Monsters and Other Childish Things

MSRP:	$29.99
Publisher:	Arc Dream Publishing
SKU:	ARC3000 (or APU3000)
Page Count:	192
Format:	Hardcover roleplaying game core book, black and white
Genre:	Humor/horror
Est. Time to Play:	2+ hours
Target Market:	New and veteran roleplaying gamers

Synopsis

Monsters are real. You know because you have one. It's more fun and way tougher than all the other kids' monsters. Try not to let it eat your friends.

Monsters and Other Childish Things is a distressingly funny roleplaying game about kids and the relationship-devouring horrors from beyond time and space who love them. Players take the roles of kids and the vicious monsters who are their best friends in all the world . . . and the source of all kinds of otherworldly trouble.

The Game

Monsters and Other Childish Things uses an innovative rules engine that derives all kinds of details — how quickly your character acts, whether you succed and how well you succeed — out of a single roll of dice.

First used to great effect in our World War II roleplaying game *Godlike*, this "One-Roll Engine" has been simplified to suit *Monsters* perfectly.

Kids are described by their basic stats — Hands, Feet, Guts, Brains and Face — and a handful of skills. Monsters are described however the player want; there's no limit to what kind of horrible monster you can create and play.

Often described as a mix of H.P. Lovecraft and Calvin and Hobbes, *Monsters and Other Childish Things* is funny and creepy, great for longtime gamers and newcomers to the hobby.

Supplements and Sourcebooks

The Dreadful Secrets of Candlewick Manor: A *Monsters and Other Childish Things* sourcebook that sees doleful foundlings with murky pasts in a great, dreary orphanage filled with dangerous secrets.

Can you learn the truth of your own sad history? Can you make friends with the monster at the bottom of the well? How about the one in the rickety old mill? Or the one in the cave by the sea? Or the one....

Paperback, 8.5" x 11", 160 pages, $24.99.

Curriculum of Conspiracy: A *Monsters and Other Childish Things* campaign setting and adventure that puts your kids and their monsters in Spring Crescent Middle School, an overachieving, high-scoring institution with more than its share of unwholesome plotting and scheming.

Paperback, 8.5" x 11", 32 pages, $9.99.

Free Online Resources

- Free demo guide
- Character sheet
- Monster sheet
- Rules cheat-sheet
- Sample monsters: "The Twelve Monsters of Christmas"
- Monsters designed by real kids!
- Online instant monster generator
- Extensive preview pages

Contact

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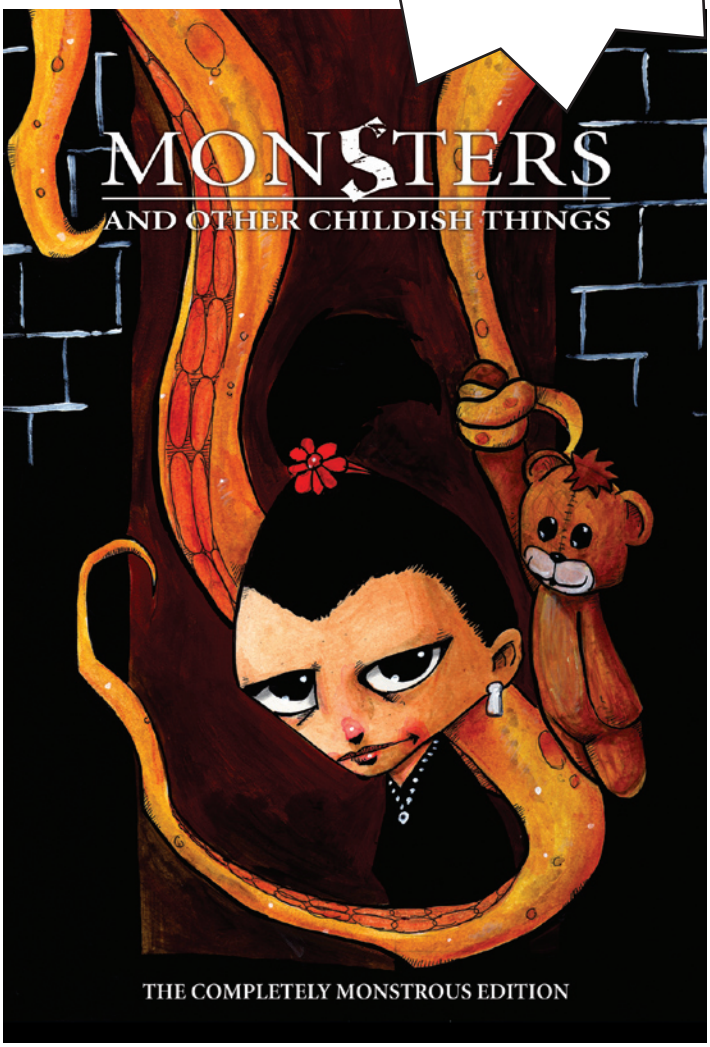
Finalist for Three "Ennie" Awards at GenCon 2008

Best Writing!
Best Game!
Product of the Year!