HEX Entertainment

QAGS™ $5.00

Quick Ass Game System

BURN THIS GAME!

QAGS

Suggested for Mature Readers

R. Wilkinson / Dave French '98

DISCLAIMER

QAGS is a roleplaying game--not reality. For God's sake, don't confuse the two. While this game should serve as a healthy form of escapism, it should not conflict with your everyday life. Do not use this game as an excuse in court for charges of indecent exposure. Do not use this game as a reason to be antisocial. Do NOT use this game as a prophylactic. Hex Games is not liable for any damages or unwanted pregnancies resulting from misuse of our product.

Visit Our Web Page at:

www.hexgames.com

QAGS [KWAGS] n.1. Small, furry, carnivorous Antarctic mammals noted for their brightly-colored pelts. 2. (coll.) Symptoms of a highly-contagious form of ringworm, e.g., "Granma done come down with the QAGS agin'." 3. Quick Ass Game System.

FOREWORD

As I stand here gazing out across the desolate parking lot behind my apartment, I realize that I am really fucking cold. I go inside and think about how complex my life is--bills to pay, work to do, and a future to worry about. I wish I could find some way to escape the soul-wrenching agony of life. I look at a shelf full of games--complicated games. *Overly complicated games.* I remember with fondness the days of my youth when we crawled around in subterranean mazes full of hungry monsters, slashing them to bits all the livelong day. In those days, we didn't have all the books; we just sorta rolled some dice and made shit up. I want you, gentle reader, to know the simple joy of rolling a die and knowing that you have killed something. That's what QAGS is all about.

Steve John$on, creator of **QAGS**

BUT--WHAT IS ROLEPLAYING?

Is it bigger than a breadbox? Is it a type of garden weasel? Is it an esoteric form of Indian cuisine? Yes! It's all these things and more!!! Put simply, roleplaying is just like when you played 'make-believe' as a child, only with rules. Remember when you and your teddy bear, Mr. Pookums, had those elaborate tea parties. . . yet there was no tea and Mr. Pookums was not alive!!! That's imagination! That's what roleplaying is all about! It's a way to escape from your real life so you can pretend you have the guts to actually kill a man, just to watch him die. Haven't we all had these innocent childhood fantasies? I know I have. I mean, it's not just me, is it? Huh? Is there something wrong with me? Help me here! Tell me you've had them, too! Tell me, goddammit! MISTER POOOOKUUUUUMS!!!. . .

WHAT YOU NEED TO PLAY THIS GAME

Not much. You just need pencils, paper, a 20-sided die (d20) or two, some 6-sided dice (available at your local hobby or game store), and several hundred copies of QAGS for each player. Read them. Love them. Hand them out to random passersby. Arrange them in arcane patterns around your home or place of business. Use them to wipe your ass, we don't care-- just buy lots of them! The person with the most copies of QAGS should be the gamemaster (GM). The GM controls everything. It's a tough job, but somebody's gotta do it. Everyone else will be a player, with a Player Character (PC). Players only have to read the Player's Section. GM's must go that extra mile and read the entire QAGS rulebook. You'll also need some candy. *We're serious.* This is an integral mechanic of the game.

By the way, this really IS a functioning game system. We promise.

CHARACTER CREATION

"You just gotta think about it like the first time you got laid. You just gotta go, *"Daddy, are you sure this is right?'"* --Tank Girl, *Tank Girl*

The first thing you need to play QAGS is a character. A character in a roleplaying game is just like a character in a book. A well-written (or well-roleplayed) character has feelings, hopes, dreams, fears, neuroses, and genitalia, just like you and me. The first thing you need to do is develop a character 'concept.' A concept is a short description of who your character is. For example, a 'hard-boiled detective,' a 'medieval Viking,' or a 'teddy bear.' When developing a character

HOW DICE WORK
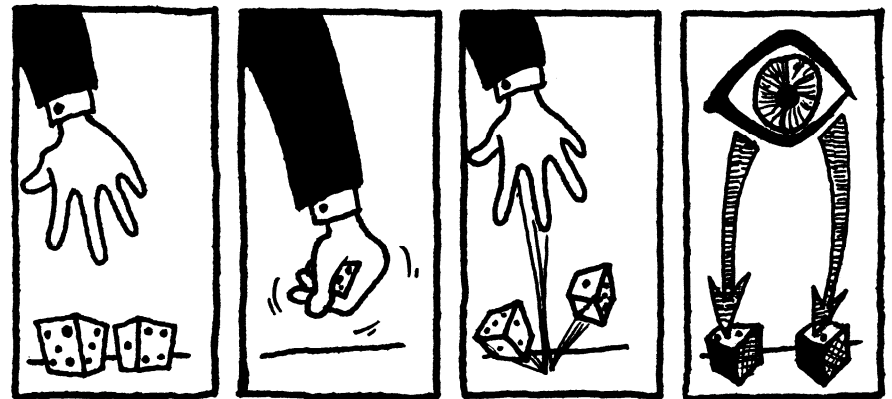
1. Approach Confidently   2. Shake Vigorously   3. Drop Like a Bad Habit   4. Observe

concept, keep in mind that it should fit in with your gamemaster's world. For example, if your GM is running a high-fantasy sword & sorcery game, "ballerina " would be an inappropriate concept. An axe-wielding barbarian with a heart of gold would be a better choice.

Next, discuss your character concept with your gamemaster. Your GM may be able to offer constructive criticism, suggestions, and ideas.

Sample discussion of character concept:

> **Luke:** I'm thinking of playing sort of a bisexual, tough-as-leather gunslinger.
>
> **Jesse (GM):** Well that should work well in my wild west setting. But are you sure you're up to the challenge of roleplaying a bisexual?

> **Luke**: But, Jesse . . . I am a bisexual.
>
> **Jesse**: Uh. . .
>
> [*Awkward pause*]

Once you have a crystal-clear vision of what you want your character to be, you are ready to translate that character into game terms. This means you will put Numbers next to certain Words on a sheet of paper called a 'Character Sheet.' First, let's describe the Words you'll be using.

The Words

Name--This Word describes what your character is called by other characters in the game world.

**Body**--This Word describes your character's body. The higher the Number, the healthier your character! For example, a character with a high Body is probably very strong, agile, and beautiful. A low Number, however, indicates that your character is weak, clumsy, and ugly.

Brain--This Word describes how smart your character is. The higher the Number, the smarter your character! For example, a character with a high Brain is probably very intelligent, learned, and able to solve problems. A low Number, however, indicates that your character is unintelligent, uneducated, and unable to solve problems.

Nerve--This Word describes how cool your character is. The higher the Number, the cooler your character! For example, a character with a high Nerve is probably witty, likable, resourceful, and capable of operating well under pressure. A low Number, however, indicates that your character is....oh hell, it's the opposite. Do you really need us to spell it out for you?

Job--This Word describes what your character does. If your character is a stock broker, then her Job is 'Stock Broker.' If your character is a Kung Fu master, then his Job is 'Kung Fu Master.' Remember, a character does not necessarily get paid for doing his job. For example, if your character is a bum, his Job is 'Bum.' A 'Bum' trades monetary compensation for a life free of obligation.   The higher the Job Number, the better you are at doing your job.

Hi! i'm A 20-Sided Die!
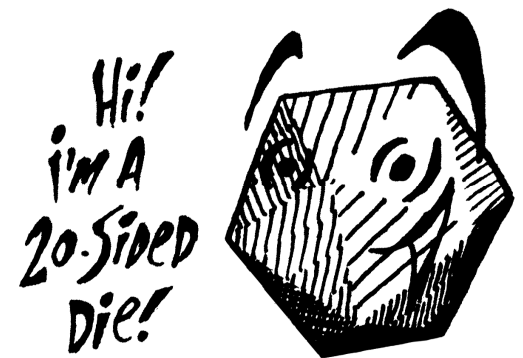
Gimmick--This is something your character can do that most people can't. For example, most people can't just be vampires. But if your Gimmick is Vampire, then by God, you can be! You and your Gamemaster should discuss exactly what being a 'vampire' allows you to do. The modern 'goth-punk vampire' is quite different from the traditional vampire of folklore and fiction (see illustration). The higher the Number, the more often you succeed when attempting to use your Gimmick.

Weakness--This is something that fucks up your character. Keep in mind that your Gimmick and Weakness should be compatible. Sometimes, they can even be the same thing. For example, a Vampire has many powers and many vulnerabilities. The player may simply choose "Vampire" for both Gimmick and Weakness. Avoid characters with incompatible Gimmicks and Weaknesses, such as a character with super-speed who is brain dead and cannot move. The Number indicates the strength of the Weakness. The higher the Number, the more often the Weakness affects the character.

Health Points--This is the amount of damage your character can take before he is dead. Health Points are initially equal to the character's Body Number.

Tag Line--This is some kind of cool quote or something. Ideally, it is something that your character might say. No Number is necessary.

Who Would Play Him/Her in the Movie?--This Word names the actor or actress that you would cast as your character if someone made a movie about your game. This will give you and the other players a clear mental image of your character. If you don't know who to choose, use the following guidelines:

1. If the character is male, write "Val Kilmer."

2. If the character is female, write "Molly Ringwold" (she needs the work.)

3. If your character is neither (or both), write "Prince."

4. No matter what your character is like, do not write "Keanu Reeves."

The Numbers

You will now generate Numbers for all your Words. (Note: The Character's Name does not require a Number, though players may choose one if they see fit. For example, 'Demon Girl 69' is an acceptable name.)

For the first three Words (Body, Brain, and Nerve), simply roll a d6 and add 10 to the result. This is your Number. Do this once for each of those Words. For your Job, roll a d20. This is your Job Number. The GM will assign a Number for your Gimmick and Weakness. Your Gimmick and Weakness have the same Number. Your GM will most likely pull this Number out of his ass, but you should feel free to suggest possibilities. If you do not like the number the GM assigns, you may offer him lots of money (or copies of QAGS, available at finer game and hobby shops almost everywhere) to

change his mind. This usually works. If, however, after many hours of screaming, weeping, and begging, you have not persuaded him to change his mind, we suggest you just give up and play the fucking game.
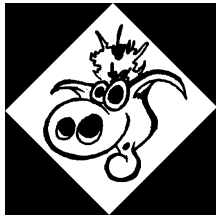
(Optional) Advanced Number Assignment

To take the square root of a negative number, simply . . . no, just kidding.

The Advanced Number Assignment System (**ANAS**) gives players more control over the Body, Brain, Nerve, and Job Numbers of their characters. To use the ANAS, first distribute 45 points among Body, Brain, and Nerve (be sure to save some...if you use all 45, your Job Number will be zero). You must put at least 5 but no more than 15 points in each Word. Then roll a d6 and add the result to the Numbers you have assigned. Do this for each of the 3 Words. The remaining points should be converted into a Number and written down next to "Job" on your character sheet. This is your Job Number. Goddamn! It's that simple!!!

Aren't you glad you bought QAGS?

A Note About the Character Creation System

We have rigorously tested and developed this system for over thirty-seven years. Despite its deceptive simplicity, it is without a doubt the best character creation system ever designed. We believe that any character concept, living, dead, undead, or ever conceived of by any man, woman, or child in the history of time can easily be described with utmost clarity in QAGS terms. Any information not on the character sheet is superfluous.

EXAMPLE GIMMICKS AND WEAKNESSES

For those of you too brain-dead to come up with your own Gimmicks and Weaknesses, we have generously provided (at no additional cost) some tried and true Gimmicks and Weaknesses. Thirty-seven long years of painstaking Journeys Into the Imagination have proven that these Gimmicks and Weaknesses work quite nicely.

Gimmicks

Vampire, classical:
This gives you superhuman strength, as well as the ability to transform into animals, command animals, control weather, turn into mist, climb quite effectively, fly, charm and hypnotize people. *Suggested Weaknesses*:
Vampire, classical.

Vampire, contemporary:
This gives you some of the powers of the classical vampire (the GM will determine the specifics), as well as fashion sense, attitude, and hair (oh, such hair!)
Suggested Weaknesses:
Vampire, contemporary.
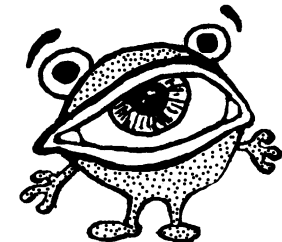
Dragonslayer:
This Gimmick lets you kill dragons, plain and simple. You make the roll, you kill the dragon. That's it. Your GM has final say in what constitutes a 'dragon.' *Suggested Weaknesses:* Beer and Meat; Dragon Magnet; Code of Honor.

Quick Reload:
You reload so fast that you don't even have to bother saying so. From time to time, your GM may ask you to check to see if you're out of ammo. If you make your roll, you're not. *Suggested Weaknesses:* Shitty Aim; Shoot First, Ask Questions Later.

Fly:
You can fly. *Suggested Weaknesses:* Jet Magnet; Fear of Heights; Bad Direction Sense; Occupational Hazard: Duck Hunters.

Magic:
You can use magic. What that means is up to you and the GM. Note: If your Job is Wizard (or other Word that means "person who uses magic") then you don't need to take Magic as a Gimmick. *Suggested Weaknesses:* Occupational Hazard: Demons from Hell; Chain-Smoking; Bad Karma.

Contacts:
You know almost everybody in the goddamn world. (The rest you've heard of.) *Suggested Weaknesses:* Enemy: Crazed Stalker; Exiled; Debts.

Tech Freak:
You know a lot about technology, including computers, alien devices, big tanks, and other junk like that. *Suggested Weaknesses:* Big Dork; Bad Personal Hygiene; Vision Impairment.

Intuition:
Your character sometimes figures things out before you do (such as when the GM tells you shit you're too stupid to figure out on your own). *Suggested Weaknesses:* Wrong Hunch; GM Hates You; Inconvenient Flashbacks.

Weaknesses

Vampire, classical:
You have the weaknesses traditionally associated with vampires. These include: Cannot cross running water; Aversion to crucifixes, garlic, holy water, and communion wafers; Must be invited into home to enter; Incapacitated (not incinerated) during the day; Must drink human blood to live. You should take as many weaknesses as you have powers.

Vampire, contemporary:
Some of these include: Aversion to country music, work, the petit bourgeois, and barbers; Incinerated (not incapacitated) during the day; Chain-smoking clove cigarettes; Unable to say the word "vampire"; Prone to tremendous bouts of angst.

Beer and Meat:
You love beer and meat. When presented with the option of eating meat and drinking beer or doing anything else, you choose the former. If you're playing a Viking, you may alter this Weakness to "Ale and Spam."

(Blank) Magnet: You attract (blank) at the worst possible time. Fill in the blank. Some possibilities are: dragons; jets; Jehovah's witnesses; big robots; ugly women; crazed sociopaths; warm, gregarious sociopaths.

Code of Honor:
You faithfully follow a strict moral code. You must choose a specific code. Some examples: Code of Chivalry; Law of the West; Pirate's Code.

Bad Karma:
Bad shit happens at the worst possible time.

Exiled:
While this can mean you aren't allowed within the confines of a particular geographical area, it can also mean that there's a group of people out to get you. For example, if the Mob hates you, you should probably stay the hell out of New York.

Debts:
You're indebted to one or more people. Debts don't have to be monetary; you can also owe favors. People show up to collect at the worst possible times.

Occupational Hazard:
Some aspect of your Job or Gimmick (or both) is chronically problematic. While many Occupational Hazards are potentially deadly, some are just really annoying.

GM Hates You: Probably because you need explanations of simple phrases like 'GM Hates You.' If your GM insists that you take this as your Weakness, perhaps you should find another gaming group.

Tag Lines

A tag line should sum up your character's personality, lifestyle, and beliefs in a concise and meaningful way. It should also sound cool. Below are a few examples of good tag lines.

"Hey now, pardner--*I'm bisexual!*" --Tex, Tough-as-leather Gunslinger

"To be or not to be, that is the question:/ Whether 'tis nobler in the mind to suffer/ The slings and arrows of outrageous fortune,/ Or to take arms against a sea of troubles/ And by opposing end them." --Hamlet, *Hamlet*

"I would've made a good pope." --Richard M. Nixon

Sample Character Creation

Our fictional friends Jesse and Luke have smoothed over their personal differences and decided that "sort of a bisexual, tough-as-leather gunslinger" is an acceptable character concept for Jesse's Old West game. Now Luke is ready to transfer his ideas into game mechanics!

Jesse: Now, we'll use the basic number assignment system. . .unless you think you can handle the **ANAS**.

Luke: I find the basic system too restrictive. I think I'll go for the **ANAS**.

Jesse: I support your decision, but don't dismiss the basic system. It was, after all, the result of 37 years of strenuous testing.

Luke: Sure, whatever. Okay, Tex is tough. That means he should have a high Body, and a decent Nerve. Brain is unimportant. So I'll put 15 points in Body, 5 in Brain, and 10 in Nerve.

[*Luke rolls some dice. He rolls a 2, a 3, and a 5. Doing the math quickly in his head, Luke realizes he has a 17 Body, an 8 Brain, and a 15 Nerve. He records this information on his character sheet.*]

Jesse: Those are some good scores. Now to decide your Job, Weakness and Gimmick. From what you've already told me, it makes sense that his Job is "Gunslinger," his Gimmick is "Tough as Leather," and his Weakness is "Bisexual."

Luke: Fuck you, man! Being bisexual is NOT a weakness!

Jesse: Uh… well, okay, uh… What were you thinking?
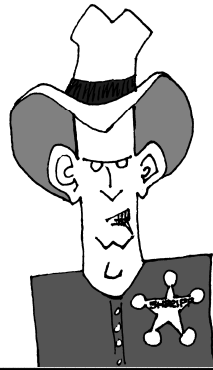
Luke: I was thinking his Job could just be "Bisexual Gunslinger." Though I do agree that "Tough as Leather" should be the Gimmick.

Jesse: And what about a Weakness?

Luke: Well, the other gunslingers will be insecure about a man who's comfortable with his bisexuality, since they insist on hiding their own. [*glances meaningfully at Jesse.*]

Jesse: [*squirming uncomfortably*] Yeah right, right. What's this got to do with the Weakness?

Luke: The accepted "macho" way of dealing with a source of insecurity is beating it to a bloody pulp. So I figure other people try to beat the hell out of him quite a bit.

Jesse: Right, right. That's good. Now we need to decide the Numbers, starting with Job. How many points do you have left over from the **ANAS**?

Luke: Fifteen.

Jesse: Okay, so he's a very good gunslinger.

Luke: And he's tough.

Jesse: Yeah. So, how tough do you want this guy to be?

Luke: Damn tough.

Jesse: You realize this means he'll get beaten up a lot, right?

Luke: That's okay. He's tough.

Jesse: Okay, let's give him "Tough as Leather" at 18. I think this means that, if you make your roll, Tex will be able to endure practically anything. Someone could rip both his legs off and bludgeon him with them, and he'd still keep fighting. Since your Gimmick works most of the time, as represented by your high Number, your Weakness will also affect you most of the time. Therefore, you'll have a Number of 18 in your Weakness as well.

Luke: So when am I going to have to roll for my Weakness?

Jesse: Whenever other gunslingers suspect you're a bisexual. And remember, gunslingers are some mighty suspicious fellas. [*Jesse decides that whenever Luke uses his Gimmick, a group of insecure gunslingers will be along shortly. This way, Game Balance will be preserved.*]

Luke: What about my Health Points?

Jesse: Your Health Points are equal to your Body Number--that means you have 17 Health Points. Not bad. Now, the most important question of all. Who would play Tex in the movie?

Luke: I'm thinking Clint Eastwood.

Jesse: Clint? Are you sure? I can't really see it. . .

Luke: I told you, he's tough! Nobody's tougher than Clint Eastwood!

Jesse: Yes, I know, but I was thinking. . .How about David Hasselhoff?

Luke: Fuck you, man!

Jesse: Okay, all right, it's Clint Eastwood! Are you happy? Your character's finished.

Luke: Is that really all there is to it?

Jesse: Yup! That's why they call it the Quick Ass Game System. Let's play!

DOING STUFF

"I never try anything. I just do it." --Varla, *Faster, Pussycat! Kill! Kill!*

At some point, you'll want to do something with your character. This is called 'Playing the Game.' Your GM can give you more information on how to do this. During the course of Playing the Game, you'll want your character to do things which correspond to his Words. For example, if your character's Job is Private Investigator, he will probably need to investigate something. If your gamemaster's in a sporting mood, he will ask you to roll dice to resolve this action. You will follow this procedure:

1. Determine what Word governs the action.

2. Roll a d20. (See earlier diagram for assistance.)

3. Look at the Number for your Word (In some cases, you will need to halve your Number. Your GM will tell you when this is necessary.)

4.a. If the number you rolled is less than your Number in the appropriate Word, you have succeeded. Congratulations!

4.b. The higher the number, the better the success. See BIGASS TABLE.

5.a. If you rolled a 20, you lose. A 20 always fails, no matter what your Number is.

5.b. If the number you rolled is higher than your Number in the appropriate Word, you have **FAILED MISERABLY**.

Special Note on Weaknesses:
If you follow the previous procedure for Weaknesses, keep in mind the result is reversed. A successful die roll means the Weakness succeeds--it affects you.

Resisted Rolls
Sometimes two characters will attempt to resist each other's actions. Let's say, for example, that two guys are arm-wrestling. Both are trying to win, while keeping the other guy from winning. In such a case, they make resisted rolls. Both roll the appropriate skills. Whoever makes his roll succeeds. If both rolls fail, then neither succeeds. But, you ask, what if they both make their rolls? Simple--the person with the higher roll wins. If the rolls tie, reroll.

YUM YUMS

"Uuuummm. That's a tasty burger."--Jules, *Pulp Fiction*

What the Hell Are Yum Yums?

You know that candy that came with this game? You've already eaten it, haven't you? I thought so, you hedonistic little shit. Well, those were your Yum Yums. We'll tell you how to get more.

Yum Yums can be any form of food that comes in tiny bits. Olives, grapes, chips, candy, carrots, you fuckin' name it--it's Yum Yums! Lobster thermidor is not recommended for use as Yum Yums. In our thirty-seven years in roleplaying development, we have come to favor Smarties™, M&Ms™ ,and similar small candies. However, if you want a healthier Yum Yum, we heartily recommend slices of all-meat pizza with extra cheese, and beer (in cans). A game of QAGS can be a regular party!

So what do you do with Yum Yums? Do you just eat them? Good God, no! Then they would just be Ordinary Food. Hell, you've played other games. You know how Experience Points, Karma Points, Dogshit Points, and other forms of 'Gamemaster Rewards' (wink wink) are used. They allow you to do certain special things. In QAGS, these special points are called "Yum Yums." Specific examples of how to use Yum Yums will be given shortly. First you need to know how many Yum Yums your character has at the beginning of the game.

At the start of each game of QAGS, you should roll a six-sided die. To this number, add any Yum Yums you did not use or consume during the previous game. This is the total number of Yum Yums you will begin with. During the game, the GM may give you additional Yum Yums for doing cute and clever things. Additionally, at the end of the game-- if you've accomplished your goals-- the GM may award you with additional Yum Yums. The GM will use complex mathematical formulae to determine exactly how many Yum Yums you have earned. Use them for good, not evil.

"But How Do I Use These Tasty Treats?"

There are several ways you can use Yum Yums. Here are a few:

1. Eat them. Goddamn, they're good, aren't they? Unfortunately, if you eat them, they're gone. You can't use them for a damn thing.

2. Use them for Automatic Successes. You can give the GM a Yum Yum to automatically succeed without making a die roll.

3. Use them to counter Weaknesses. By giving the GM a Yum Yum, you can automatically resist being affected by your Weakness when a die roll would normally be necessary.

4. Use them to improve your character. You'll probably have to save up your Yum Yums for this. But here's how to do it:

a. Improve Your Numbers. To raise one of your Numbers by one, you must give your GM a number of Yum Yums equal to your current Number.

b. Decrease Your Weakness Number. To decrease your Weakness by one point, you must give your GM d20 Yum Yums. Your Weakness cannot drop below a 3.

c. Learn a New Job. To do so, you must give the GM the number of Yum Yums

equal to 3 times the Number you want to have in the job.

d. Get a New Gimmick. To do so, you must give the GM the number of Yum Yums equal to 5 times the Number you want to have in the gimmick. This is a minimum. Depending on the particular Gimmick, the GM can demand more Yum Yums, particularly if he has a taste for your type of Yum Yums.

e. Reverse or Otherwise Nullify the Effects of a Really Big Fuckup. When you fuck up really, really badly your GM can choose to undo the effects if you give him the required number of Yum Yums. And guess who sets the requirement? That's right, the GM.

f. Increase Your Health Points. For every 5 Yum Yums you spend, you permanently increase your Health Point total by 1.

g. Get New Weaknesses. This requires no Yum Yums whatsoever. Simply announce your new Weakness to the GM. He will assign a Number to your new Weakness. Then watch as everyone in the room laughs at you for being such a fucking moron. Fun for all!

SUCCESS LEVELS

The Bigass Table (below) shows levels of success for various die rolls. The primary use for this is determining how well a character has performed a given feat. The success levels may also be used as "difficulty levels." For some tasks, the GM may rule that the player must roll a minimum number in order to succeed. For example, if a character is trying to jump from one building to another -- there's no room for partial success here--the GM may rule that the player must roll an Average or better in order to avoid plummeting painfully to Earth. Consulting the Bigass Table, the player sees that the minimum roll required for an Average success is "8." If a character's Word is less than 8, he may want to consider taking the stairs.

BIGASS TABLE	
Number	Success
1	Pathetic
2-3	Poor
4-7	Fair
8-12	Average
13-16	Good
17-18	Excellent
19	Incredible
20	Horrible
	Failure

You might not understand every entry on the table right now, but don't worry. All will become clear in moments. Exact time will vary according to individual reading speeds.

COMBAT, OR, THE SIMPLE JOY OF ROLLING A DIE AND KNOWING THAT YOU HAVE KILLED SOMETHING

"Come get some." --Ash, Army of Darkness

In an ideal world, all conflicts would be settled through informed rational discussion. Sadly, this is often terribly dull. As a rule, it's much more exciting to just beat the shit out of somebody. Therefore, we have rules to handle the complex planning, maneuvering, and pummeling of COMBAT!
The basic mechanic for combat is the resisted roll. When two people attack each other, they are indeed opposing each other. This is

the type of situation that just begs for the use of resisted rolls.

Note: If neither your Job nor your Gimmick include combat abilities, your combat rolls will be made at half your Body Number.

Brawling

Brawling includes martial arts, boxing, biting, kickboxing, and other types of combat which do not include the use of high-tech weapons (such as pointy sticks). Both Brawlers attack simultaneously, using their appropriate combat scores for the resisted roll. Only the attacker with the higher successful roll inflicts damage. Each pair of rolls for an attack represents many feints, dodges, ineffective blows, and other aspects of the brutal ballet of combat. The GM and players should work together to describe the action in as much lovingly graphic detail as possible.

Damage

To calculate damage, subtract the lower roll from the higher. The result is the number of Health Points you lose.[1]

---

[1] Please note we have no actual experience in these matters, as we have been too busy designing QAGS to serve in any of the major wars in this century.

This does not lower your permanent score. See the Healing section for details on regaining those lost points.

Armor

"*All it took was a fat chronic blunt!*" --Jay, *Mallrats*

Sometimes your character will wear armor. Armor prevents damage. How do we convert this simple observation to game mechanics? Simple! Just subtract the armor's rating from the damage result. Below are some sample armor ratings.

Armor Type	Rating
Bare-Ass Naked	--
Heavy Winter Coat	-1
Leather Bodysuit	-2
Chain-link Bodysuit	-3
Sheet Metal Bodysuit	-4
Riot Gear	-5
Tank	-25

Death

When your Health Points reach zero you die. Theologians and philosophers have theorized for centuries about what, if anything, happens to the human soul after death. All that need concern you, however, is that it's time to make up a new character. Well, okay, you still have one last chance for life, assuming you're an important person. When you become mortally wounded, make a Body check. If you fail you die. If you succeed you survive. However, you are incapacitated for the foreseeable future and can do little more than lay in a bloody pile on the floor and

cry for Mommy. If you take another wound--even a scratch--then, to paraphrase Billy Connelly, you're dead, you're dead, you're fucking dead, dead as fucking stone.

Melee

Melee is Brawling with accessories. Melee works just like Brawling with one small difference. Every melee weapon has a damage modifier. The Weapon Modifier Chart gives a few common examples from which any person with higher-than-moron-level intelligence can extrapolate the modifier for unlisted weapons. This modifier should be added to the damage result.

Weapon	Modifier
Brass Knuckles	+1
Beer Bottle	+1
Knife/Bat	+2
Spear/Sledgehammer	+3
Sword/Axe	+4
Chainsaw	+25

Ranged Combat

Ranged Combat works a bit differently from Brawling and Melee Combat. In ranged combat, a separate resisted roll must be made for each missile fired. Therefore, there is a definite attacker and a definite defender. The attacker rolls the skill which best reflects his competence with the weapon. If, for example, the character is a Bisexual Gunslinger, he should roll his Bisexual Gunslinger skill. The GM should arbitrarily assign negative modifiers for range and other factors (if he feels like it). If this roll fails, the attacker misses. If it succeeds, the defender may roll to dodge (using Body if there is not a more appropriate skill). The results are handled as detailed in the section on melee combat. Note, however, that the defender cannot cause damage. He's just too far away. Damage modifiers for common ranged weapons are listed in the Ranged Weapon Chart.

Ranged Weapon	Modifier
Thrown Weapon	+1
Arrow	+2
Small Caliber Gun	+3
Large Caliber Gun	+4
Shotgun	+4
Automatic Burst	+5

POW! SNIKT! BANG!
"But what if I'm punching a guy who has a sword while some random postal worker is shooting at me?" you ask. And we've got the answers! Here are the basic steps to mixing the different types of combat into one big orgy of blood and destruction.

Brawling vs. Melee

Use the rules for Melee with two exceptions. First, the person with the weapon applies the Weapon Modifier to both the skill score and the damage.[2] Second, the person without a weapon gets no Weapon Modifier to their damage roll.

Brawling or Melee vs. Ranged

Until the combatants are within Brawling or Melee range, Ranged attacks are resolved normally. The ranged attacker gets free attacks until his opponent is (a.) dead or (b.) close enough to take a swing. If (a.)

_____

[2] Damn, it's no wonder normal folk fear and hate us roleplayers. "Applies the Weapon Modifier to both the skill score and the damage?" What sort of person can really fucking care about this shit?

occurs, combat is over. If (b.) occurs, use normal Melee rules. Assuming the ranged attacker is still trying to shoot his opponent, he uses his ranged attack skill and the normal weapon modifier for his weapon. If, for some reason, he's not attempting to shoot his opponent, he uses the appropriate Melee or Brawling skill. If he uses the ranged weapon as a melee weapon, the GM determines the damage modifier.

Natural Healing

Once a character gets beaten to a bloody pulp, the player will probably ask how healing works. Because we anticipate everything, we have included complete rules for such an occurrence. A night's rest will heal 1d6

Health Points. A week's rest will heal 7d6 Health Points. If the character receives professional medical care, double the number of points healed. A character cannot regain more Health Points than he lost.

Optional Rule: Unnatural Healing

"Had my back broke once, my hip twice, and on my worst day, I could beat the hell out of you." --John Wayne, *The Cowboys*

Scientists in the underground Hex Games research complex have found yet another use for Yum Yums. Yum Yums can be used to heal characters. We suspect that this is because good health begins with a healthy diet high in fiber. Getting rid of those Yum Yums will sure as hell improve your diet. They heal you up at a rate of 1d6 Health Points per Yum Yum. Yes, an entire day's worth of healing, for the price of

a single piece of candy! An amazing bargain!

Sample of Combat

So do you understand the combat system? Of course you don't! Combat systems, by their very nature, are nonsensical and impossible to understand after one reading. However, behavorial psychology tells us that we as humans can learn through example. Being big fans of behavorial psychology, we've decided to give you an example. Here's an excerpt from the

first session of Jesse's Wild West game:

Jesse: Okay, so you've set up camp for the night. . .

Bo: Sure, sure. This game is boring. We haven't gotten to roll dice all night.

Jesse: . . .when you hear an Apache war party approaching across the desert! And they look angry!

Bo: Holy shit!

Luke: Well, I guess we'll just gloss over this combat like we always do, right? Since we're so powerful and all?

Jesse: No, dammit! You want a dice-fest? I'll give you a dice-fest!

Daisy: Okay, I pull out my Bowie knife and cut their hearts out.

Jesse: Wait, wait. You guys were about to go to bed. You don't have your weapons

ready yet. They get to attack first. They fire.

Bo: With what?

Jesse: I'm getting to that. The first one fires a gun at you, Bo.

Bo: What kind of gun?

Jesse: A Gatling gun. So let's see. . .that's Ranged Combat. That means, let's see. . .[*Jesse mumbles to himself*]. . .he's at close range, so that's a +3 modifier. . .and Bo's being a dick, so that's a +2. . .and we'll say this Apache guy has a Job of "Gatling Gunner" at 16. . .that gives us a 21, which means he has to roll a 21 or less to hit. [*Jesse rolls dice, for appearances' sake.*] Well, Bo, it looks like Clarence has been hit, unless you can roll me a successful dodge.

Bo: [*confused*] How do I do that?

Jesse: Well, would your Job or Gimmick help you to dodge?

Bo: My job is "Cowboy." That means I jump around on horses a lot. Surely that gives me some chance to dodge.

Jesse: Sorry, that won't cut it. Since your Job and Gimmick don't apply, you default to your Body.

Bo: Okay, my Body's 18. I roll a 10! I dodge!
Jesse: Well, he rolled a 19. Nineteen minus 10 is 9. That means you lose 9 Health Points.

Bo: I'm gonna get that bastard! I punch him!

Jesse: Since your Job of "Cowboy" and Gimmick of "Babe-Magnet" don't apply here, you'll have to halve your Body score.

Bo: Hey! I never read that rule!

Jesse: Trust me, it's in the GM section.[3]

Bo: Okay, if you say so. . .My body halved is 9, and I roll a . . . Damn! I failed.

Jesse: That's too bad, Bo. Because he succeeded with a 14. [*Jesse adds the weapon modifier of +5, yielding a 19.*] Ooooooh, that's bad.

Bo: What? What happened?

Jesse: Well, he got a damage total of 19. You rolled a 9. That means you take 10 points of damage which, if I'm not mistaken, kills you.

Bo: Hey, wait a minute! I get to make a Body check to see if I live!

Jesse: Oh, yeah. I almost forgot.

---

[3] Really, it is! Jesse wouldn't lie just to screw Bo over.

Bo: I have a Body of 18. This should be no problem! [*Bo rolls a 20.*] Aw, man!

Jesse: Sorry, Bo. Twenty always fails. You're food for the buzzards.

Bo: You're kidding, right? You're not going to let me die! I'm a PC!

Jesse: Yeah, whatever. One shoots an arrow at you, **Luke**. He misses. Now what do you guys do?

[*Bo storms out of room to find one of Jesse's extra copies of QAGS to look up this mysterious halving rule.*]

Daisy: I think Bo's upset, Jesse.

Jesse: He'll be back. He left his keys. What do you do?

Luke: I get out my gun and shoot the one with the Gatling gun.

Daisy: I attack the one with the bow.

Jesse: Okay, roll the appropriate Numbers.

Luke: I've got Bisexual Gunslinger at 15. Hey! I rolled a 12! That means I hit.

Jesse: Unless he can dodge. Let me check his Numbers. [*Jesse shuffles the blank papers in front of him and rolls a die. He decides that a 16 is probably not good enough to dodge.*] Yup, you hit him.

Luke: What'd he roll?

Jesse: He failed, so it's treated as a zero.

Luke: Cool! I did 12 points of damage! So long, Apache!

Jesse: Just a second. . .he's an Important Person, so he gets a Body check to stay alive.

Luke: He's not important! He's a random Apache!

Jesse: He's got a Gatling gun. That makes him important. [*Jesse rolls a 8. Since this is less than the Apache's Body, the Apache lives. However, he is reduced to a quivering*

mass.] He's still breathing, but he won't be Gatling gunning for awhile.

Daisy: I leap at the other guy, brandishing my Bowie knife!

Jesse: Since he doesn't have a melee weapon, you get to add your Weapon Modifier to your attack score, as well as your damage.

Daisy: Cool! [*She rolls.*] I hit him with a 13. Can I cut open his chest and rip his heart right out?

Jesse: Yup. He's dead. However, someone else has picked up the Gatling gun. . .

OH, COME ON DALE! I MEAN, WORKING IN COMICS IS BAD ENOUGH — IT'S A FAILING MEDIUM WITH NO ARTISTIC CREDIBILITY — BUT ROLEPLAYING GAMES? THAT'S EVEN WORSE! WE'LL NEVER BE TAKEN SERIOUSLY!

YEAH, DALE. CHICKS DON'T DIG ROLE-PLAYERS.

HMM...TRUE....WHAT'S THAT, MR. POOKUMS?

GOOD THINKING, SIR! HERE'S THE DEAL, SCUZZBALL: IF YOU TAKE THIS GIG, THAT WAITRESS' PHONE NUMBER IS YOURS.

REALLY? OKAY, WE'RE IN!

GREAT! IT'S A DEAL!

BUT...

DON'T WORRY, FUZZBALL, YOU WON'T EVEN HAVE TO COME IN TO WORK. WE TAPED THIS MEETING, AND WE'LL JUST USE THAT AS THE BASIS FOR THE STRIP. SAVE TIME AND ENERGY THAT WAY.

ALRIGHT...JUST MAKE SURE YOU CUT OUT THE, AH, DISPARAGING REMARKS ABOUT ROLEPLAYERS.

SURE. NO PROBLEM.

END

GM's SECTION

"Yea though I walk through the valley of the shadow of death, I shall fear no evil, for I am the meanest son of a bitch in the valley."
--Plaque in Gordy's kitchen

Special Note

The rest of this book is for the poor sap you cleverly duped into being the GM. The GM must trudge through this whole section before he can run the game. You, on the other hand, have fulfilled your end of the bargain. You are free! Go, be happy, and frolic in sunlit meadows. Just remember, every now and again, to pity the poor GM who is suffering for your entertainment.

Introduction

Okay we can talk, now that all the players are gone. Let's be honest, they're lazy slobs who aren't going to read anything unless you force them. And don't you worry about suffering. This section is written in the fun-loving, wacky QAGS style you've come to love. Besides, why should you worry about suffering? After all, you wield vast cosmic power! You can crush the players like bugs (not literally, of course).

What the GM Does

"But what do I do," you ask, "besides crush the players like bugs (not literally, of course)?" You do a whole lot. Earlier we said that the GM controls everything. This is not entirely true. The players have free reign over the actions of their characters. However, a good GM can use subtle mind-control techniques to influence the players' decisions. Primarily, the GM is concerned with maintaining the game world (the fictional environment in which the game takes place). This includes creating the game world, controlling NPCs, directing events, and

resolving character actions. It's an awesome responsibility, but we think you're up to it. After all, we've had our eye on you for quite some time now.

Genre

"Life is a movie. You can't pick your genre." --Billy, *Scream*

Before you can run a game, you must select a genre. "What is a genre?" you ask. "Is that French?" Yes it is. It's French for "type." Actually, it means much more than that. The French are known for their ability to compress complex and multi-layered meanings into single words. For instance, the word "oui" means "yes," but can also express such elaborate meanings as, "Yes, I'd like some toast," or, "Yes, I'd love to babysit your children while you and your wife are vacationing in Venice." Similarly, "genre" refers to a game's setting, tone, and set of conventions. Here are some sample genres, along with notes about typical conventions. You may use these genres and conventions or scrap them for something you like better.

Science Fiction—The future, aliens (the extraterrestrial kind), spaceships, robots, lasers, time travel, goofy uniforms, advanced technology

Horror--Monsters, werewolves, vampires, Things Man Was Not Meant to Know, mad stalkers, mad scientists, full moons, creepy Gothic stuff, intrepid human investigators, ancient tomes, dumb high school students, octopi

Fantasy--You know, elves and shit

Western--Horses, Indians, gunslingers, gamblers, two-bit whores, death, high noon, Clint Eastwood, bank robbers, the Duke, whiskey,
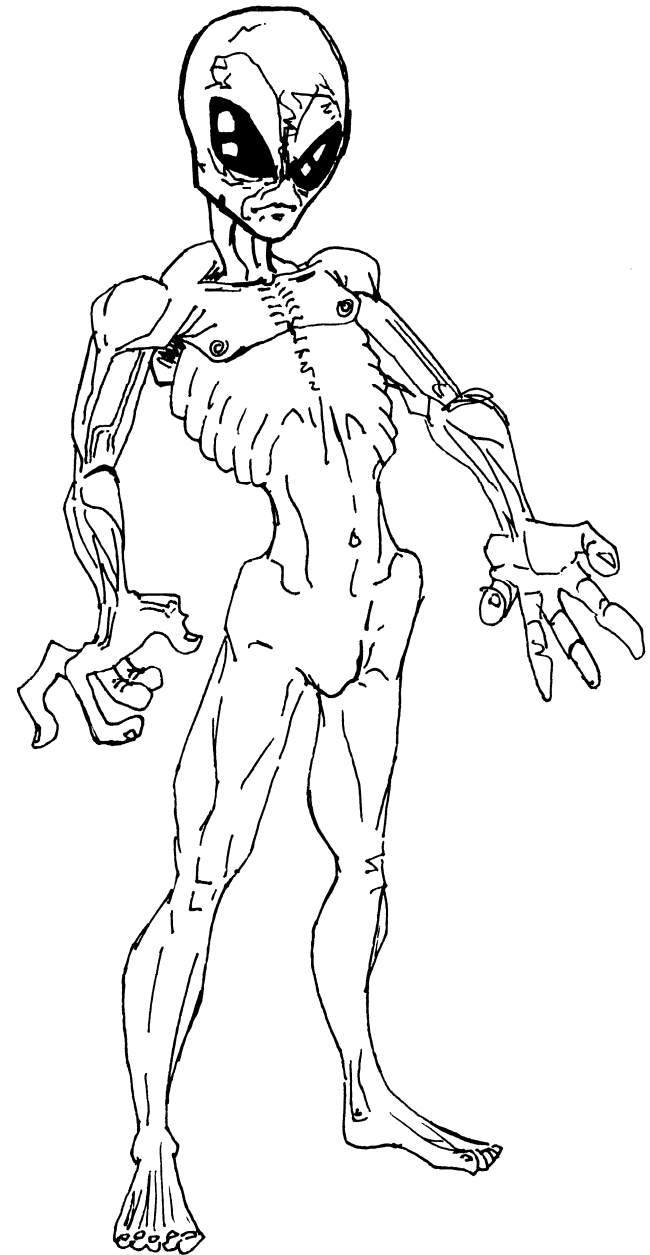
preachers. . . oh, and the Old West

Cyberpunk--Computers, megacorporations, cynicism, streetgangs, virtual reality, drugs, huge guns, cyborgs

Espionage--Spies, fast cars, guns, gambling, betrayal, foreign dignitaries, cool gadgets, and SEX! Lots and lots of SEX!

Detective--Murders, mysteries, trenchcoats, fedoras, femmes fatales, booze, the Mob, the WAR

Superhero--Colorful costumes, vigilantes, violence, villains, superhuman powers, talking gorillas, Truth and Justice, mad scientists

Shakespearean tragedy-- Hubris, iambic pentameter, verbose aristocrats, leotards, swordfights, soliloquies, betrayal, dramatic irony, misery, death

Character Creation
Characters are important to the game; without characters the game would be rather boring, like a James Michner novel. As GM, you must help the players through the arduous character creation process. No doubt your players will spend weeks agonizing over every last detail of their characters. Well, that's their problem. When they're ready to start writing Words down, then it becomes your problem. This section will give you some helpful guidelines to make your job easier.

1. Discuss the character concept before writing anything down. Make sure the concept fits your genre. Make sure the concept is not too powerful or too weak[4]. Make sure Gimmicks and Weaknesses

---

[4] Yeah, right… like any player is going to come up with a weak character concept. Still, we can dream.

are appropriate to the concept. Very few janitors have the Gimmick of Omnipotence, no matter what your players may tell you.

2. Help the player assign Body, Brain, and Nerve. The player has final say in choosing these three Numbers. Don't worry, you have final say in absolutely everything else.

3. Help the player choose a Job and Job Number. You and the player need to understand just what the chosen Job entails. While some 7-11 night clerks may be crack sharpshooters, a Job of "7-11 Night Clerk" will not grant such skills automatically. You may want to write down some of the most commonly-used skills that come with the Job.

4. Help the player choose a Gimmick. The Gimmick should be consistent with the character concept and

genre. Also, the Gimmick should not overshadow or duplicate the Gimmicks of the other characters. Players may attempt to choose Gimmicks that give them unlimited power. Your job is to limit them. Make sure both you and the player have a clear understanding of what the Gimmick entails. Your own discretion is the best judge of what Gimmicks are acceptable.
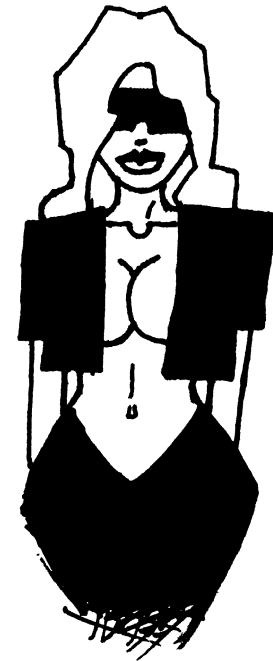
5. Help the player choose a Weakness. Chances are the player will want to choose a Weakness that has no actual game effects. Your job is to overrule such Weaknesses, or make plans to exploit such Weaknesses mercilessly. There should be some karmic balance between the Gimmick and Weakness. You may allow stunningly powerful Gimmicks, but they should be balanced by stunningly debilitating Weaknesses. Characters with less useful Gimmicks should have less debilitating Weaknesses. In this way, justice is served.

6. Assign Numbers to Gimmick and Weakness. As mentioned earlier, both have the same Number. The first thing to realize is that the Number does not reflect the magnitude of the Gimmick or Weakness in relation to other Gimmicks or Weaknesses. For example, a Gimmick of "Omnipotence" at 2 would probably still be more useful than a Gimmick of "Bend Paperclips" at 20. The Number simply represents how often the character succeeds at a Gimmick or fails to resist a Weakness. A Gimmick and Weakness of "Vampire" would probably have a relatively high Number, as vampires can normally use their powers successfully and are almost always affected by their Weaknesses. If you have no idea what number to assign, just assign a 10. It's right in the middle.

7. Help the player determine his Health Points. Actually, this is pretty easy. If the player can't do this on his own, maybe you should find a different player.

8. Help the player choose a tag-line. Make sure they steer clear of lines like "You got a pretty mouth for a man," and anything from _Monty Python and the Holy Grail_. (For God's sake, people , give it a rest.)

9. Help the player determine who would portray his character in a little imaginary film. Try to pick a professional actor. Woodrow Wilson, for example, was the 28th President of the United States, not a motion picture actor. The same applies to Paulie Shore, though he was never president.

10. Remember, you are God here. Feel free to change things later if they don't work.

Sample Character Creation Discussion
After the unexpected Gatling gun massacre ended his Old West game, Jesse has turned his attention to the glamorous four-color world of super-heroes. Bo and Daisy are the first to make characters.

Daisy: Well, I was thinking about a character with the superhuman ability to turn into cheese.

Jesse: Really? And what would this let you do?

Daisy: Well, I could hide. You know, disguised as cheese.

Jesse: Okay. . .That might work.

Daisy: What sort of Weakness should I take? I was thinking, maybe I should be a cripple?

Jesse: [_ponders karmic balance_] That's a little rough. . .What if she's got an

old leg injury that acts up from time to time?

Daisy: That's good. But actually, I want to play a male character.

Bo: What are you, some kind of bisexual?

Jesse: Stop! For God's sake, shut up before Luke gets here!

Daisy & Bo: [*shocked*] You mean Luke's a. . .

Jesse: Not another word! Now, how about you, Bo?

Bo: No way! I mean sure, at camp, we--

Jesse: YOUR CHARACTER! I meant, what's your character concept?

Bo: Oh! Right! Well, I want to play the most powerful man in the world. You know, invulnerable, able to fly, able to shoot lightning from his eyes, able to lift tall buildings with a single hand...

Jesse: I get the picture. That does fit with the genre, but he'll need a pretty major Weakness. What did you have in mind?

Bo: I think he can be, like, really weakened and eventually killed by continued exposure to the element Molybdenum.

Jesse: [*ponders Karmic balance again*] How about rocks?

Bo: Huh?

Jesse: Just what you said, only instead of Molyb-denum, it applies to all rocks.

Bo: I guess that's alright. It's not like there're rocks everywhere.

Jesse: Of course not. [*Jesse begins to plan the first adventure, "Journey Into the Quarry of Doom!"*]

When Players Want to Do Stuff

Most stuff that players want to do, their characters can do automatically. You don't need to roll for walking, talking, or any other situation with little to no chance of failure. If, however, there is a reasonable chance of failure--or whenever you feel like it-- you should ask the player to roll. There are two main factors to consider when a roll is required: appropriate Word and success level.

First you must decide which Word is most appropriate to the action being attempted. If several Words could apply, follow these simple steps:

1. See if the Weakness might hinder the action. If so, make the player roll a Weakness check before continuing. If the Weakness takes effect, the GM should determine whether the Weakness prevents the action or simply makes it harder. If the action is still possible, go to step 2.

2. See if the character's Gimmick is appropriate. If so, have the player make a Gimmick roll. If not, go to step 3.

3. Ask yourself, "Is the character's Job relevant to this action?" If so, have the player make a Job roll. If not, go to step 4.

4. If nothing else covers the action, then either Body, Brain, or Nerve will be appropriate. Your job is to decide which one. Unless the attempted action is purely a function of Body, Brain, or Nerve, then halve these scores for the roll. That is, if an action requires a degree of training or experience beyond simple instinctive useage of natural Body, Brain, and Nerve abilities, then the player uses one half their Number.

This applies primarily to combat-related rolls. A high Body does NOT necessarily make someone an expert pugilist or crack shot. However, a character dodging missile fire may roll their full Body score, as such dodging is relatively instinctive. If you ignore these rules you will imperil the very fabric of Game Balance itself.

5. Anything that involves a degree of training or special abilities which the character lacks may require a minimum success level. Generally, the more training required for competence in an activity, the higher the minimum success level should be. An untrained person attempting to turn on a computer will probably only need a 2 or more to succeed. The same person attempting to hack into a bank's computer system would probably need at least a 9 or 10 to succeed. Since in some cases the character's Number will already be halved (as explained in Step 4) some actions will be impossible for an untrained character. Feel free to modify the minimum success level if there is a correlation between the action and the character concept.

You may also require the player to reach a minimum success level in extreme circumstances or when there is no possibility of partial success. For example, let's say we's campin'. And we're nekkid, 'cause we's campin'. Holy fuck! What are we talking about? That's the wrong example. (Ahem.) For example, let's say you're trying to start a fire with your last match in the middle of a blizzard. You either succeed or you don't. Use your own judgment to determine the minimum success level needed.

Running Combat

There are seven rules that you must follow when running combat. They are:

1. Make sure opponents are challenging but not too powerful.

2. Make sure combat is fast paced and exciting. If the players try to over-analyze when they should be acting quickly, punish them. If they take too long deciding what to do, then they miss their action.
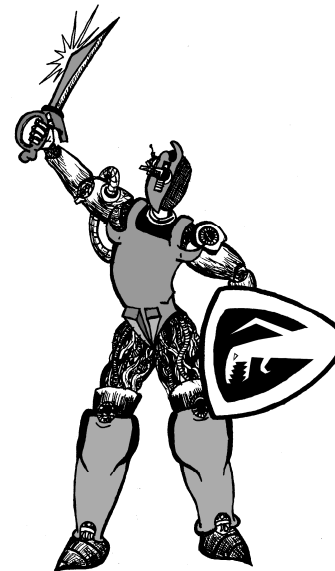
3. Use common sense.

4. Include chainsaws whenever possible.

5. Be sure that you and the players understand the conditions of the battlefield. You can buy elaborate miniatures and hex maps for this purpose if you like. Or you can just follow rule #3.

6. Never let stupid arguments bog down combat. Make a decision and contrive why it worked later (if necessary).

7. If the rules interfere with combat, forget them and make it up as you go along. Note that you should do everything in your power to make the players think you are actually using a combat system of some sort. Let them roll dice and even roll a few yourself occasionally. Give the players a concerned look from time to time. And make sure to give the

characters some superficial damage. This will make it look like you know what you're doing without requiring a grasp of the intricacies of combat.[5]

YUM-YUMs

You know what Yum-Yums are and how they work. "But how," you ask, "do I know how many Yum-Yums to give the players?" Damn, you sure ask a lot of questions. If you keep this up, we'll be here all night. But we (with our 37 years of gaming experience) are willing to go that extra mile for you, our fanatically devoted fan base. In general, you should give the players enough Yum-Yums to tempt them, but not enough so that they'll feel comfortable actually eating them. You should keep in mind that players who do things for you, the GM, should get the chance to

---

[5] God knows we don't grasp the intricacies of combat, but our players have yet to suspect anything.

---

enjoy a couple of Yum-Yums during the game.

The guidelines below should help you award Yum Yums. Remember, this is only a sample list. There are many other actions which merit Yum-Yums. You, as the GM, must recognize these occasions and react accordingly.

When To Give Yum-Yums:

- Characters complete an important plotline or subplot (2 yy)

- Player says something wildly amusing (1yy)

- Player says something that causes something liquid to shoot from the nose of another player (2yy)

- Player gives you food or beverage (2yy)

- Player does your laundry (3yy)

- Player role-plays even though it causes a difficult situation (2yy)

- Player role-plays well in general (1yy)

- Player looks sad because everyone else has more Yum-Yums (1yy)

- Player comes up with a brilliant plan (1yy)

- Player comes up with a brilliant plan without boring the hell out of everyone else (2yy)

- Player willingly throws away character's life for a noble cause (3yy)

- While trying to piece together the clues of a plot, player comes up with something so devious you hadn't even thought of it. (2yy)

GIMME SOME O' THEM QAGS!

Basic Yum-Yum Accounting 101

At the end of a night of playing, you should have each player write down how many Yum-Yums they have left over (after improving the character, using them as instant karma during the game, or eating them.) Most standard QAGS character sheets have a space for Yum-Yums on them.

You should then take the Yum-Yums from the players. You can keep them until the next game, eat them, give them to your real friends, or substitute name-brand laxatives for them. When the next game starts, look at the Yum-Yums space on each player's character sheet. Then give them the indicated number of laxatives...er...I mean Yum-Yums.

What To Do When the Players Spend Yum-Yums

Have the players give you the appropriate number of Yum-Yums. Eat them. Say, "Hot damn, these Yum-Yums is good!" Savor every bite.

WHEN TO CHEAT

Never. You can't cheat. By definition, your every word is law. Sure, you'll want to follow the rules in this book as much as possible. After all, 37 long years went into their perfection.[6] But remember that, in role-playing, drama is everything. If the rules interfere with a dramatic moment, break them. Just like you broke your poor mother's heart

when you married that Gentile boy. Still and all, try not to let the players catch you deviating from the rules too much. Players are annoyed by such things.

GAME BALANCE

"Never trust a man in a blue trenchcoat and never drive a car when you're dead." --Tom Waits, *Telephone Call from Istanbul*

As GM, it is your duty to maintain game balance. This means you should match the difficulty of the adventure to the power level of the characters. An adventure should be challenging but not impossible. Also, you should involve all the players. Make sure that some part of the adventure is customized to each character's specific strength. Let's say one of your characters is a Fightin' Rabbi. You should give him Nazis to fight. Hell, you should always include a few Nazis. Everyone likes to kill Nazis.[7] If a character has a powerful Gimmick, you should bring his Weakness into play frequently, to prevent his Gimmick from overshadowing the other characters' skills.

YOUR GAME WORLD

Creating and maintaining a vast, self-contained, and internally consistent world with unique fictional components may seem daunting at first. But don't

let it daunt you. It's easy! Shamelessly rip off any books or movies that catch your fancy. If you are accused of plagiarism, just tell the players that you are making an "homage" to a beloved work of fiction. Mix and match homages for a complete world. You don't have to actually plan your world in advance, though; you can make it up as you go along. If, however, you want a truly detailed and original game world, buy QAGS supplements (such as *QAGS In Space,* coming soon from Hex Games). Many of our upcoming products will contain fully-detailed and developed game worlds, in a variety of colors and styles.

ADVENTURES

Much like world design, the best source for adventure ideas is the work of others. After all, you're not getting paid for this. If the players catch on, just change things around. Familiar plots can be altered in subtle and devious ways.

---

[6] We know what you're thinking. "Thirty-seven years isn't that long!" Well let us tell you something you don't have to live in an underground bunker, forced to write goofy-ass game systems for the Masters' amusement. Thankfully, the Masters always ignore footnotes…or so we hope. A cleverly concealed code in this book reveals the location of our bunker. Please, in the name of God, come liberate us from this unending hell.

[7] Even God. See *Raiders of the Lost Ark* if you don't believe us.

For example, your Han Solo "homage" may turn out to not have a heart of gold after all, and sell the PC's to intergalactic slave traders. Always keep the players on their toes.[8] And remember, you can always use the players' ideas against them. An example is given below.

The players have just killed a bunch of bad guys.

Cooter: What kind of weapons do they have?

Jesse: [recalling the name of a weapon he heard about on the news yesterday] Why, FR-F1's.

Cletus: Oh my God! Those are French weapons. . .the French must be funding these bastards.

---

[8] If you're out of ideas toss in the things America was founded on – Sex, Violence, and Beer. This holy trinity is sure to satisfy your players.

Enos: Obviously. I bet this has something to do with that crazed drunk we met on Bourbon Street.

Luke: I don't remember that. It must have happened while my bisexual private investigator was on another case.

Cooter: Luke, why is it you always play bisexual characters? Are you--

Jesse: Shut up! If you guys want to explore your sexuality, go on Oprah. I'm trying to run a game here. You were talking about the French.

Cletus: Hmm. . .They've got a hidden agenda, but what? I'm guessing they're part of an international conspiracy to terrorize America into converting to the Metric system. Well, we're not gonna stand for that!

[Actually the guy on Bourbon Street was just an amusing random encounter, and Jesse has no idea what Cletus is talking about. But it sounds interesting, and he doesn't have a plot planned anyway.]

Jesse: [Smiles knowingly at the players] You never know…

Don't worry about planning for every possible choice the players might make. They can be wily little devils. Sometimes they'll want to take control of their own destinies, but don't worry. You can usually gently nudge them back to the plot you had in mind. Players are easily led, and as long as you give them the illusion of free will, they'll do what you want.   But beware! If you attempt to micromanage every aspect of the game, your players will feel used and railroaded. This is a bad thing.

MOOD
From our favorite column on role-playing:

Mood is very important to a game. The gaming atmosphere can tell the players what kind of an adventure to expect. A dimly-lit room with candles and Gregorian chants suggests an adventure filled with mystery and horror. In addition to lighting and music, props can be used to suggest mood. For example, if you want to communicate the gigantic, horrific majesty of the atomic monster, show the players your penis. This should give them the proper mixture of fear and awe.

--"The Fine Art of Game-Mastering" by Ryan Trimble

NPC'S

NPC stands for "Non-Player Character." If it's not a Player Character, but it's still a character, then by Jiminy! it's a Non-Player Character. You, the GM, are responsible for the NPCs in your game. Here are five helpful hints and one clever lie about using NPCs:

1. Give your NPCs personality. Make them colorful and memorable. Even stock characters used only briefly should be given some quirk or identifying mannerism that makes them unique.

2. The level of detail necessary for an NPC is proportional to the amount of "screen-time" they will receive. It is not necessary to know the life history and innermost thoughts of the pizza guy, unless he is secretly a major villain.

3. Don't get too attached to your NPCs. If it's time for them to die, let them go gently into that good night. Remember, the PCs are the heroes.

(These parentheses provided by NCAP, the National Council for the Advancement of Parentheses.)

4. Remember to only let the NPCs know what they realistically would know. It is highly unlikely that the cab driver knows the PCs' plans and motives, unless he is secretly a major villain.

5. Don't let the NPCs do too much. They should not overshadow the PCs. Also, the PCs shouldn't rely on NPCs to solve their problems. Never let an NPC resolve a major plot conflict.

6. Every NPC should secretly be a major villain.

THE SINGLE MOST IMPORTANT ASPECT OF GAMEMASTERING

The single most important aspect of gamemastering is the ability to improvise. Sadly, this ability cannot be taught. Good luck!

SAMPLE CHARACTERS

Below we have provided some sample QAGS characters. Why? Because we love you. Along with some familiar faces, we have included Los Zapatos, an example of an advanced character (who has used Yum Yums to gain a second Job and more Health Points) and Chuck, an example of an unplayable character. These characters may be used as NPC's or, if you're really desperate, as PC's.

Name: Romeo

Body: 14
Brain: 11
Nerve: 14

Job:Star-crossed Lover (12)
Gimmick:True Love (20)
Weakness:Fated Death (20)
Health Points: 14
Tag Line: "O true apothecary!/ Thy drugs are quick. Thus with a kiss I die."
Who Should Play Him in the Movie? Cary Elwes

Name: Los Zapatos

Body: 14
Brain: 8
Nerve: 16

Job: Shoe Salesman (16)
Superhero (7)
Gimmick: Powerful Shoes (15)
Weakness: Really Big Feet (15)
Health Points: 17
Tag Line: "Don't tread on me, or . . . I'll tread on you!!!"
WSPHitM? Skeet Ulrich

Los Zapatos!

Name: Joe

Body: 17
Brain: 12
Nerve: 16

Job: Kung Fu Master (16)
Gimmick: Fight Large Groups (15) (One combat roll to defeat all if group is five or more people)
Weakness: Enemies: Ninjas (15) (Ninjas ALWAYS attack individually.)
Health Points: 17
Tag Line: "You kill my teacher!" (poorly dubbed)
WSPHitM? Jackie Chan

Name: Tex
Body: 17
Brain: 8
Nerve: 15
Job: Bisexual Gunslinger (15)
Gimmick:Tough as Leather (18)
Weakness: Attacked by insecure gunslingers (18)
Health Points: 17
Tag Line: "Hey now, pardner--I'm bisexual!"
WSPHitM? Clint Eastwood/David Hasselhoff

Name: Chuck

Body: 0
Brain: 0
Nerve: ?

Job: Congressman (1)
Gimmick: Omnipotent (20)
Weakness: Brain-dead and Cannot Move (20)
Health Points: 0
Tag Line: " . . . "
WSPHitM? Val Kilmer

Name: Mr. Pookums

Body: 2
Brain: N/A
Nerve: N/A

Job: Teddy Bear (20)
Gimmick: Soft and Cuddly (20)
Weakness: Inanimate (20)
Health Points: 2
Tag Line: "I'd like some more tea, please."[9]
WSPHitM? Himself

---

[9] Note that Mister Pookums does not literally speak. Rather, this is what the little girl playing with him knows he feels in his heart.

APPENDIX 1: USEFUL TABLES

TABLE A: RANDOM MAGICAL EFFECTS

Roll on this table when a PC drinks a mysterious potion or uses an unknown mystical artifact, or when you can't think of a plot.

1. You die
2. You turn into a frog
3. You discover that that was not your ass, but rather, a hole in the ground
4. You forget how to dance
5. You become king of the planet Zalooga
6. Everything you touch turns to Spam (tm)
7. You get the song "Disco Duck" by Rick Dees stuck in your head
8. You change sex
9. You change gender
10. Discuss the difference between "sex" and "gender"
11. You turn into a rampaging swamp beast
12. You turn into a table (roll on Table B)
13. You think, therefore you are
14. You are Disco Duck, baby
15. The king of the planet Zalooga swears vengeance upon your soul
16. You summon ARARARARAR, God of FIRE and EVIL!
17. You got more bitches than Shaft
18. People mistake you for Warren G. Harding
19. Everything you eat tastes like cheese
20. You die, are reincarnated in a more powerful form, and then die again

TABLE B: THE TABLE TABLE

1. Dinner table (roll on Subtable ZZ)
2. Pool table
3. Periodic table
4. Table of contents
5. Coffee table (roll on Subtable QR)
6. Drawing table
7. Water table
8. End table (roll on Subtable 2$3)
9. Gaming table
10. Multiplication table
11. Round Table
12. Operating table
13. Turntable
14. Kitchen table
15. Smoking table
16. Non-smoking table
17. Table saw
18. Table salt
19. Bigass Table
20. Booth

SUBTABLE ZZ: THE DINNER TABLE

1. Hamburger and french fries
2. Steak
3. Beer
4. Lobster Thermidor
5. Pizza
6. Ramen Noodles
7. TV Dinner
8. Mexican (not Mexican food, an actual Mexican)
9. Edible Panties
10. Possum
11. Rich, Corinthian Leather
12. Monkey (Kids love monkeys!)
13. Cookies and Ice Cream
14. Your own leg
15. A hand grenade
16. Chicken Vindaloo
17. Yellow Snow
18. Plutonium
19. Brontosaurus Burger
20. Licorice whips and candy canes

21. SUBTABLE QR: COFFEE TABLE

1. Colombian (hand picked by Juan Valdez)
2. Irish Cream
3. Black (a MAN's Coffee)
4. Cappuccino (if you can get it)
5. Espresso
6. Mocha
7. Cappio, Iced Cappuccino
8. Irish Coffee (aka Whiskey)
9. Hazelnut
10. Folgers Crystals
11. Dilithium Crystals
12. Instant
13. Sugar, No Cream
14. Cream, No Sugar

15. Too Much Coffee Man Turbo Coffee (we drink it)
16. Bad Coffee
17. Cold Coffee
18. Hot Chocolate
19. Coffee Grounds
20. Mr. Coffee

SUBTABLE 2$3: THE END TABLE

1. ...and they lived happily ever after.
2. ...everyone died.
3. ...and the dish ran away with the spoon.
4. ...except for the monkey, who had no pants.
5. ...and so the naughty little boy was killed, and his head put on the end of a pike on the castle walls as a warning to others.
6. ...but she was actually his sister.
7. ...and so they all moved to Sweden, where people are more understanding about things like that.
8. The rest is silence.
9. And in Mary, Imran's daughter, who preserved her chastity and into whose womb We breathed Our spirit; who put her trust in the words of her Lord and His scriptures and was truly devout.
10. ...but, sadly, they had forgotten to disable the doomsday device.
11. ...and they rode off into the sunset, where they burned to death.
12. ...and that's all I know.
13. ...they died in each others' arms.
14. ...they shot the dog, and no one knows what happened to the pygmy.
15. ...and that is why the raven is black.
16. The grace of our lord Jesus Christ be with you all. Amen.
17. But I never promised anything about my little sister...
18. ...and their names were Adam and Eve.
19. Zed's dead, baby. Zed's dead.
20. This will be a good life. Good enough.

APPENDIX 2:
SOLO GAME

Playing QAGS by yourself is fun and easy. Who needs other people, anyway? Other people don't show you the respect you deserve. They laughed at you in High School, but you'll show them--you'll show them all! To play the QAGS solo game, you will need a character, some Yum Yums, and a 20 sided die. Make your character according to standard QAGS rules.

Got your character made? Good. Okay, you find yourself in a cave. Say, what's that up ahead? Oh my God--it's a monster! It attacks! Roll a d20!

If your roll is less than or equal to your Body Number, go to **I**.
If your roll is higher than your Body Number, go to **II**.
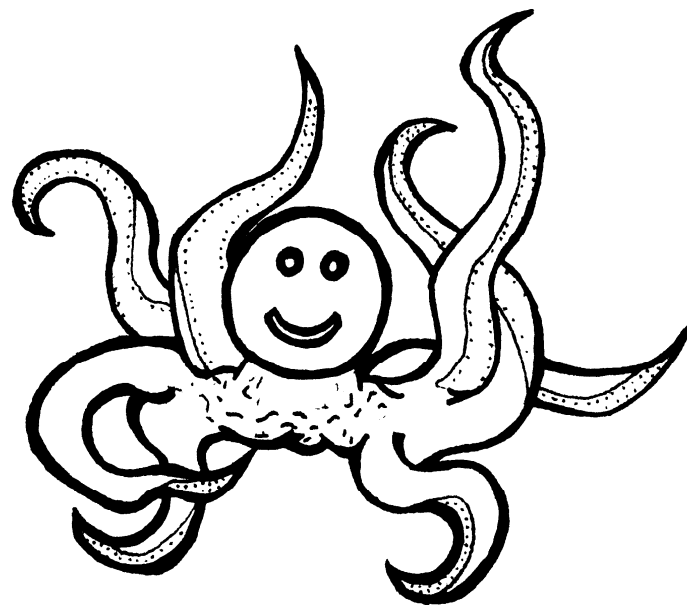
I

You handily defeat the monster. You win! Give yourself a Yum Yum.

II

The monster kills and eats you. You lose!

APPENDIX 2a: SUPPLEMENT TO THE SOLO GAME

Terror of the Twelve-thousand Toxic Toads

Go through the Character Creation process and create the most wonderful character you can imagine. Love this character. Cherish this character with all the tender emotions you can find deep within your soul. Make mad, passionate love to this character. Then grab a six-sided die and test your love for your character by sending him/her forth into the Tower. . . the Tower of the Twelve-thousand Toxic Toads!

BEGIN HERE:

I

The slimy walls surround you as you enter the Tower. Will you find the Sacred Charm of St. Marie-Therese Gomez-DelCampo? Several have tried before. None have returned. . . .

As you descend the slippery staircase, you light your lantern. You only have one dram of oil. You pray your light will last.

Croaking sounds deafen you as you descend deeper and deeper into the bowels of the Tower. Will the Toads find you or will you find Them? Will you gain the element of surprise? Does it really matter since you're mortal and the Toads are physical manifestations of ancient deities of Doom and Eternal Destruction?

You reach the bottom of the staircase. A tunnel forks before you.

If you follow the right fork, go to **II**.
If you follow the left fork, from which the croaking sounds come, go to **III**.

II

The tunnel continues on for several yards.

The tunnel continues on for several miles. Days pass. Your lantern goes out. You're hungry and feel an intense pressure in your bladder. You need to relieve yourself. Go ahead. No one's looking.

Except the twelve-thousand carnivorous amphibians which have been following you for days. They attack your exposed genitals.

Roll a six-sided die.

If you roll a 1, go to **IV**.
If you roll a 2-6, go to **V**.

III

You begin to follow the tunnel. The croaking sound becomes deafening. The Twelve-thousand Toxic Toads leap from the darkness and envelop you with their poison-coated tongues. You dissolve.

GAME OVER.

IV

No more nookie for you, babycakes.

The toads laugh at your irreparable sexual dysfunction. You crumble in shame and despair.

**GAME MIGHT AS WELL BE OVER!**

V

Lucky you. They missed. Then you notice that you're urinating all over the Sacred Charm of St. Marie-Therese Gomez-Delcampo. She manifests before you on the material plane. Before you stands the most beautiful woman you have ever seen.

She radiates peace, good-will and transcendental bliss. You are awestruck. She gives you a stern lecture and **EATS YOUR FUCKING SOUL YOU SACRILEGIOUS NIMROD!!!**

Guess what? **YOU LOSE**!

APPENDIX 3: ADVENTURE MAPS

Map to Red Rock Collectibles[10]

Monster Cave

---
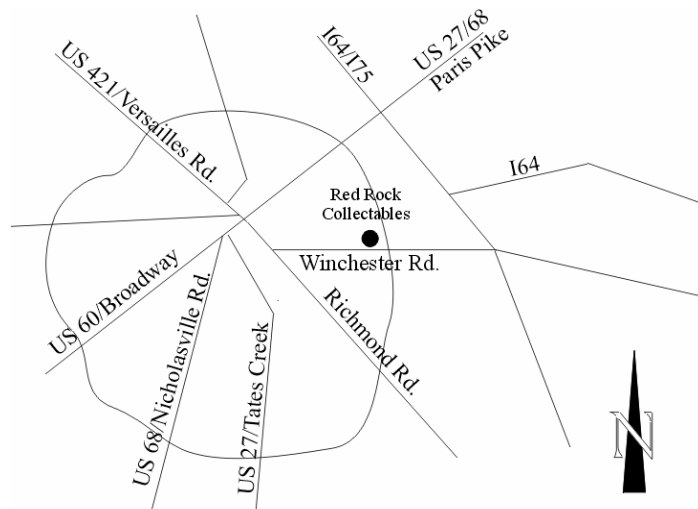
[10] When in Lexington, Kentucky stop by Red Rock for comics, games, toys and other COOL SHIT! It's not just a comic store—it's a pop culture emporium!

CONVERSION RULES

Undoubtedly, many of you have played and loved QAGS First Edition. Right now you're probably clutching your tattered, dog-eared, endlessly annotated and highlighted copy of the First Edition Rulebook, weeping like a child and asking yourself, "Am I worthless and outdated now, just like all these rules?"

Yes. You are. But the rules aren't. QAGS burns eternal in the hearts of all red-blooded Americans. Now we give to you, our most beloved children, the rules for converting your hopelessly archaic First Edition characters into the svelte format nouveau. Some players and GMs may find themselves confounded by these alarming (but necessary) alterations. If this is the case, we suggest you introduce the changes gradually. Before each session, roll a twenty-sided die and consult the following list. Apply the indicated change. Repeat each time you play, integrating our newer, better system over the course of twenty sessions.

1. 'Agility,' 'Dexterity,' 'Attractiveness,' 'Strength,' 'Might,' 'Fortitude,' 'Health,' 'Steadfastness,' and 'Genital Proportion' have all been kindly merged, for your pleasure, into one convenient Number: 'Body.' Just add them all together and you'll have your Body Number.
2. The Character Classes 'Leper,' 'Seawitch,' 'Rotting Stiff,' and 'Demigod' have all been eliminated. In fact, all Character Classes have been eliminated. QAGS is like school on a Saturday--no Class.
3. Tongs and sponges are no longer necessary to play QAGS.
4. Due to the schism between Hex Games and

the Roman Catholic Church, the Pope is no longer the final arbiter in rules-related matters. Now you should just consult your GM.

5. Players are no longer required to make their own Character Sheets. You may purchase paper at finer gaming and hobby stores everywhere. (Hex Games now produces a full line of gaming papers in assorted styles and colors.)

6. The Word "Name" has replaced the Personal Identifier Trait.

7. Instead of asking strangers on the street for a random number, players may now roll dice.

8. Take your double-sided Combat Control Sheets and throw them away.

9. Zeke Time has been eliminated.

10. Characters are now permitted to have personalities. This should alleviate the need for your Random Character Action Cards.

11. All post-graduate Calculus has been eliminated. (Our apologies to those of you who purchased scientific calculators.)

12. The Foreign Language Rule has been deleted-- you may now fill out your Character Sheet in just one language, even if it is English.

13. We have added Tag Lines. To determine your character's Tag Line, think of a cool quote they would say. Or flip through a dictionary, find some random words, and string them together in the form of a sentence. Remember, a good sentence has both a subject and a predicate. Make sure they are in agreement.

14. We now use arabic numerals rather than roman (see #4).

15. The Encumbrance rules have changed. Encumbrance is no longer calculated by having the player carry objects which simulate approximate weights of equipment carried by their characters. You may now guess.

16. Smarties (tm) are now the preferred Yum Yums of choice, because they are easier to acquire than those elusive vials of crack cocaine.

17. Acts of bestiality (especially chicken-fuckin') are now officially frowned-upon by Hex Games.

18. We no longer forbid Gamemasters to accept sexual favors from players, though we do not explicitly condone such activity.

19. In the interest of game balance, elf characters no longer receive the following Special Abilities: Stealth, Enhanced Perception, Magic Resistance, Combat Bonuses, Walk on Water, Slam-Dance, Precognition, Enhanced Telepathy, Topiary, Omni-Lingual, Invulnerability, Transmute Lead into Gold, Time Travel, and Create Matter From Void. They are still, however, required to take the "GM Hates You" Weakness.

20. WARNING: Playing QAGS has been officially declared a mortal sin (see #4).
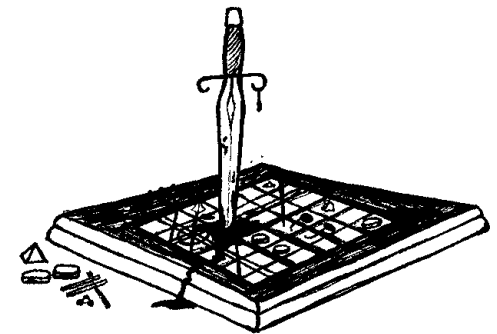
CREDITS

Fiendish Masterminds

Godfather:
Steve John$on
Co-Writer/Typist/Artist/Getaway Driver/Creator, "Los Zapatos" /Caterer:
Sir Leighton Connor
Co-Writer/Typist/Artist/Key Grip/Postmaster General:
Dale "I'd Rather Be Masturbating" French

Henchmen

Layout Demigod: Robert "Rambo" Wilkirson
Computer Stuff: Ray "Wombat in the Machine" Forsythe
Editing and Moral Concerns: Stacy "Squared" Stroud
Note-Taker/Legal Advice: Colin Thomas, Attorney-in-Training
Additional Artwork: "Savage" Robert Kirkman, Scott "Fathom" Bowden, and Robert Wilkirson
Our Solemn Jewish Associate: Steven P. Carrico

Thugs

Further Editing: Meredith "Demon Girl 69" Newton, Jason "Spock" Breuwer
The Human Thesarus: Steve "Bruno" Whiles
Chairman of the Board by default: Jason "Ignatz" Cormier, GB
Assistant to Mr. Cormier: John "Kung-Fu Master" Bowden
Chaperone: Jason "Christ, Superstar!" Whisman
Bisexuality and Gender Issues Consultant: Alice "I Wish I Was Solemn and Jewish, Too" Van Brunt

Additional Thugs

Special 2nd Edition Encumbrance Rules: The Reclusive Kevin Butler
Keeper of the Sacred Pants: Ryan "My Wookiee" Trimble
Model: Barry "Swankdaddy" Crawford
Playtesters, QAGS Shakespearean Tragedy: Globe Theatre cast and crew, London, England, c. 1603

Innocent Bystanders

Erik Parrent, Andy Davis, Thomas Slaughter, Ben Bingham, Chris Schinaman, Miles "Milos Sleddodopolis" Sledd, Tomoko Sengoku, Eddie "Love Bus" Mefford, and countless others.

PUNK-ASS
PooKums

Hex Games Coming Attractions
(We Promise)

QAGS PAPER Are you tired of pulping wood day in and day out just so that you'll have something to write your game notes on? Is the high price of papyrus draining your bank account? We've got the answer to all your problems (well, maybe not all--we still can't make people like you or anything)! That's right--24 pages of pure, smooth, white, premanufactured PAPER! Available NOW! (special orders only--please allow 3-6 weeks for delivery).

QAGS STUFF Every game needs a big book of equipment. This is ours. Everything from rocks to cathedrapults are available for your hoarding pleasure. This wonderful tome also includes equipment packages for monster hunters, Shakespearean actors, and much more.

QAGS IN SPACE Long ago, in a galaxy yada yada yada...the Quiet And Gentle Society was just that--quiet and gentle. Then, one dark day, their peaceful way of life was destroyed by the Genuinely Evil Robot People's Syndicate. Now, the QAGS must take up arms for the first time in centuries and do battle with the GERPS.

QERTH It all started one day when you were sitting in a bar. A mysterious stranger with an eyepatch sold you a treasure map.You then recruited six random people you had never before met (but who were all sitting in the bar) to help you on your quest. Sure you bypassed the veteran warriors and powerful magicians in the bar for novice adventurers with moral and social ideas contrary to your own, but there was a certain special "something" about THESE people. And lo and behold, they all have useful but different skills, seemingly custom made for treasure hunting! Haughty Elves, Dour Dwarves, Mischevious Halflbits, and all the other lame-ass cliches you've come to expect from fantasy role-playing!

Suck Yourself Down Some QAGS

Contains: Quick Ass Game System, Yum Yums, Gamemaster Tips, Maps, Tables and Two Solo Games. Hours of Fun!!

Stock Number: HEX69