

MALL KIDS

Quick Start Guide



A GAME ABOUT TEENS & MALLS BY MATTHEW GRAVELYN

Cut on the dashed line

If your background helps you, roll an extra die and take the lowest result. If anyone helps, you roll another die and they describe how they help. They share your costs or failures.

... **higher**, you fail. Describe how things go wrong. If you roll a 6, things are much, much worse.

... **equal to**, things get complicated. Describe a compromise, cost, or complication.

... **lower**, you succeed. Describe how you do it.

When you do something risky or uncertain, roll one die. Compare the result to the stat. If the result is...

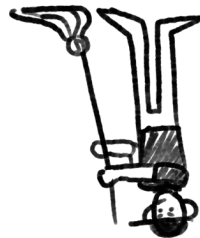
ACTION & ROLLING

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

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

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

STATS



The game ends after the final scene of the last Beat. Each character gets an epilogue describing them leaving the mall.

The Beat ends after each player has framed a scene.

Suggest an end to the scene. Play the scene as short or long as you want. If the action gets stale,

- opening – define a goal, talk it out, make promises
- morning – get to work, learn something new, create a plan
- lunch – break time, vent about work, progress your goals
- evening – wind down, check goals, keep/break promises
- closing – last sales, final thoughts, changing your mind
- afterhours – off the clock, last chances, calling it a day

During a Beat, take turns being the active player. When you are the active player you frame a scene: what to focus on, where the scene takes place, and who is involved. Those players then describe how their characters act.

opening • morning • lunch • evening • closing • afterhours

The game takes place during a day and is made up of Beats:

THE DAY

THE POINT

Welcome to the mall! This quickstart zine is intended to be a compact version of the full game, great for checking it out or playing on the go. For the full rules and expansions, check out mr-matthew.itch.io/mall-kids

Mall Kids is a storytelling game for 2-6 players and is played in a single 2- to 4-hour session. The game is played without a facilitator or GM.

You will need:

- Pencil and paper for each player
- Three 6-sided dice (3 per player is best)
- These rules



SAFETY

Mall Kids is a game about children. You should respectfully explore being a kid. If you want to exploit, endanger, or abuse minors, or portray romantic or sexual encounters between adults and minors, this game is not for you.

To help facilitate your game, I recommend the TTRPG Safety Toolkit by Kienna Shaw and Lauren Bryant-Monk. You can find it at bit.ly/ttrpgsafetytoolkit

Feedback? Questions? Message @mrmatthew on Twitter

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?: _____



- What kind of mall?
- What's going on today?
- Who's messing stuff up?

Next, create the mall, including the big action today. 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.

THE SCENARIO

- Where do you work?
- What type of teen are you?
- What do you want today?

Answer each of the questions below:

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

Create a character to embody during the game, including:

YOUR CHARACTER

If your Corp reaches 6, you sell out and buy in to The Man. If your Corp reaches 6, you give everyone the finger and walk out. Either way, you are no longer working with the group. You become a chaotic and unpredictable force in the mall.

MAKING OUT

You can move one point from Corp to Cred by blowing off your responsibilities or calling out someone in power. Describe it. How does this negatively impact your job?

You can move one point from Cred to Corp by taking on responsibility or publicly agreeing with The Man. Describe it. How does this hurt your reputation?

After each Beat, each player can choose to move one point. Describe or act out a short scene:

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

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

After you roll, decide if either of the following are true:

MODIFYING STATS