

CREATE YOUR KID

On a scrap of paper, write the following details:

- 1 WHO ARE YOU
- What's your name?
 - What do you look like?
 - What are you wearing to the park?

- 2 WHAT ARE YOUR STRENGTHS
- Write two things you are very good at.
- Examples: Running; Climbing; Gadgets; Lying; Quick; Strong; Smart; Persuading; Flirting; Hiding

- 3 WHAT ARE YOUR SKILLS
- Split these numbers (6 , 5 , 4 , 3) among your 4 skills. The higher the number, the better you are at it:

ATHLETIC

BRAVE

CLEVER

SNEAKY

6

5

4

3

- 4 WHAT IS YOUR STRUGGLE?
- What is something you struggle with that you might face during the game? If you successfully face your Struggle twice, it becomes a Strength!
- Examples: Self confidence; an injury; a fear; authority; relationships; stealing; arrogance; emotions; bad reputation

CREATE THE PARK

- Group Questions
- What is the name of the park?
 - How long has the park been around?
 - How popular is the park?
 - What is the park's mascot?
 - What is the park's biggest attraction?

- Individual Questions:
- What's your favorite part of the park?
 - What's your least favorite part of the park?

PARK NAMES

Prefix	Suffix
Pirate's	Grove
Mermaid's	Grotto
Neptune's	Net
Tropical	Paradise
Sailor's	World
Water	Oasis
Splash	Land

PARK ATTRACTIONS

Examples	
Aqua Loop	Splash Pad
Water slide	Bumper boats
Aquarium	Lazy river
Log Ride	Death Drop
River caves	River rapids ride
Pirate Ship	Aquarium
Whirlpool	Tow boat ride

SPLASHTOWN

A GAME OF SLIPS & SLIDES

"You and your friends are about to spend the day at a waterpark, but you'll soon find out that something BAD is going down. It's up to you to work together to save the day!"

START HERE!

You'll need 3 or more people to play.

One plays the Game Master (GM) and the others play the kids.

Grab some scraps of paper, pencils, and dice...

LOTS OF DICE!

About 7 dice per player should be good.

Any even numbered dice will work.

Start by filling the "POOL" with dice in the center of the tabel. The dice in the pool are a shared resource.

Now players create their Kids and the Waterpark

ROLLING DICE

If you do something risky the GM will ask you to roll dice. Say what you want to do and which skill you are using. The GM tells you how hard it is and sets the target number. If you're using one of your Strengths, the Target is reduced by 1. Facing your Struggle increases the Target by 1.

CHALLENGE

- "You got this"
- "Looks pretty tough"
- "Are you serious?"

TARGET

- even to Slide by
- evens to Slide by
- evens to Slide by

1 BUILD YOUR POOL

Grab a number of dice from the pool, up to your Skill's max, which will represent the amount of effort you are putting into your action.

2 ROLL THE DICE

Roll all dice at the same time and separate the odds and evens.

Evens = "Slides"

Odds = "Slips"

3 READ THE OUTCOME

If you meet or beat the target, you Slide By! It goes great and ALL the dice rolled can go back into to the pool.

If you miss the target you "Slip up!" Say how it goes bad and ALL dice rolled are removed the pool. The GM introduces an obstacle.

If you roll all Slips you get "Stuck!" You become the next obstacle and the others need to work together to help you out!

Once the pool is empty, the GM can begin the final scene or refill it by half to continue the fun!



RUNNING THE GAME

- Come up with the BAD
- Play to find out how they save the day
- Ask questions and build off player answers
- Help players figure out what stat to use
- Introduce interesting obstacles when they miss
- Find ways for them to face their Struggles
- Keep track of the dice pool



THE BAD

- The BAD is anything that could cause the park to be shut down... or worse.
- Something from another world landed in the park
 - The rumors of the park being haunted are true
 - An oil tycoon wants the land the park is built on
 - Criminals are pulling a heist at the park
 - Mean kids are planning a bad prank
 - The park is going bankrupt
 - Zombie outbreak!
- Or ask the players for ideas!



OBSTACLES

- Something else that gets between the kids and their attempts to save the day.
- An irresistible & unbeatable carnival game
 - An overzealous, possibly ex-military, lifeguard
 - Older sibling shows up as a "babysitter"
 - A stampede of little kids
 - A very scary mascot
 - An extremely scary ride
 - The waterpark bullies
 - "No Running" sign
 - Soccer moms
- Or choose your own!



For Our Friend Doug

SPLASHTOWN

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POL CAPACITY

3-7 PERSONS

POL HOURS

1-3 HOURS

WARNING

NO LIFEGUARD ON DUTY

Images created by Freepik

Dice Up games