

This Game
Takes Place
Entirely In A

Mega
★ ★ ★
Mart[©]

Parking
Lot!

Great
Products

Low
Prices!

Mega Mart: Where Value Comes Home

On the surface, parking lots are mundane.

However, at night they turn into magical liminal spaces.

Places where everyone finds themselves, no matter what their story is. And this weird confluence means that all sorts of strange events can play out in their concrete confines.

From common tales of human relationships to stories of the weird and supernatural. Anything can occur in a parking lot!



Mega Savings

\$4.67

Running The Game

The game takes place within a supermarket parking lot.

Players may not leave the lot or enter the store.

They only have what is in the parking lot, but what is in the lot could be weird or unusual.

This is a game of managed chaos.

Mega Mart: The Best Prices Everyday

Making A Character

Every character needs the following:

- **A Name**
- **2 Skills:** Things you are good at. (*Poetry, Punching, Podcasting*)
- **2 Objects:** Items you are carrying. (*Bags, Skateboard, Pocketknife*)
- **Some Money:** Either in cash or in a digital form
- **A Reason You're In The Parking Lot!** (*Buying milk, Car broke down, You had a vision*)



Special Deal

79 ¢

Lb 1.73/ kg

Setting Up A Scenario

When you're setting up a scenario, you need to consider two things.

- **The Goal** - What do the players want to do? Defeat evil? Hang out? Steal something?
- **The Antagonist**- What is stopping them from doing this task? Remember, an antagonist doesn't need to be a sentient being.

A wall can be the antagonist if it is the way of an important door.

The antagonist doesn't even need to want to stop the players from getting to their goal. The antagonist's actions could do this as a side-effect.



Mega Saving

99 ¢

All Checkouts Open On Saturdays!

Coupon

At the start of the game, place a number of Coupons equal to the number of players plus one in the center of the table.

Using a Coupon allows you to instantly succeed on your next roll.

You may only use 1 Coupon per turn.

When you use a Coupon, return it to the center of the table.



Mega Savings

\$2.22

Getting New Coupons

Coupons are limited.

If you perform an action that says to collect a Coupon, but there are none left.

Proceed without taking one.



Super Deal

\$1.98

Taking An Action

When it is a player's turn, they may attempt to do something using one of the following action types:

"I'm Going To" -

Roll a D10 and add 1 for each relevant skill or item you have. If you roll 7 or above, your action is successful. You may describe how your success plays out.

If you roll 6 or under, your action fails, and the GM describes how it plays out.

"I'm Going To Have A Shot At" -

Roll a D10 with no modifiers. If you get over 7, your action is successful.

You may describe how your success plays out, and you may add the thing you did to your character sheet as a skill.

If you roll 6 or under, your action fails, and the GM describes how it plays out.



Special Deal

84 ¢

#1 Trusted Grocery Supplier



Special Deal

\$8.98

"I'm Going To Fail At" -

You automatically fail this action in the way you describe.

Take a Coupon from the center of the table.

"What The **** Is This Doing Here?" -

[May Only Be Used Once Per Scene]

You may request any item and instantly find it within the parking lot.

When you use this ability, nominate another player, this player must then explain how this item ended up in the parking lot.

Discount A Skill

Sometimes you realize you don't need a skill. Maybe it isn't appropriate for your current situation, or you don't enjoy using it.

At the end of your turn, you may opt to *Discount A Skill*.

When you do, remove one skill of your choice from your sheet. You may then take a Coupon from the center of the table.

You can choose to either keep this Coupon or give it to any other player.

Once a skill has been Discounted, it can not be used. However, you can regain a skill you previously Discounted via the *"I'm Going To Have A Shot At"* action.

A player may not have fewer than 2 skills.



Save Now!

\$3.21

Mega Mart: Mega Savings On Everything

Multiple Scenes

If you want a longer game, you can split the game up into "scenes".

These scenes could each have their own goal, or one goal could require several scenes to complete.

You can even have multiple adventures in one parking lot!

When players move from one scene to another, they keep their current skills and coupons.



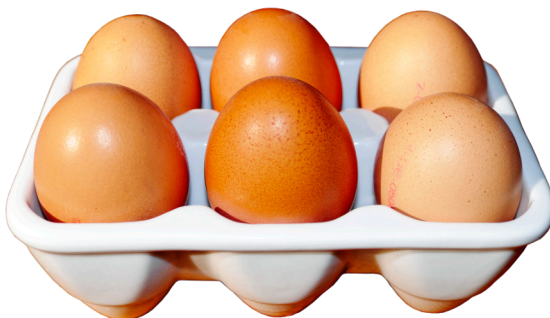
Savings!

\$2.11

GOALS

D10	Goal
1	Buy some groceries
2	Repair a broken car
3	Find someone
4	Transfer items from one person to another
5	Change a tire
6	Complete a ritual
7	Hide from someone
8	Solve a mystery
9	Track down a mysterious object
10	Get directions.

D10	Goal
1	Buy moving supplies
2	Get lunch
3	Buy cleaning products
4	Find a mailbox
5	Summon an other-worldly being
6	Find fuel
7	Take some photographs
8	Complete an inspection
9	Paint the parking lot
10	Get something to drink



Special Deal

\$1.13

ANTAGONISTS

D10	Antagonist
1	A MegaMart worker
2	A wall or blockade
3	An angry drama troupe
4	A mime
5	A magician
6	A dinosaur
7	An alien
8	A construction site
9	A seemingly sentient shopping cart
10	A meteor shower

D10	Antagonist
1	An angry bull
2	An escaped zoo animal
3	An extreme weather event
4	Sinkholes
5	Security guards
6	A ghost
7	A sentient car
8	A monster
9	A giant cat
10	A robot

About The Author



Starshine is a creator of tabletop RPGs and other board games. If you're keen to learn more or want to see other games, please visit:

starshinescribbles.carrd.co/