

George Miller, Jr.

The nosy kid who always shows up everywhere



NOTES

THIS IS ACTION

Throw yourself into danger!

THIS IS COLLABORATION

Praise the others! Ask questions!
Give their ideas a spin!

THIS IS PULP

Be obvious! Be cliché!

ACROBATIC STUNTS

Describe how your size or nimbleness can accomplish your intent to overcome the danger but ...

- ... something unfortunate happens.
Someone gets a WOUND.
- ... you either hide behind or climb on something that will eventually disappear or break.
- ... someone discovers you which creates an unfortunate situation.

HERE I AM!

Create a situation where the right person must be on the right place. You are there, and you don't have to describe how you got there. There is a drawback however, because ...

- ... your recklessness is dangerous.
Someone gets a WOUND.
... and that is that "oops" isn't an appropriate explanation for what you have just destroyed.
- ... someone grabs you by your collar.

WOUNDS (2) ▶ (3) ▶ (4) ▶ () ▶ (lost!)

players *players* *players*