

A Conflict Example

Benny has been trying to find out who spray-painted “coward” on his brother’s gravestone—that’s the brother who got killed in Iraq, remember—and who’s been spreading rumors at school that he got shot in the back because he was running away.

After putting the pieces together, he discovers it’s a kid named Tommy, the brother of the girl Benny’s been crushing on all year.

Benny spots Tommy at the Pizzarama bowling alley. He says, “Why’d you do that to my brother’s grave? That’s so not cool!” And Tommy answers, “Because—hey, it’s Principal Anders.” And Benny says, “What? Where?” And Tommy says, “Punch!”

The fight is on, and both their monsters spring into action, tangling up as the boys roll around on the floor.

Round 1

First, everyone declares:

Benny’s Brains + Out-Thinking is 8.

Tommy’s Brains + Out-Thinking is 4.

Tommy has to declare his actions first, then his monster Flytrap Joe, then Benny, and then Benny’s monster Mr. Crocker. They declare these actions:

Tommy: “I’m going to rag on his dead brother some more, attacking with Face + Putdown. Flytrap Joe’s going to wrap Mr. Crocker up in his awesome seven-dice Strangling Vines.”

Benny: “I’m going to grab Tommy’s head and make him shut his stupid mouth with a Guts + Wrestling attack. Mr. Crocker’s going to bounce out of the way of the vines with an eight-dice defensive Bouncy Gait action.”

Next, everyone rolls:

Tommy rolls eight dice, resulting in a 3x8.

Benny rolls six dice, resulting in a 2x7.

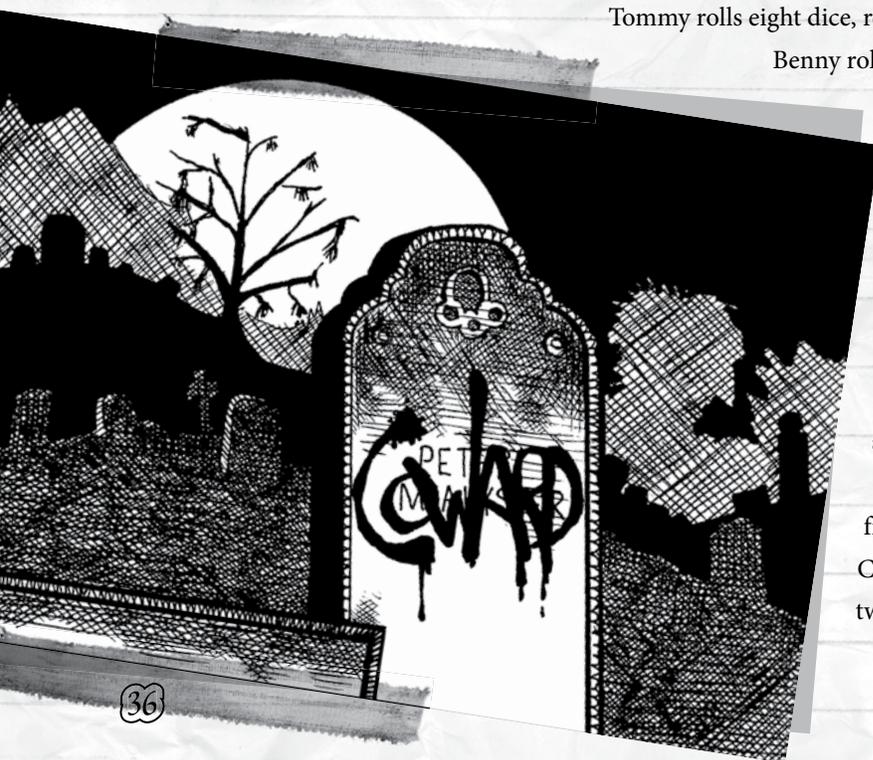
Flytrap Joe rolls six dice, setting one more to 10 before rolling the rest (he has a special monster quality that lets him do this), but he still doesn’t get a match.

Mr. Crocker rolls eight dice, getting 3x6.

Finally, resolution:

Tommy’s insults hit home hard, making Benny feel sick and shamed, and inflicting 2 Shock damage against his Guts (taking it down to 2).

Since Benny took emotional damage he loses a die from his set, which breaks it. His attack fails. Plus, Mr. Crocker takes the same damage as Benny (see page 40), two Shock to hit location 8, his Beady Eyes.



Feeling Benny's pain takes a die out of Mr. Crocker's defensive move, but it's still nice and fast at 2x6—and Flytrap's attack misses the bouncing crocodile anyway. The GM says the vines wrap around a pinball machine and crush it instead.

Round 2

Everyone declares:

Tommy: "I'm going to keep on until he starts to cry, so I'm attacking with Face + Putdown again. Flytrap Joe's going to try and take a bite out of Mr. Crocker with his Flytrap Jaws, rolling eight dice."

Benny: "I'm going to add my relationship with my brother to my pool, and make a called shot with Hands + Punching to sock Tommy in the jaw. I drop a die, set another to 10 to hit his Face, and then roll the other six hoping for a 10."

"Oh, and I'll give Mr. Crocker my relationship with Mom and Dad to jack him up, because they loved my brother, too. He's going to bite the motherlovin' crap out of Flytrap with his Hungry Jaws."

Everyone rolls:

Tommy rolls eight dice again, resulting in a 2x3.

Benny rolls six dice, resulting in a 2x10! With the pre-set 10, this is now 3x10.

Flytrap Joe rolls eight dice, getting 2x5.

Mr. Crocker rolls seven dice, setting one to 7 before rolling the rest, and rolls 2x7, for 3x7 total. And Crocker's Hungry Jaws are so wicked fast they get +2 width to see who goes first, so it goes on width 5 instead of width 3!

Resolution:

Mr. Crocker snaps his Hungry Jaws like lightning as the Flytrap tries to bite, and shows the vegetable what *real* biting is all about. He bites Joe real bad. In addition to being fast, Crocker's Hungry Jaws do +1 damage, so with his width of three he smiles and swallows three dice worth of Flytrap Jaws. That damage makes Flytrap Joe lose a die from his 2x5 set, so it becomes a miss.

Benny's 3x10 hits Tommy like a bowling ball to the head. Whack! Tommy takes two points of Shock damage to his precious Face and loses a die from his own set, causing it to fail.

"Your bother was a SMACK groogmnop!"

The big fight continues.