolio that gets her into the Minneapolis College of Art and Design. She keeps a secret stash of photos of Michael.

Michael (he/him) is the Assistant Manager-in-Training of the KandyKorner. He's having trouble juggling his work responsibilities with his role as the quarterback for the Spring Lake Park Senior High Panthers. If only there was another way for him to make the money he needs to help support his sick mother. He's been looking to his childhood friend, Tony, for ideas.

Tony (he/him) works at the record shop, Hardy Music. Tony's grandfather was involved in the construction of the mall, and, like his grandfather, Tony really believes in the communal vision of the mall's architect. He is more often found wandering the mall, sharing out-of-context bits of The Communist Manifesto, especially this new girl at the pet store.

Wendy (she/her) just started working at the Pet Barge, mostly so she could spend more time with her best friend, Jackie. The other day, Wendy overheard her crusty, old boss, Lyle, on the phone offering to sell someone piranhas. The Pet Barge doesn't carry piranhas.

MEGA-SOL ONE

Written by Sean Christopher Charles Richer

On the tropical island of Dios is one of the largest mega-malls on the planet. It's a gigantic open-air mall that spans the gap between the jungles and the beach. It rises 4 stories tall and has hundreds of stores, machine shops, ateliers, and stalls arranged around a giant atrium; people get lost for days here. It serves as a port and manufacturing center, as well as a place for entertainment. Its off-limits ground floor houses the island's native feathered raptors.

You can expect to see a mix of tourists, locals, and business people scuttling along all 4 levels. No matter where you are, you can hear the calls of the raptors, and smell the sizzling aroma rising from the mess of carts and stalls that make up the food court.

Recently however the feathered raptors have been sighted on other floors, and it's caused a larger investigation as to how safe their enclosures actually are; for the animals and humans alike. Sections of the mall have been shut down for security evaluations, and Mega-Sol One is in danger of being closed completely. No one's been hurt yet, but everyone's watching.

Today's the last day of investigations, and there are rumors that it is sabotage, but who would want to close this cultural and economic center? Someone better find out what's happening.

Characters

Hemi (they/them) - The aptly named Hemi is one of the newest members of the machinist union. They're covered in grease and spark burns most of the time, but they don't mind. They were brought on board to retrofit the raptor enclosures. When they're not operating arc welders, they're hanging out with Dave and watching classic anime.

Roland (he/him) - He and his boyfriend just moved to the region and are trying to explore the mall as much as they can. Roland got a job running a food stall specializing in snacks made from stewed chick peas. Roland hopes that one day he'll have a restaurant of his own, and always dresses the part. It helps that EVERYONE tries to make a stop at his stall.

Mara (she/her) - Mara holds down the fort in mall security's camera department. She is ridiculously tall and relies on Roland's boyfriend to help tailor her clothing. Mara is enamored by the beauty of the island and hopes to never leave it. She's working in the mall and saving up money to buy her brother a plane ticket home for the upcoming independence holiday.

Zinc (she/her) - Decked out in neon feathers, leather, chains, and the coolest sunglasses. She grew up here before the mall and is bitter that her family lost their land. She's taken up work caring for the feathered raptors. She's sure she's never lost track of a raptor on her watch and is convinced someone is messing with the enclosures. She has a low-key crush on Dave.

Dave (she/her) - Dave works in the only VHS store in the mall. She can always be seen wearing over-sized shirts from long-past anime and is always willing to strike up a conversation about anime in general. Dave spends her time on paranoid mumblecore cinema and can name all 4 directors at will. Dave hopes to become an editor one day.

CREDITS & THANKS

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Mall Kids is based on the mechanics and format of Honey Heist by Grant Howitt.
You can check it out at gshowitt.itch.io/honey-heist

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Alexis • Allison Griffin • Allison Kelley • Ally W. • alt38000 • Amy Tate
Andreas D. Bishop • Andrew Beebe • Andrew Fielder • Austin Cowart
Barak Blackburn • Barbara Perez Marquez • Ben Hartman
Bertrand Guérin-Williams • Bethany D • Brady Taylor • Brandon K.
Brandon Metcalf • Brian A • CanvasWolfDoll • Carl Rigney • Carmen Maria Marin
Chad Patterson • Char • Charlie X • Chris Czerniak • Chris Day • Chris Lackey
Christoph 'weidhas' Lurz • Christopher Warman • Cliff Fisher • Cole Sorensen
Connor Walters • Contesse • Corrosive Rabbit • Dakota Moss • Dan Cirne
Dan Suptic • Daniel Crowley • Daniel Palacio • Daniele Di Rubbo • Darbington
David Stanley • Dimitri Puche • Doug Atkinson • Dr. Rynn • Dustin Beard
Ellis Devereux • Emily Hogan • Emily Lutringer • Emily R • Eric Blair • Erin Burns
frank martin • Fraser Simons • Gabi Michel • Gerald H. • German R Mejia • Giles
Gina Ricker • Glenn McMath • glennasaurus • Green Leaf Geek • GremlinLegions
Guido 'Maicol' Campanini • Hammer&Dice • Harriet Rocker • Haus of Qwert
Jaan Eerik Sõmermaa • Jack Gulick • Jae K. Renfrow • James Meredith
James Williams • Janelle Hobbs • Jason Bryan • Jason Mills • Jay K Krank • Jef Smith
Jeff Dieterle • Jeff Lowe • Jesse Ross • Jex Thomas • Jill Wong @TheMotleyGeek
Jillian Wakarchuk • Jim DelRosso • Jim Hart • Joc • Joey Nestra • John Kemp
John M. Withers IV • Jonathan Korman • Joseph Soonsin Lee • Josh McDougle

KICKSTARTER BACKERS

Josh McIllwain • Karra L • Kasey Weingarten • Katey Hoffman • Kenna May
Kenny Martin • Kevin Lemke • Kieren Sz. • Kira Frost • Kristy Dalangini • Kurt Potts
Kyle Meeks • Kyle Vincent Parker • Laura "Laura47" Boylan • Laurel Vucak
Lauren McManamon • Leandro Pondoc • Lee Rosenbaum • Lemon Twist • Leonard
Goulds • Leron Culbreath • Lorraine • Lukas Feinweber • Maayan • Marco
Marilyn A. • Marley Baldwin • Martin E Stein & Scott A Saxon • Mattia Davolio
Maylee • Megan Hoffman • Merrick Moss - PalmettoBling • Michael Burnham
Mikailos • Mike Llana • Mike Poland • Morgan Gate-Leven • Mrs. Che` Gravelyn
Nate Durell (nm_dart) • Nathan Fuhr • Nathan Harrison • Nick Keyuravong
Nick Pater • Nicola Urbinati • Nikko Goldstein • niky crawford • Obroxi • Olivia
Olivia Montoya • Paola Harris • Paul Appleby • Peter Mazzeo • Petra Volkhausen
Phillip Bailey • phredd groves • Pidj Sorensen • PM • Q Leedham • Raven Warner
Robber Tom • Robert Corr • Rohan John • Rom Rom • Ryan Boelter
Ryan J. Thompson • Ryan Kent • Ryan McNeil • Ryan Windeknecht • Sabine V
Sarah Bolling • Schmitt • Schubacca • Sean "Keebler" Powell
Sean Christopher Charles Richer • Sebastian Pines • Seth Spurlock • Spenser Starke
Svend Andersen • Terry Herc • The Costa's • The fool • The Glass Die
Thomas Magnussen • Thomas Putney • Thomas Raschke • Thomas Willoughby
Todd Thomas • Travis D. Hill • Trip Space-Parasite • Tyler Crumrine
Veronikis Spyros • Victor Wyatt • VJ Brown • Wandering Monster Studios
Whitney Michelle Baggett • Will Sobel • Yoinkith McGee • Zed Lopez • ZONWARE

MALL KID

CHARACTER NAME: _____ PRONOUNS: _____

LOOK (HAIR, EYES, BUILD, SKIN): _____

STYLE (CLOTHES, ACCESSORIES, ATTITUDE): _____

WHERE DO YOU WORK?: _____

WHO ARE YOU?: _____

WHAT DO YOU WANT?: _____

MALL KID

CHARACTER NAME: _____ PRONOUNS: _____

LOOK (HAIR, EYES, BUILD, SKIN): _____

STYLE (CLOTHES, ACCESSORIES, ATTITUDE): _____

WHERE DO YOU WORK?: _____

WHO ARE YOU?: _____

WHAT DO YOU WANT?: _____

