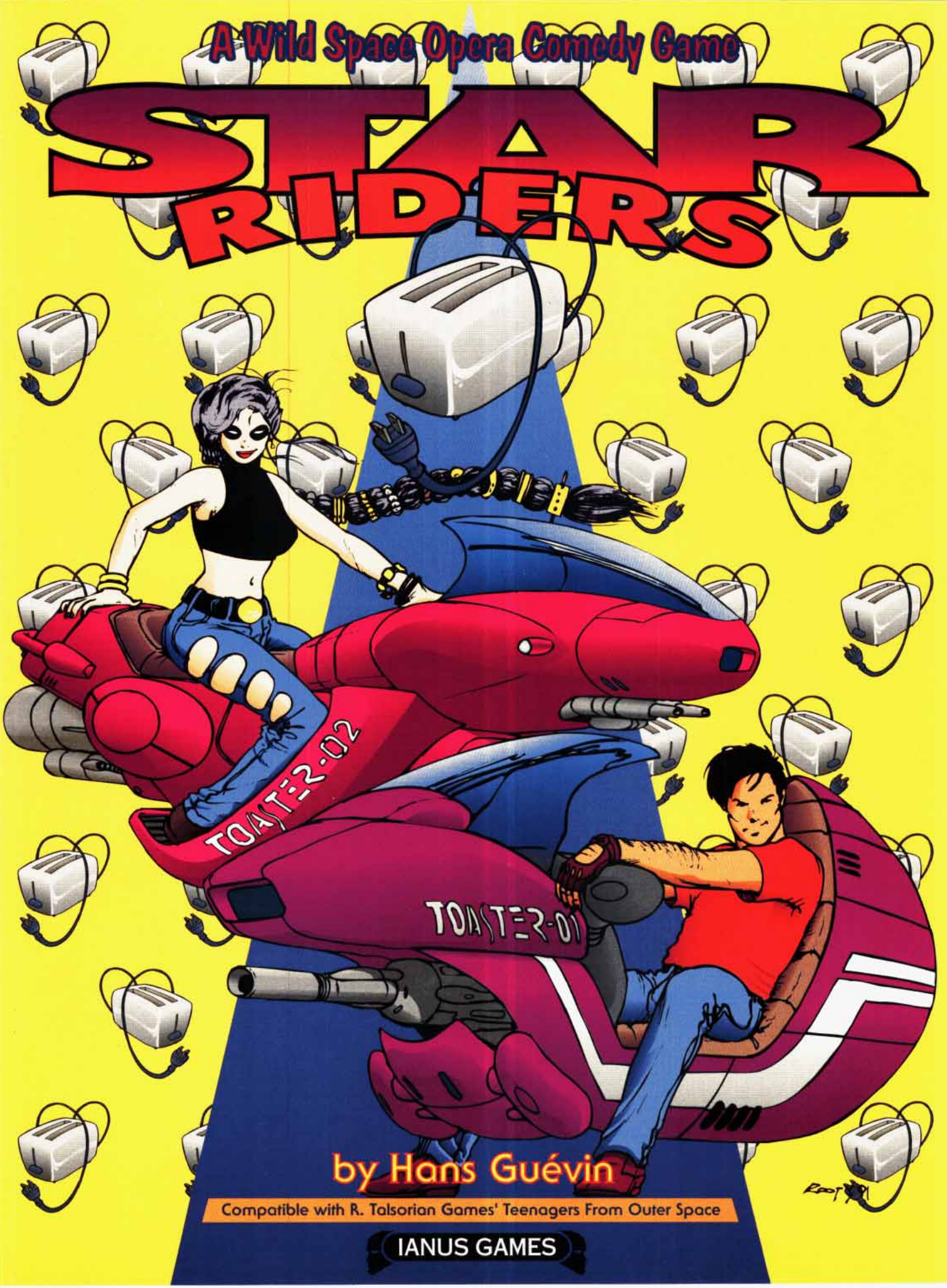
A Wild Space Opera Comedy Game

STAR RIDERS



by Hans Guévin

Compatible with R. Talsorian Games' Teenagers From Outer Space

IANUS GAMES

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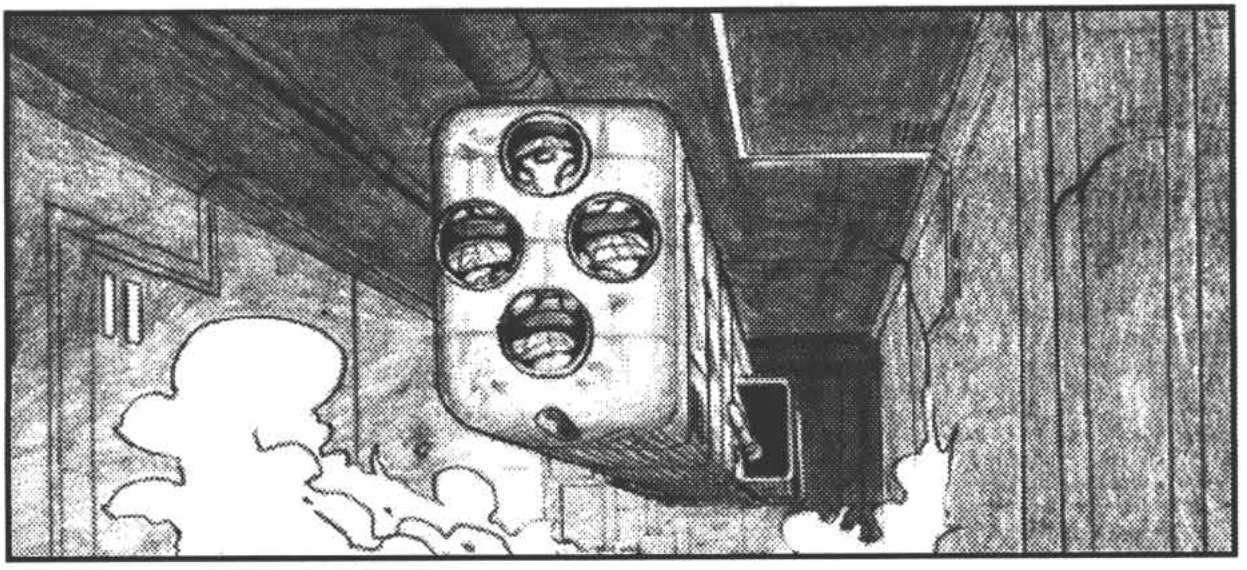


The story so far...

A typical high school excuse:
"No Ma'am! I wasn't sleeping Ma'am! Yes Ma'am! Of course I did my homework Ma'am! No, I don't have it *with* me, but you'll have it on your desk first thing tomorrow! Thank you Ma'am!"

A typical real life excuse:
"No Boss! I wasn't sleeping boss! Yes Boss! Of course I did my report Boss! No, I don't have it *with* me, but you'll have it on your desk first thing tomorrow! Thank you Boss!"

Aren't you glad high school is over? Now you can do the same exact thing you did for years and get paid for it!

During the 20th century, at a long since forgotten date, humanity made contact with the stars. Nobody remembers for sure which race came first. But one thing was certain: it came from outer space, and it asked for a date!

When the aliens discovered Earth, a while ago, they thought it was the coolest place in the Known Universe. And they were right! This planet had all kind of stuff they had never heard about, such as beaches, rock and roll, fast food, hot rods, teeners and a lot of other stuff we all take for granted. Sure they had megafast ships, weird powers, giant robots that transformed into tiny Hot Wheels, but they didn't have what we had! They also had a galactic organization the Dadourunrun Empire which encompassed most of the sentient races. A few of them decided not to join and became known as the Independents. Earth was part of the Primitives before the aliens came to us. The Primitives were planets which had not been contacted yet because they were considered either too primitives (hence the name – pretty clever huh?) or simply boring, although a few boring planets have been contacted over the years, if only to make the inhabitants of other planets realize their life wasn't so boring after all! Earth was simply considered too primitive. But after the aliens came, Earth joined the Dadourunrun Empire as "Cultural Carrefour of the Stars."

You and your buddies went to high school at that time. You had classmates who could transform into bigger versions of Godzilla, others who could fly or Xerox themselves, but it was okay. I mean, after all, YOU came from Earth, the coolest place in the Known Universe! They didn't. Your word was gold, your opinion revered, no matter how silly it was. All you had to do all day was try to stay awake in class, ditch the hall monitors, escape detention, avoid the principal and get a date. Those were the good days!

Alas, war broke out between the Independents, the Dadourunrun Empire and a third party called the Conundrum over who had the most interesting place to spend a vacation. They fought the war far away from Earth and we barely received any news of it. Next thing we knew, we were now part of the Dadourunrun Conundrum Empire. Nothing changed much, aside from the currency, which

Hope you're lucky.

Now that you have rolled all eight stats, here's some good news. You can move points from one stat to another, on a one-for-one basis. There are only two restrictions that apply here: one, is that no stat may go below 1. Two, is that no stat may surpass 6. Otherwise, every other change is fine.

Let's say you roll a 1 for Cool, which means you're a real dweeb, and a 6 for your Driving. You could make changes so that your Cool would go up 2 points, to a very ordinary 3, while your Driving would go down to a respectable 4.

Knacks

(or "How the Hell am I supposed to (fix this hyper drive, meet my deadline, get the girl/boy/whatever)?")

In this game, Knacks are the little bonuses your Star Rider gets to accomplish his or her daring deeds. These represent time spent mastering certain fields of knowledge. For example, if you try to fix a hyper drive, you use your Smarts stat, to which you add a six-sided die (D6). However, if you have been studying shop real hard while back in high school and you have the "Repair Hyper Drive" Knack, you get to add whatever bonus the Knack gives you. Sounds complicated? Here's an example:

You have a Smarts of 5, which means you're pretty smart. After passing through a meteor shower, though, your ship's hyper drive breaks down. (Boy, are we being original with this example or what?) Now, luckily for you, you used to be quite a bookworm in your time, although you'll never admit it, and you possess the "Fixit" Knack at 3. So, all you have to do now is add your stat to your Knack, roll one D6 and find out if you've repaired it. Knacks make life much easier.

"Great!" you say, "where can I order some?" Well, put your credit card back in your wallet and put down the phone, because the only place where you'll find them is right here, in this book. And they are free!

To find out how many Knacks your character is entitled to, simply roll one die, or roll the second dice we had you fetch if the first one is still too hot to handle after such abuse, and the number you get is the total amount of points you get to split into any number of Knacks you may want.

For example, let's say you rolled a 5. That means you can either have 1 Knack at an incredible 5, two Knacks at 2 and another at 1 or even 5 different Knacks at 1 each.

Leroy rolls a 5. He decides to take the "Drive Like Crazy" Knack at 3 and the "Shoot Zapgun" at 2. When Leroy gets Improvement Points, he will have to decide if he wants to put his final point in either one of his Knacks or get a new one.

What? Haven't we told you before? You can't have more Knacks than 6, whether you have 1 Knack at 6 or 6 different ones. 6 is the absolute maximum number. It also comes after 5 and before 7, but that's a bit out of the subject.

What can be a Knack? Anything, as long as it is useful and/or funny and holds into a sentence. The hardest part is to figure out to which stat the Knack is connected. Here's a sample list. They're our favorites. Feel free to make up your own. If your Referee disagrees with you, feel free to throw dices at him.

KNACKS:

- Clobbering
- Convince Anyone
- Get a Date
- Look Cool wearing Shades
- Shoot Big Raygun
- Sneak
- Dance
- Play Air Guitar
- Figure Things Out
- Fixit
- Weird Science
- Perfect Makeup
- Never Look Rumpled
- Dazzling Smile
- Master of Kong Fool
- Juggle
- Keep Your Balance
- Hunch
- Remember Trivia
- Flirt Outrageously
- Party Hard
- Know About Alien Stuff
- Know About Earth Stuff
- Whine & Wheedle
- Resist Fast Talk
- Flying Saucer Piloting
- Tie-dye Referee's Cat
- Fight with Toasters
- Talk to Ships
- Grandma
- Swim Through Paperwork
- Hold Breath in Space
- Maitre d'
- Get a Killer Tan
- Meet Deadlines
- Look Smart

And now, here's a little warning:

When too much is too much

Wow! Totally bending the laws of statistics as we know it, you managed to get eight 6's in a row! Then, unbelievably, you got another 6 for your Knacks, and put it all into the Knack of Get A Date With Anyone I Want! Boy, is your Star Rider gonna be incredible!

Well, maybe.

Here's the catch. In most role-playing games, the higher your Stats or Knacks (sometimes called Skills), the better your Star Rider does. But in Star Riders, we reward mediocrity by grading on the curve. This means if you make a successful Stat or Knack too, it will start to backfire on you. For example: the girl you asked out to the movies falls madly in love with you. She starts following you everywhere, scaring away all your other dates. She spray paints love notes to you on the side of the planet's moon. She goes on the presidential palace P.A. system and begs you to marry her. You get the idea. A smart Star Rider player never, ever, lets his Knacks or Stats get too high—or else. How high is too high?

You're never going to know.

At start of each game, the Referee rolls one die. If the difference between player's roll and required roll is greater than this amount— IT'S TOO MUCH!

Powers

"Suppah Powahs, we want suppah powahs!"

In Star Riders, it seems that just about everyone has some sort of weird alien power. That is, everyone but Humans, but don't worry, we can hold our own. The weird alien powers in the Known Universe are hardly any dangerous. Hardly.

Of, course some races can Breathe Fire, Fly or create an impenetrable Forcefield around themselves, but that's okay. WE, are the coolest race. WE are the ones whose planet got misplaced. Aliens are hanging out to our very word, cough or grunt. And besides, WE happen to have powers no other race has (mainly because they have superior ones, but that's okay).

All right, so here goes nothing:

- Humans roll on the "Humans Only" table.
- Very Near Humans roll on the "Humans Only" table, but replace "Nothing" with a roll on one of the four other tables. (Player's choice.)
- Near Humans roll once on any of the four tables. (Player's choice.)
- Not Very Near Humans roll twice on any of the four tables. (Player's choice.)
- And finally, Real Weirdies roll three times on any of the four tables. (Player's choice.)

Weird Alien Powers:

Zap: Allows you to throw an electrical zap that causes two bonks at friends and foes. You can also jump-start cars and ships.

Fly: This ability allows you to fly as fast, as high and as long as you want. But be careful: utmost concentration is required and bumping into a black hole or a planet is very painful. You also have to obey all the galactic traffic regulations.

Shapechange: You can change your shape into that of anything or anyone you have ever seen. The only limitation is that you have to retain approximately the

"Stand back, you fiend! Or I'll blast you with my fiery flame breath, then I'll zap you and I'll freeze you!"

- From Episode #6759 of "6-Inch tall Adventurer from beyond"

same size in any shape. For example, if you turn into a mosquito and your basic shape is that of a brontosaurus, it's gonna be a huge mosquito.

Breathe Fire: I smell a dragon here. Causes two bonks if used as a weapon. Can be adjusted down to roast marshmallows.

Forcefield: This power creates an impenetrable bubble of force, big enough for you and two friends, provided they are not too big. It works both ways, so weapons fired from the inside will rebound on the user. The only known weapon that can penetrate a force field is a Bang! Gotcha! ™ gun or a witty remark.

Monster Out: Want to be Godzilla, but not every minute of the day? This power is the one for you then. You can transform yourself into any big, scary monster directly out of a B-movie. While you are Monstered Out, you also have the ability of Super Strength.

Super Strength: Superman has it. With this ability, you can move huge things, such as buildings, battleships, giant Smog Monsters, your aunt Edna. Anything!

Super Speed: With this power, you can run faster than anyone else in the game. The only things faster than you are spaceships. You even run faster than cars.

Talk to Aliens: The ability to talk to anything: ships, rocks, plants, grandma, toasters. Anything.

Bounce: You're a living superball. You can rebound on any hard surface, taking no bonks and bouncing up to 20 feet in the air.

Bonk Drain: You can drain away up to two bonks from somebody else and either use it for yourself or give it to somebody else. Not a much appreciated power by most races.

Deep Freeze: You can freeze anything solid for two turns by encasing it in a block of ice. It causes immobility and 1 bonk.

Teleport: You can cut through the very fabric of reality to instantly move yourself and up to four friends to any place you've been to before. While there is no limit as of the distance you can travel, you can't teleport only part of something and you have to go along with anything you teleport.

Telemove: It's the ability to move things with your mind. The object cannot weigh more than ten pounds and doesn't move very fast, but it's always useful anyway.

Telephone: The ability to contact anyone and anything in the Known Universe, the Unknown Universe and even Beyond, although it's long distance. All you have to do is recite the person's phone number while dialing it on an imaginary phone and instantly, across the Universe, your party hears a tiny ring while a deep voice says "It's for you."

Swap shop: This power allows you to exchange you personality with another person for one hour. Each body retains its original personality, but memories and information move with the personality.

Get Small: The ability to increase or decrease the size of anything: yours, the neighbor's, a ship's. You can reduce things to the size of a single molecule or increase it to the size of an aircraft carrier.

Temporal Funk: This power allows you to stop time in a one mile radius for up to four minutes. The character can move around, do things while everything else is frozen. While affected people cannot move, they can still hear and see the character.

Humans Only

Roll	Power
2	Filthy Rich
3	Incredibly Cute
4	Run Like Heck
5-8	Nothing
9	Tough
10	Lose It Completely
11	Incredible Luck
12	Connections

Table One

Roll	Power
1	Nothing
2	Fly
3	Teleport
4	Superspeed
5	Telemove
6	Bounce

Table Two

Roll	Power
1	Nothing
2	Zap
3	Breathe Fire
4	Monster Out
5	Deep Freeze
6	Bonk Drain

Table Three

Roll	Power
1	Nothing
2	Forcefield
3	Shapechange
4	Super Strength
5	Talk to Aliens
6	Telephone

Table Four

Roll	Power
1	Nothing
2	Swap Shop
3	Get Small
4	Temporal Funk
5	Nobody Home
6	3's a Crowd

Nobody Home: This power projects a field which makes the Star Rider almost unnoticeable no matter what he/she/it/whatever does. People staring in his direction look right past him, even if he's wearing a lime green leisure suit with pink suspenders and tap-dancing with an aardvark. Well, actually, they'll probably notice the aardvark and wonder what's gotten into the poor thing.

Three's A Crowd: This ability allows you to create two other duplicates of yourself. They last as long as you need them or as long as you feel like it, whichever is more appropriate. They can do anything you can and react exactly the same way as you would. Great for double dates or to confuse pursuers.

Mundane powers:

"So what about us humans?" we can hear you wailing. "Shaddup you dweebs!" we snarl back, laying about us randomly with rolled up copies of the New York City Telephone Book. Oh, ye of little faith...

Every human has one ability, no matter how dweeby or geeky he or she is. It is a power that catapulted the planet Earth from the status of "Primitive Backwater Planet" to "Cultural Carrefour of the Stars." It's called the human Fake Out.

Fake Out is the ability to tell an alien almost anything about Human Culture and have him believe it. You can tell him snow is made by factories on the North Pole. You can explain that everyone on Earth wears rubber noses and red polka dot ties. He'll believe you. After all, you're from Earth and he isn't.

There's a flip side to this of course. If your twelve foot tall, blaster-toting alien buddy ever figures out that it isn't Earth tradition to chant "Oooga, Booga, Booga!" every time he meets a representative of your race, you might find yourself a bit short of breath when he throws you in space in the Middle of Nowhere (which is, by the way, located in sector 765, 432, 1; more on sectors later, in the Travel Guide). In addition to that, you get to roll for one of the following, stupendous powers.

Filthy Rich: Want your own spaceliner? Your very personal customized planet? An infinite supply of M & M's? Filthy Rich is the power for you. With it, you have an infinite supply of ready cash, for all the good it'll do you when you're on primitive planets that still trade in shells and colored rocks.

Incredibly cute: Puppies and kittens have it. Now you can have it— the ability to turn cuteness on like a searchlight, melting the opposite sex and the Galactic Police Officers alike. Just be warned: Incredible Cuteness, like many other things in this game, has a nasty way of backfiring...

Run Like Heck: While not as fast as Super Speed, Running Like Heck will always make you the fastest human around. This is useful when pursued by 10,000 rabid cannibals from planet Tar-Zaan.

Toughness: Toughness automatically adds four bonks to your Bonk index, allowing you to shrug off a Zap or Deep Freeze bolt that would total another player. Humans are pretty tough anyway, because they've all grown up listening to their parents telling them how hard they had it when they were young. It had to pay off someday. And yes, you can have a Bonk index higher than 6 if you have this power.

Lose It Completely: This power is uniquely suited to humans. As stress and frustration mount, your human Star Rider may actually go berserk, acquiring the abilities of Super Strength, Super Speed and Toughness for 1 to 3 rounds. People with Lose It Completely automatically go wacko when their Bonk stat drops to 1, but can never lose it any other time.

- Jurassic Park? No big deal! I have an alien friend who has both the Monster Out and Shapechange power! His name is something like snfjkltwfguhjg5, but we just call him Snabble, for short. We shot this movie last weekend in which he plays the parts of all the dinosaurs. We call it Snabble Park! Watch this; it's a blast!

-Transcript of unknown origin.

Lucky Break: You're very lucky. So lucky in fact, that you get to add two points to any Luck roll you make. Isn't that lucky?

Connections: With this power, you know everyone who is anyone. Headwaiters sweep you to the best tables, judges fix tickets, rock stars give you backstage passes... The big catch is that you're going to spend most of your time doing favors for other players.

Last call!

Traits

Traits are the outstanding habits and personality quirks that make your Star Rider unique. Each character has three Traits that more or less define not only his/her/its/whatever habits and preferences, but also the Star Rider's world view.

Here's an example: Leroy has three outstanding Traits that affect his world view. He's a braggart, a very stubborn human and a womanizer. These three traits combined together often put Leroy in dangerous situations, as he will brag about himself, never change his mind even in the face of certain death and chase every woman around...

You can pick any three Traits for your Star Rider from our very own Handy Traits List or bugger the Referee until he allows you to make up your own (thus earning the label of being difficult, obnoxious and a pain in the Knack). Think for a little while before choosing your character's traits and make sure you ask yourself, "Can I really play a schizoid party animal who talks to trees?"

Money

Since every Star Rider is an individual/collective mass/mass consciousness/whatever that has been prejudiced by the Dadourunrun Conundrum (boy don't you just love writing that over and over again) Empire, he/she/it/that/them/whatever gets sort of an allowance, paid in Galactic Universal Credits, GAC for short. The Central Universal Rigellian Bank, the CURB, dumps it in his/her/you know who I'm talking about/whatever account.

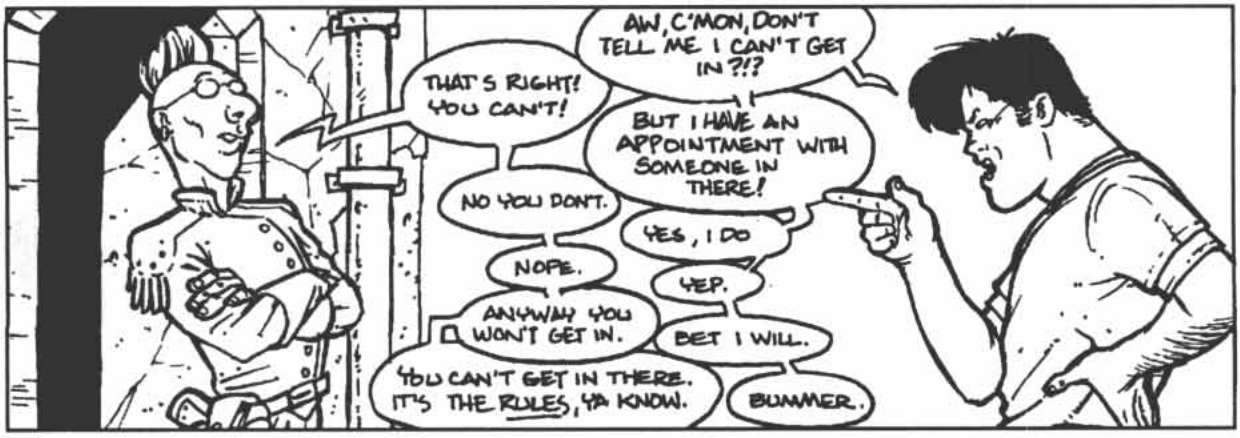
Now that was the good news. The bad news is that, although every Star Rider is supposed to get an equal amount of money, glitches in the programming cause the bank's computer to spread the credits randomly throughout the Known Universe.

To find out how much you receive each week, roll 2 six-sided die. This is how many credits you receive this week.

Just starting out the game? Multiply your result by the result of one die. That's how much money you managed to save before the beginning of the game.

BRAND NEW, YOU-HAVEN'T-SEEN-IT-ANYWHERE-BEFORE, LIST OF TRAITS:

- Insanely Jealous
- Girl/Guy Crazy
- Forgetful
- Sneaky
- Stuck Up
- Terrible Temper
- Shy
- Repetitive
- Manic
- Pessimistic
- Curious
- Stubborn
- Always Cheerful
- Greedy
- Proud
- Cowardly
- Cheap
- Humble
- Repetitive
- Trusting
- Abrasive
- Tomboy
- Girlish
- Repetitive
- Practical Joker
- Eats Plastic
- Eats Cars
- Party Animal
- Paranoid
- Lazy
- Weird Phobias
- Talks to Trees
- Schizoid
- Has to Have the Last Word
- Repetitive
- Has to Have the Last Word
- Repetitive
- HAS TO HAVE THE LAST WORD!!!



The Rules

(or "How to do anything with those funky numbers we had you write down.")

The rules of Star Riders are very easy, since there are so very few of them to begin with. So all you advanced role-players out there who are still thinking about such outdated concepts as "game balance", "charts" and "critical hit tables", relax! There are no such things here, although you may want to check the Equipment section for references about game balance.

"- Last week I arrested a Jon-Al. The 'lil bugger was actually changing orbits every three seconds and challenging 'lil old ladies to do some drag racing. Heck, he musta used loaded dice to pull these stuns.

I pull him over and waddya think he does, all four feet of him? He says, "common! Put them up! Let's practice some Gong-Fu fightings! I'll crush you with one hand behind me back! Common!"

- Waddya do?

- Bit his head right off, the little monster. The rules are the rules, ya don't mess with the UPS, %$#@*#@!!! "

- Overheard at the local UPS precinct.

Rule Numero Uno: Who goes first?

That's up the Referee. He can decide to have everyone roll one die and add it to their (Smarts/Bod/Luck/whatever) score and the one who rolls the highest score wins. Or rotate clockwise or call the Great Phone Guru (1-976-GURU) to decide who goes first. Once everyone has done one thing, and one thing only, the next turn starts. Bonked people have to skip their turn and just sit there, mumbling, grumbling and eating M & Ms.

Rule Number Two: What the @#*! is a turn?

In Star Riders, a turn doesn't represent any precise amount of time, although we like to think of it as being approximately the equivalent of a comic book panel (you know, those funny little squares with pictures in them). Every turn, each Star Rider gets to do one thing, such as:

- Blasting someone.
- Hitting the deck when someone is blasting you.
- Use a power.
- Gobble down a Mc Sloppy Joe.
- Make fools of themselves.

Rule Number Three: That's easy!

Oh yeah? In Star Riders, doing most mundane things such as walking, eating or going to the bathroom, may be considered automatic, but if the game revolved around these activities only, it would be pretty boring. Sometimes, however, you're gonna have to try to run away from the 10,000 blood-thirsty cannibals hired by

DOCTOR DESTRUCTO or to blast that annoying Nowit into oblivion. This requires a Stat Roll! Here's how you do it:

A) Roll one die.

B) Add the number to the most appropriate Stat you have. For example if you are trying to dodge that incoming 1234 stories building that a giant humanoid has thrown at you, you're gonna have to make a Bod roll and see if you dodged it.

Simple, eh?

Rule Number Four: I don't get it! How do I know if I dodged it?

Two situations can arise:

A) You're doing something against another character, be it a player or a non-player character. In that case, everyone rolls one die and adds the result to the most appropriate Stat. For example: George tries to bite Leroy when nobody's looking. He rolls one die and gets a 3. He then adds this result to his Bod of 3 and adds his Knack of "Bite Leroy," which is rated at +2. This gives him a total of 8. Leroy, not to be undone, tries to dodge the little ragamuffin. He also rolls one die, but only manages to get a 1. Adding this result to his Bod of 5 gives a total 6. Leroy takes 1 bonk and jumps up yelling "Ouch!", clutching his behind. If Leroy had had the Knack of "Dodge Anything Coming His Way" at +2, he would have won and saved his behind a few more stitches.

In the case of ties between players, the defending character always wins. In ties versus non-playing characters, the Referee always wins.

B) When tackling a challenge from the Referee, roll as usual. Only this time, instead of simply rolling a die, the Referee also assigns a Difficulty Number to the task to accomplish. The number usually ranges from 1 (easy as pie!) to 10 (get real!).

Rule Number Five: Now I Understand! But what Stat should I use in a given situation?

Let the Referee decide which Stat you should use. After all, that's his/her/it/whatever job! In case you're one of those Referees that check their brains at the door like the rest of the players, here are a few guidelines.

Smarts: Anything having to do with brain power, like inventing something, repairing it, figuring things out, having bright ideas, resisting coercion or remembering your zip code.

For example: Dwayne, with a Smarts of 6, routinely repairs the Stellar Whale with his eyes closed. Tabada, on the other hand, still has trouble operating a VCR. She routinely makes wrong numbers to the Unknown Universe while trying to call a pizza and has trouble remembering where she parked her bike.

Bod: A carefully balanced combination of strength, balance, coordination and dexterity. Example: Tabada can easily fight 500 bloodthirsty cannibals while walking a tightrope. Dwayne, on the other hand, tends to fall down a lot when climbing stairs.

Driving: Anything that requires controlling a vehicle, such as a spaceship, a car, a bike or a horse. For example: Leroy can pilot the Stellar Whale through just about any asteroid field at full speed, make it pass through anything but the most

HERE ARE SOME SAMPLE DIFFICULTIES:

Stand on your head	(1)
Balance on a tightrope over the Grand Canyon (if you ever find it)	(6)
Clobber on Pee wee Herman	(1)
Wrestle Hulk Hogan	(7)
Battle Bruce Lee to a standstill	(10)
Make a grilled cheese sandwich	(1)
Make a cordon bleu dinner for 10	(7)
Add 2+2	(1)
Do a minor differential equation	(5)
Calculate manually an entry point into the wackyverse	(9)
Recalculate relativity	(10)
Repair an Edsel	(3)
Do routine maintenance work on the Stellar Whale	(6)
Repair it	(9)
Look better than Ross Perot	(1)
Look better than Claudia Scheiffer	(9)
Outthink Dan Quayle	(1)
Outthink Mr. Spock	(20)

SOME THINGS THAT CAN AFFECT YOUR RWP SCORE:

Steal from a species	-2
Insult them	-2
Destroy their planet	-5
Destroy one of their moons	-2
Deliver their pizza beyond the 30 light-years delivery warranty	-4
Crash a party	-3
Bad habits	-2

HERE ARE THE EFFECTS OF A NEGATIVE RWP:

-1 Considered a pest
-2 Not invited to bar mitzvahs
-3 People talk about you in your back
-4 Hunted down by at least one planet
-5 Hunted down by everyone in the Known Universe

microscopic alleyway and stop on a dime and still give 9 cents change. George, on the other hand, always sits facing the back of the bike.

Looks: This Stat is usually used to impress the opposite sex and to get a date. For example: With a Looks of 6, Tabada usually draws crowds of slobbering admirers. Igor the Goblyn, on the other hand, is a very lonely person.

Cool: Anything having to do with social crisis, high-stress situation or certain demise and/or embarrassing situations where nerve and a cool head must prevail. For example: Mr. Perfect never flinches and remains calm and level-headed even in the face of certain death. On the other hand, Dwayne stutters whenever Tabada calls up his name.

Relationship With Pals: Determines your personal relation with others. It's used to determine whether you are invited to a party or not and whether the leader of a primitive tribe will invite you to feast with him or hang you where you stand. It serves as a reputation. For example: George is always to parties all over the Known Universe and most species consider him a cute little thing. On the other hand, Nowits are fled like the plague.

You can regain your RWP points by being model citizens, doing good deeds and clearing up your reputation. You regain 2 points of RWP each week spent doing so.

Luck: When all else fail, try it. For example: Tabada is fleeing from DOCTOR DESTRUCTO's hired cannibals. Suddenly, she finds herself stuck in a dead end. Luckily for her, seven little men come out of the manhole singing "Hiho! Hiho! It's off to work we go!", guns blazing. On the other hand, Leroy couldn't win a contest even if he was the only contestant.

Rule Number Six: How fast can I go?

Simple. There are four speed categories and everything in a higher category is faster than the one in a lower category. The categories are: Fast (humans with Run Like Heck and cars), Very Fast (Jetbikes, characters with Superspeed and slow ships), Super Fast (Regular ships, characters with the power to Fly) and Ridiculously Fast (Fast ships, entities). When two objects are in the same category, role one die for each one of them; highest score wins. Repeat the process every turn until you have a winner.

Rule Number Seven: What's the range of my weapons/powers/cannons?

Unlimited. Everything you can see, you can try to destroy. Not very realistic, but it's funnier that way.

Rule Number Eight: But I have Superspeed! Why can't I act first?

Because we said so. Anyway, there's a lot of advantages in this game about acting last, one of which is the fact that you can sit back and watch the rest of the players make fools of themselves.

Rule Number Nine: Ouch! It hurts!

Damage in Star Riders is called Bonks. A bonk is a pseudo-representative amount of how much your character can stand punishment, be it a physical attack, such as a bash on the head, or a morale attack, such as a put-down comment from another character to which you can't reply. When you reach zero bonks, your char-

acter is bonked out and has to wait at least one turn before doing anything. Until he reaches at least one bonk, at which time he's back to full health, the character just stands there, looking stupid.

Rule Number Ten: What about penetration value of bullets? And impact ratios? And lead bullets? And machine-guns?

Some players will insist upon realism in damage and will want to know such useless things such as: "Where did I hit?", "Is he bleeding?" or "Did I kill it?". Well, in Star Riders, guns are just about the most useless thing ever invented. For those who absolutely have to have guns, be warned: guns do NO damage in the game, asides from making holes in the walls and ripping the victim's clothing to shred. (Sorry, but I hate guns. I think it's the most dreadful thing invented by mankind. —Anti-NRA Hans.)

How do you determine how much damage an attack causes?

Preset bonk: Most weapons appearing in the Equipment section cause a fixed amount of damage. Check it out. As a rule of thumb, a pun causes 1 bonk, unless the receiving character can come up with a counter-pun, in which case he takes no damage.

Referee-determined bonk is just that. You pick an amount, usually from 1 to 3 and hit the player with it. If he complains, hit him again until he gets the point.

Rule Number Eleven: What the heck are Improvement Points?

Improvement Points, IPs for short, are points that are awarded by the players and the Referee to players who played real well. With your IPs, you can improve your Knacks or start new ones, up to a total of six points, on a one point per IP ratio. Of course, once you have reached your maximum of six points of Knacks, you can cash in your IP for cash, on a one credit per IP ratio.

How many points do you get? That depend on how well you played and how generous the other players and the Referee are. For every player, everyone, including the voted-upon players write down, on a piece of paper, how many points (from 0 to 3), that player should get his performance in the game. Add the points value, divide by the number of votes, rounding up. That's how many IPs you get for this game.

For example: Leroy, Tabada and Dwayne are all in the game. At the end of the game, the Referee asks the players to vote on each other's performance. The results are:

Leroy:	1	2	1	3
Tabada:	2	2	1	3
Dwayne:	3	2	1	3

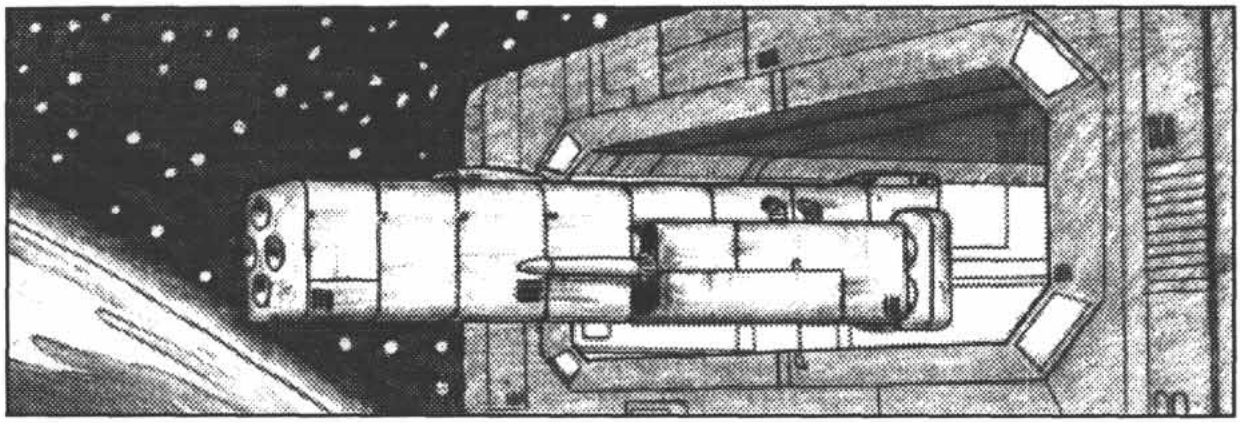
This means Leroy gets 2 IP, Tabada also gets 2 and Dwayne gets 3.

HERE'S SOME EXAMPLES OF REFEREE-DETERMINED BONK:

Fall from a one story roof (1)
Fall from a three stories roof (4)
Fall from the Brooklyn Bridge (6)
Fall from a looooooooong way (10)
Caught in space without a spacesuit (5)
Caught in a black hole (a lot)
Trampled by a herd of elephantoids (3)
Trampled by little old ladies on boxing day (9)

- What do you mean, "You're dead?" That's not true! I'm not quite dead! In fact, I think I'm getting better now! After all, it's only a flesh wound! How much damage can a point-blank range 3 megatons nuclear blast do?

- A frequent Purple-with-yellow-stripes Cross user.



The Star Rider's Guide to the Known Universe

The following is an excerpt from the travel guide "The Known Universe on 30 toasts a day," volume CCXXIV, 978th edition, revised, humanoid version, 245th copy of a run of 12,345,678,900.

"The Known Universe is an incredibly big place. Real big. So big and so full of planets, stars, black holes, nebulae, asteroids, comets, neutron stars, red dwarves, white dwarves, blue dwarves, green dwarves and purple-with-yellow-polka-dots dwarves that an unprepared traveler could easily get lost in all this mess. While this chapter will not try to catalog every known celestial body in existence (mainly because volume CCLXXI, chapter 67 does just that), we will nevertheless attempt to give the adventurous voyager an overview of the most important planets in the aforementioned Known Universe.

However, first of all, before we begin this wondrous journey into the adventure- and fun-filled Dadourunrun Conundrum Empire, the careful spacefarer will want to get acquainted with the Universal Sectorisation System. The Universal Sectorisation System (USS for short) is a classification system that was developed a few years after the Big Bureaucratic Affairs Nebular Generalization, Big B.A.N.G. for short. (For more information on the Big B.A.N.G., refer to volume II, chapter 12.) This system allows spacemen and space beings of all creeds to find their way in the Empire without hassles.

To understand how the USS works, one has only to imagine a pie which represents the galaxy. The center of the pie, sector 0.0.0, is located in the middle of the galaxy, on planet Memyselfandl, in the planet's capital, Makiavall, at 2356 Golzon street. The first digit represents the corresponding ring sector, with ring number zero being actually a circle, ring one a disk around ring zero and so on, up to one thousand, although ring six hundred and sixty-six mysteriously vanished a few years ago. Graphically, the rings look like ripples in a pond or a Tarak skin after a heavy rain. The second digit represents the wedge, which looks like a slice of pie. They are also numbered from zero to one thousand, with sector 666 also missing, alas. The third digit is the height at which the planet is located. If you intend to pilot your ship yourself, be careful: this coordinate only goes from zero to three. Any other number will put you into the dreaded Unknown Universe! While com-

"Ya wanna get to where?

Oh. Easy, just go to Dorm I — but don't land, if ya get my drift — then straight up for three sectors, until you pass the nav satellite. Then you make a left turn at Al-bur-Kerke. A LEFT turn, ya heard?"

- Overheard at the local garage

ing back might not be a problem for a careful pilot, going into the Unknown Universe is not without its perils, as most travel insurance policies become void if you overstep the boundaries. Check with your insurance salesman before leaving your planet.

Now that we have mastered the basics of space travel, we are just about ready to begin our tour of the Known Universe! Let us begin by taking a closer look at what will probably become the blessing and the curse of the Star Riders: their ship.

Ships

Anyone who's someone has got to have a ship. Aside from the practical side of it (face it: you're not going to move very fast swimming through space), a ship is always good to draw the babes, to scare superstitious natives and to carry your travel bags.

In Star Riders, ships don't have to be logically constructed, aerodynamic, space tight or radiation-proof. Re-entry is a two words concept that doesn't mean much. If you want to land somewhere, anywhere, you only have to press the "Landing" button on your control panel and the ship does it all by itself. Unless of course you believe you're Han Solo and want to do it manually. Can you spell Friction? Sure you can: Freeck-shi-on!

So if you want to find out what your ship looks like, what it can do and just how fast it goes, follow these easy Ship Construction, step-by-step instructions.

Table One - What does it look like?

Roll	Type	option spaces	Size index
1	Jet cycle	2	1
2	Sleek aerospace fighter	3	3
3-5	Shapeless box	5	6
6-8	Flying saucer	4	4
9	Chevy '57	3	3
10	Edsel	3	2
11	Motor home	4	3
12	Geometrical shape	2	3

Jet cycle: Your ship looks like a motorcycle, but without wheels. You ride on top of it and have to wear a space suit to fly it through space. While you can't sleep on it, you can dock it inside someone else's ship, assuming they have a cargo bay of some sort and let them do the driving. Cool Index: 5 (more on this later.)

Sleek aerospace fighter: This means your ship looks like an airplane. It can look like any type of airplane but an F-15 is more suited than a Cessna or a 747. It's not necessarily a fighter ship. It only looks like one. Cool Index: 4

Shapeless box: While this may seem like a boring design, it's actually better than most other type of ships. First of all, it's the biggest thing around, able to intimidate most other smaller ships and swallow them whole. Second of all, it's so big, it has the Cargo option free, which means that your partners can dock their ships inside yours. It can become a very lucrative business, especially if you charge them outrageous fees for docking. And third of all, it has the most option spaces available around. It may look like a box and has the aerodynamism of a brick, but it works! Leroy's ship is a shapeless box. It can have any configuration, as long as it basically looks like a box. Cool Index: 2

Flying saucer: Your basic UFO-type flying saucer. Tea-cup comes as an option. Cool Index: 4

Star Rider Fun Fact #23: DOOMY IV

The long-time sacred object of the Doomy people, the "Doomy-Oh-BamBam", has recently been identified by archeologists as an antediluvian toilet seat. Shows how wrong you can get, sometimes.

Table Nine: What's the Bod of my Ship?

Roll	Result
1	1
2	2
3	3
4	4
5	5
6	6

Table Ten: How many Bonks does my ship have?

Roll	Result
1	1
2	2
3	3
4	4
5	5
6	6

(Pretty simple, huh?)

"Attention shoppers! Have we got a bargain for you!!! We have a one-time only rebate of 50% on an assortment of brand-new, never used before MegaPlus™ MegaWipers!!! If you are tired of those pesky micro-asteroids crashing on your ship's windshield, come down to level 258, right next to the Sporting supplies and Terraforming gear department! Hurry up! This offer won't last long! Thank you for shopping on MegaPlus™ MegaMall, the shopping planet!!!"

Teleport Doorway: Looks like an ordinary door. To activate it, simply name the place you want to go to and whammo! You're there. Hardly ever malfunctions. Hardly. Cost: 4000 credits.

Jaws: The front end of your ship opens, much like a shark. It enables you to grab things, bite people and swallow smaller ships. Dorsal fin and ominous music are in option. Cost: 1000 credits.

Transformer: One minute, it's an ordinary-looking ship. The other, it's a giant robot/dog/bird/different ship/whatever. Cost: 2000 credits.

Remote Control: This handy device allows you to pilot your ship from a distance. Cost: 500 credits, batteries not included.

Splitable: Imagine this: you're alone, surrounded by three Smileys, closing fast on you to encircle your vessel. Suddenly: zap! You're not alone anymore! With this handy option, you can split your ship in up to six smaller vessels, one for each Size Index you possess. Cost: 2500 credits.

Stereo System: Includes a tape deck, a CD player, an AM/FM/PM radio and 300 degrees of graphic equalizer. For an additional 300 credits, you can add external speakers so loud, other ships will hear it, even in space! Cost: 1500 credits.

Ordinary Force Field: This is a boring, mundane, ordinary force field. As with every other fields, it protects you from (yawn!) nuclear blasts, missiles, infernal heat. Boring. Cost: 500 credits.

MegaPlus™ Bang! Gotcha!™ Cannon: Penetrates any field and causes three Bonks directly to the occupants of a ship, from the sheer wackiness of it. Cost: 5000 credits.

MegaPlus™ No You Didn't!™ Field: This amazing field stops EVERYTHING including: bad puns, silliness and blasts from a *Bang! Gotcha!™* Cannon. Cost: 6000 credits.

Tanning Salon: Part of the ship's hull opens to reveal a Stronglass™ pane. By orienting the ship toward a star, crew members can work on their tan, directly from space. Cost: 1500 credits.

Orchestra: An invisible orchestra accompanies the ship, punctuating dramatic moments, giving pizazz to brilliant maneuvers and making sneakiness impossible. Cost: 1000 credits.

Step Eleven: Name your ship!

What's the Cool Index? Much like you, your vessel can be as dweeby as a goblin or as cool as Erik Estrada at the peak of his career. When faced with an enemy ship, both roll one die and add their Cool Index to it. If the result is apart by more than 4, the losing ship has to retreat: it looks too dweeby and is ashamed of itself.

What's the Size Index? It's the relative size of a ship when compared to another one. A Size Index of 1 means your ship is about the same size as a human being. A Size Index of 10 or more cause eclipses when orbiting a planet and is often mistaken for a small moon.

When a ship's Bonk reaches 0, it is totaled. It can crawl to the nearest spaceport to get repairs, but nothing more. It costs 1000 credits per Bonk lost for repairs.

Now, you see why most Star Riders are riddled by debts?

Planets

MemyselfandI IV

Location: Sector 0, 0, 0
Native's name: They call themselves "Lords of the Universe." The Universe calls them "Twits."
Population: Roughly 1 billion natives, from two to three trillion tourists.
Type of government: Red tape
Main function: Center of the Universe.
Imports: Bootlickers, brownnosers, teacher's pets.
Exports: Boots, chocolate, teachers.
Gravity: 1.03 G
Distance from star: 3.97 Astronomical Unit (note: Earth-Sun 1 AU)
Star type: Supergiant
Ecotype: Earth like
Geological particularity: None. It's a boring planet.
Food: 3 stars
Lodging: 2 stars (a bit cramped)
Cost of living: $$$$ (costly)
Description: Once a backwater planet at the far-end of the Known Universe, MemyselfandI IV was propelled to stardom by the Big B.A.N.G. when it won the contest to choose the "Center of the Known Universe." Overcrowded at all times, most natives fled the planet when they saw the armada of tourists that was coming. The planet has a very high concentration of humans who have been living there ever since the galactic bureaucracy "misplaced" Earth.

Dorm I

Location: Sector 678, 450, 1
Native's name: Schlobs
Type of government: Fraternities
Population: 987.6 millions
Main function: Doesn't have a function, considered too disgusting.
Imports: Deodorants, caviar
Exports: B. O., chefs, maitre d'
Gravity: 1.002 G
Distance from star: 4 AU
Star type: Red giant
Ecotype: Slimy, pudding-type
Geographical particularity: The planet's smell is so strong that it can travel through anything: from a ship's hull to a force field. It can even travel through the void of space! To protect yourself against it, you have to have a *No you didn'tl'* field around your ship or take two bonks for the rest of your life (or until you take a bath, whichever comes first).
Food: 3 stars. The food is great, but you have to eat it with a gas mask.
Lodging: 0 stars, it's disgusting
Cost of living: $
Description: This once-luxuriant planet became what it is today because all of Earth's college fraternities and sororities set up their main headquarters here centuries ago. Decades of disgusting habits and long-forgotten food in the fridge has transformed it into the most repulsive planet in the Known Universe. Oddly enough, the planet's native sentient life form, the Schlobs, have grown to become the best and most refined chefs and maitre d' in the Known Universe. Visitors who have made it back from this planet tend to act rather strangely when they have to eat pizza, almost as if they were scared of it. While it is true that most of the surface is, well... spongy, ships hardly have any difficulty landing or taking off. Hardly.

Star Rider Fun Fact #28: DARKASIDE

The UPS just fined the Darkaside people for illegal construction work. When asked what the enormous kilometers-wide black sphere was for, they just answered: "oh, it's just a little toy we're building for the Lord of the Seat, our leader."

Star Rider Fun Fact #37: TATTO-INN

This desert planet is home to one of the greatest criminals the galaxy has ever seen (apart from the folks on Megalo-polopolopolis, of course): Babar the Hut, a gigantic humanoid elephant.

Planet of the hippies, real name unknown

Location: sector 10, 10, 3
Native's name: Hippies
Type of government: Unknown, if any
Population: Unknown, probably over-crowded
Main function: Maximum security prison, life-sentencing only
Imports: Dudes
Exports: Nothing
Gravity: 0.9 G
Distance from star: Far off, man!
Star type: Purple-with-yellow-polka-dots dwarf
Ecotype: Hallucination
Geographical particularity: The entire planet is perpetually covered by smoke
Food: Unknown. Probably leftovers: 1 star.
Lodging: Unknown
Cost of living: None
Description: A very naughty place to visit. Located in the far reaches of the Known Universe, the planet of the hippies, as it is called, is used by every breathing sentient race as a maximum security prison. The clouds permeating the atmosphere seem to be very potent hallucinogens. People and weirdies alike are affected. Once you land on this planet, you can never leave. Your hair starts growing until it obscures your gender, you stop bathing and start talking with a strange lingo full of esoteric incantations such as "Man", "Dude", "Groovy" and "Far out!", whatever that means. Be very careful when in this planet's vicinity, because if you land, you will NEVER leave. End of the game.

Shaï-nyy

Location: sector 2, 10, 2
Native's name: Turdelwax
Type of government: Tribal
Population: 2,45 billion
Main function: None. Not an active member of the Dadourunrun Conundrum Empire.
Imports: Turtle wax
Exports: Pizza
Gravity: 1,23 G
Distance from star: 3 AU
Star type: Yellow
Ecotype: Metallic-based life forms
Geographical particularity: A northern pole made of never-melting cherry ice cream. Provided by Planets-R-Us. Due to the existence of a metal-based ecosystem, the planet looks like a giant mirror when seen from space. Looks even worse planetside. You have to wear sunglasses or take 1 Bonk every turn. You'll also get a great tan!
Food: They make a great pizza: 4 stars.
Lodging: Varies from very hospitable (4 stars) to human sacrifice (2 stars)
Cost of living: $$
Description: Shai-nyy is little backward planet, placed in the middle of the galaxy during the Big B.A.N.G. by tan-crazy bureaucrats. Aside from being very useful if you want a perfect tan, it has little to offer to carbon-based sentients. The natives, the Turdelwaxs, are primitive and suspicious of strangers, but they hardly ever throw anyone into their sun anymore. Hardly.

Canon XXVII

Location: Sector 34, 34, 34 (The Carbon-copy system)
Native's name: Hugabunch, Roberta Palmairs
Type of government: Dictator-for-a-day
Population: Unknown, unable to establish a count due to the fact that the natives are all identical.
Main function: Suburban planet
Imports: Manga, japanimation, pizza
Exports: Very cheap labor, babes
Gravity: 0.999 G
Distance from star: 3 AU
Star type: Yellow, Earth like
Ecotype: Earth-type, lots of grass, few trees. No predators. Avian are limited to canaries. Fish are all goldfish and mammals are all represented by lazy dogs. Note that every animal on this planet is rigorously identical to the other.
Geographical particularity: A 1000km by 1000km doormat with the words "Welcome" written on it covers part of the planet. It also serves as a spaceport. (Giant mat, cat #2345678, is provided by Planets-R-Us.)
Food: Mainly junkfood: 2 stars
Lodging: Not too bad: 3 stars
Cost of living: $$
Description: A nice planet to visit, although a trifle boring.

Megalopolopolopolis

Location: Sector 0, 0, 7
Native's name: Megalomaniacs, the bad guys, DOCTOR DESTRUCTO
Type of government: Dictatorship. The planet's leadership changes from day to day.
Population: 301
Main function: Official enemy of the Dadourunrun Conundrum Empire.
Imports: High-caliber weaponry, cheap, mass-produced, grunts
Exports: Misery, destruction, evil! Gniack! Gniack! Gniack!
Gravity: 1 G
Distance from star: 666 AU (a bit far)
Star type: Dark and cold, like their hearts!
Eco type: Enslaved.
Geographical particularity: The whole planet looks like a horror B-movie.
Food: None: 1 star
Lodging: Cold and creepy dungeons: 2 stars
Cost of living: Excruciating torture.
Description: Megalopolopolopolis was in the race to win the "Center of the Known Universe" contest, but they lost by 1 vote to Memyselfandl. From this day forth, they have vowed eternal enmity to the Dadourunrun Conundrum Empire. The Empire couldn't be more pleased with that and named them "Official Enemy to the Empire! So far they have stolen 234 parking meters, 32 dollars, 78 cents and a nun's underwear. But they are still scheming and someday, they will commit destruction, violence, grief and mayhem, preferably using high-caliber weaponry, which they order by the crate. Note that none of the Megalomaniacs are native to this planet; they represent every race of the Known Universe and a couple of them are from the Unknown Universe.

Star Rider Fun Fact #43: BEST-SPIN

The primary exportation items of this planet are tops. Some of them are so large and spin so fast that they sometimes jump up and float among the clouds for a number of days.

Alien Races

Too bored, too tired or too bummed out to design your own alien races? Don't worry, we, in our infinite generosity, have provided you with complete descriptions of all the most common species found in the Known Universe. Of course, there are literally thousands of different sentient races, but most of them are found on one or two really small planets that no one is his right mind would want to visit. The species presented below are those which can be found everywhere, on every planet, filling any job available. You can use them as NPCs, cannon fodder or even as player characters (which fits pretty much under the description of cannon fodder).

Turdelwax (Tortoisi shinis armorallis)

Type: Real weirdie
Disposition: Varies, usually friendly

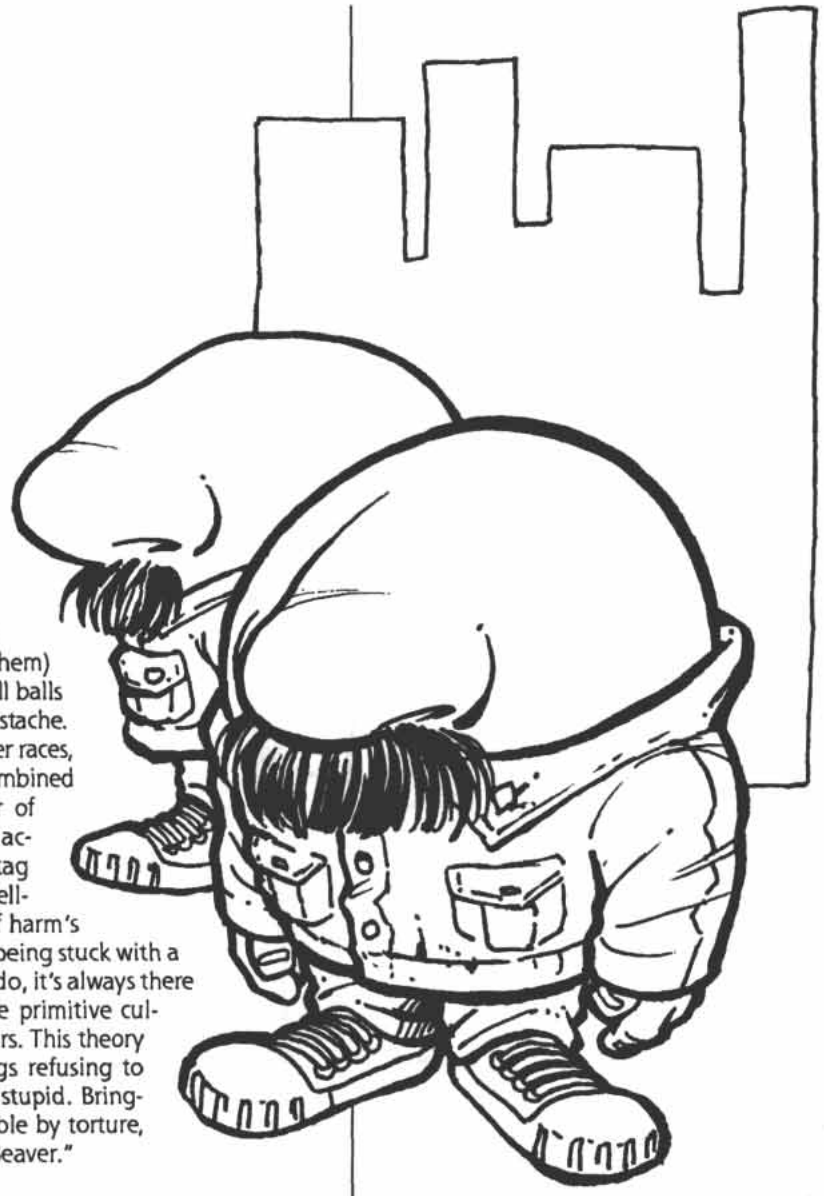
Game stats:
Smarts: Not too bad (4)
Bod: Pretty tough (5)
RWP: Average (3)
Luck: Not one bit (1)
Driving: Racing demons (6)
Looks: Shiny (4)
Cool: Average (3)
Bonk: Tough cookies (5)
Powers: Zap, 3's a crowd
Knacks: Hack and slash blasphemers to bits +7
Average height: 5 foot
Average weight: Three hundred and some Earth pounds
Average life span: 150 years or 300,000 light years, whichever comes first
Home planet: Shaï-nyy
Reproduction mode: Oviparian
Diet: Liquid car polish, pizza
Description: The Turdelwax look like five foot high humanoid turtles, with a skin made of shiny chrome. They are basically friendly, although they sometimes mistake humans for their gods. When this happens, they stop at nothing to capture that person, idolize him or her for a few days, then get bored and throw him into the sun! Although they have mastered space travel a long time ago, they are your basic space-primitives, prone to slashing to teeny-weeny bits any who opposes them or their beliefs. They have special fighting units composed of four ninja-like, mutated, adolescent Turdelwax. These dreaded adolescent radioactive black-belt turdelwaxes are used only in last resort, or whenever they feel like it.

Typical dialogue:
Turdelwax: "It's him! (Pointing at Leroy) The forgotten godling of Zantioch!"
Leroy: "Oh no! Not again!" (Starts running)
Turdelwax: "After him!" (Starts running also)
Player use: You do not roll your powers randomly: as you automatically get both Zap and 3's a Crowd powers. You may choose any Knack you want and your Bonk is a minimum of 5.

Nowits (Nerdis baldus)

Type: Real weirdies
Dispositions: Annoying

Game Stats:
Smarts: Barely (2)
Bod: Not much (3)
RWP: Only among themselves (1)
Luck: Are you kidding? (2)
Driving: Not too bad (4)
Looks: Awful (2)
Cool: Unshakable (6)
Bonk: A lot for their size (4)
Powers: Knowitall
Knacks: Knowit +1, Useless trivia +1, Annoy other races +4
Average height: 2 foot 4 inches
Average weight: Around forty Earth pounds
Average life span: Sadly enough, their life span is measured in billions of years!
Home planet: Memyselfandl IV
Reproduction mode: Spontaneous creation (?)
Diet: Stupid trivia, rarely facts (they can't digest them)
Description: The Nowits are a race of two foot tall balls with two legs, a nose-like appendage and a mustache. They are an annoying people, always bugging other races, putting their nose in people's businesses. That, combined with their very long life span and their power of Knowit (which makes them truly omniscient), accounts for their reputation. A typical Nowit will tag along with a group of sentients, bugging them, telling them what to do and always dodging out of harm's way, thanks to their power. There's a saying that being stuck with a Nowit is like being married: no matter what you do, it's always there around the corner, waiting to annoy you. Some primitive cultures have said of them that they are God's avatars. This theory was dropped immediately, most sentient beings refusing to believe that the universal creator would look so stupid. Bringing a Nowit to a non-infested planet is punishable by torture, namely watching endless reruns of "Leave it to Beaver."



Typical dialogue:
Leroy: "Great! The fusion-block anti-matter generator has just kicked the bucket!"
Nowit: "I knew it would fail. You are in deep trouble, stuck like that in hyperspace without a fusion-block anti-matter generator!"
Leroy: "I knew that!"
Nowit: "I knew you knew that."
Leroy: "(Sigh) Never mind! Now, what am I gonna do?"
Nowit: "Repair it with a 3/4 gadzooks Leptian key. That's what I did when I was working as a repairman on Telmemorre."
Leroy: "But, I don't have one on board!"
Nowit: "I know."
Leroy: "Why didn't you tell me then?" (Tries to kick the Nowit who, knowing what would happen, is gone before Leroy even lifts his foot.)
Player's use: No one in his right mind wants to play a Nowit. We recommend against the Referee allowing a player to have one, if only because he would have to reveal the game to the player.

Hugabunchs (Xeroxis Carbonis copia)

Type: Near human
Disposition: Overly friendly

Game stats:
Smarts: Ten points above a plant (2)
Bod: Wimp (2)
RWP: Invited to a lot of parties (5)
Luck: Baad! Very baaad! (2)
Driving: Sunday driver (3)
Looks: Well...(3)
Cool: Nerds (2)
Bonk: Not very though (3)
Powers: 3's a crowd, Talk to aliens
Knacks: Fine scale modeling + 3, Watch Japanese cartoons for days on end +2
Average height: 5 foot 10" exactly
Average weight: 185 pounds exactly (179 after a big meal)
Average life span: Unknown
Home planet: Canon XXVII
Reproduction mode: Cloning (?)
Diet: Any carbon-based food
Description: One of the Known Universe's biggest mysteries, the Hugabunchs are a race of seemingly identical individuals. They seem to have only two interests in life: making models and watching Japanese cartoons. They are found almost everywhere in the galaxy, working in various jobs that do not ask physical efforts. They are a shy race, very friendly once you get to know them. The mystery resides in the fact that this race has seemingly no female members. They share their planet with the Roberta Palmairs, another race of clones, all of them female.

Typical dialogue:
Hugabunch: "Huh?"
Player's use: You automatically get the Talk to Aliens power and may either choose the 3's a Crowd power or roll one randomly. No minimum Stats requirement but you have to put at least one point of Knacks in either "Fine Scale Modeling" or "Watch Japanese Cartoons for Days on End."

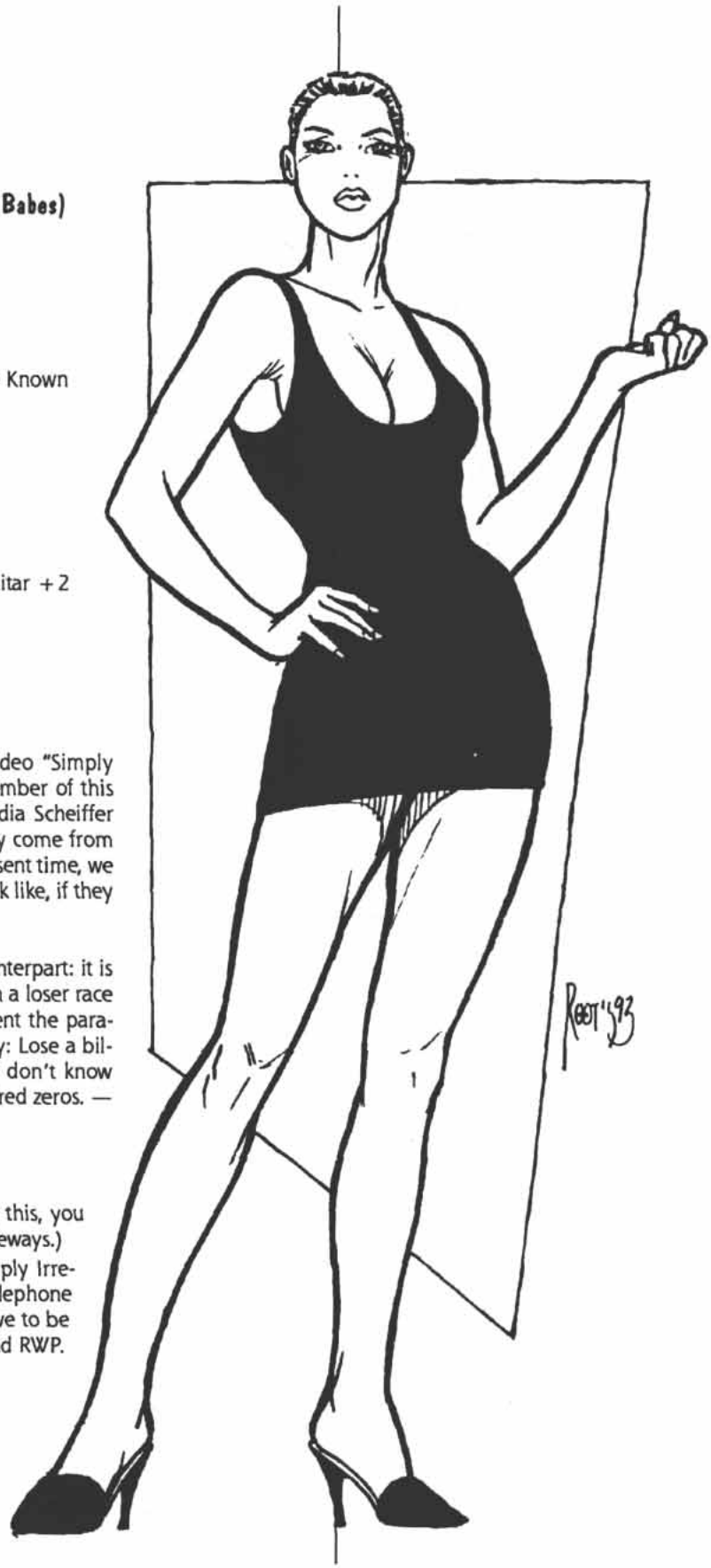
Roberta Palmairs (Irresistabili Babes)

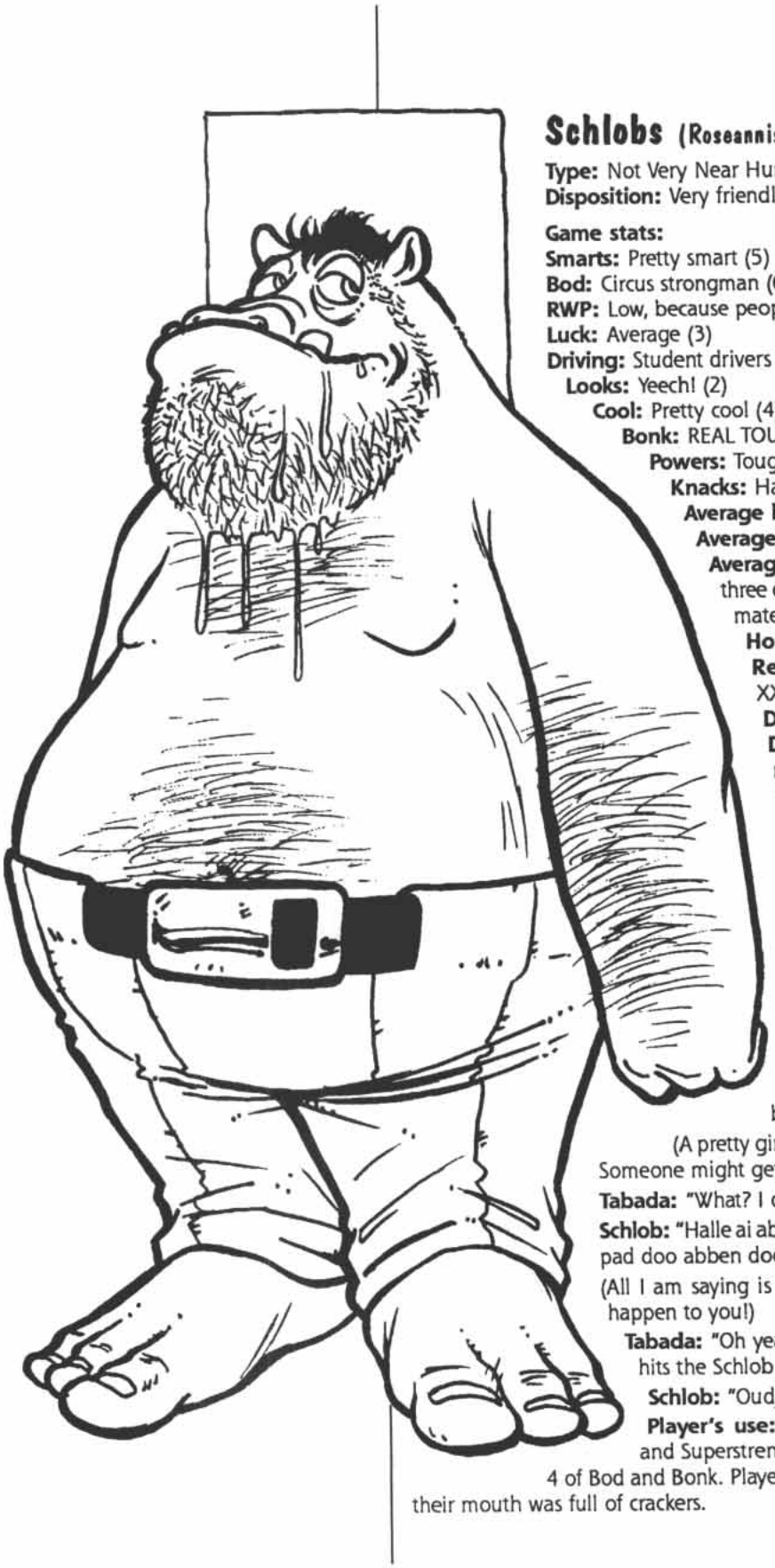
Type: Near humans
Disposition: Friendly

Game stats:
Smarts: Near-genius (5)
Bod: Real strong (5)
RWP: Invited to just about every party in the Known Universe (6)
Luck: Very lucky (6)
Driving: Driving queens (6)
Looks: Hubba hubba (6)
Cool: Unshakable (6)
Bonk: Pretty though (5)
Powers: Simply irresistible, telephone
Knacks: Melt you with a glance +4, play guitar +2
Average height: 5 foot 11"
Average weight: 120 lb.
Average life span: Unknown
Home planet: Canon XXVII
Reproduction mode: Cloning (?)
Diet: Always
Description: Ever see the Robert Palmer video "Simply irresistible"? Yep, they're the ones! Every member of this race looks like a cover girl. They make Claudia Scheiffer look like the wicked witch from the East. They come from Canon XXVII, like the Hugabunchs. At this present time, we do not know what their male counterparts look like, if they have any.

(News update: We have found their male counterpart: it is the Hugabunchs. What such cute babes see in a loser race like them is beyond us. It seems they represent the paragon of beauty for them. Oh well, like they say: Lose a billion, find a googol. For all you schlobs who don't know what a Googol is, it's one followed by a hundred zeros. — Mathematician Hans.)

Typical dialogue:
Leroy: (Seeing a Roberta) "Hubba Hubba!"
Tabada: (Seizing a bar stool) "Hubba hubba this, you creep!" (Shoves the stool down his throat. Sideways.)
Player's use: You automatically get the Simply Irresistible power and can either choose the Telephone power or roll one randomly. All your Stats have to be at least a 4, with a minimum of 5 in Looks and RWP.





Schlobs (Roseannis disgustii)

Type: Not Very Near Human
Disposition: Very friendly

Game stats:
Smarts: Pretty smart (5)
Bod: Circus strongman (6)
RWP: Low, because people think they are disgusting slobs (1)
Luck: Average (3)
Driving: Student drivers (2)
Looks: Yeech! (2)
Cool: Pretty cool (4)
Bonk: REAL TOUGH (8)
Powers: Toughness, Super strength
Knacks: Haute cuisine +4, Maitre d' +3
Average height: 7 foot
Average weight: Around 400 Earth pounds
Average life span: Approximately 100 years, three days, five hours and 27 minutes. Approximately, of course.
Home planet: Dorm I
Reproduction mode: We use a Canon XXIII laser copier, why?
Diet: Haute cuisine, very expensive food
Description: The Schlobs are the most misunderstood race of the Known Universe, mostly because they have a tendency to badly articulate. Thus, even though they speak a lot of languages, most people think they are retarded slobs. (In space, a stupid person is called a Schlob.) In fact, they are a very prim and proper race. Excellent chefs, they refuse to eat anything or anyone not cooked by a member of their race.

Typical dialogue:
Schlob: "Ai breuddy gird lige dou 'oud gouvar 'ershel ai pit bore. Zobeoune baăd ged iteas! "

(A pretty girl like you should cover herself a bit more. Someone might get ideas!)

Tabada: "What? I didn't get that."

Schlob: "Halle ai ab zayyink, ij dat a vould nod rant anydingk pad doo abben doo dou!"

(All I am saying is that I would not want anything bad to happen to you!)

Tabada: "Oh yeah? Well take that you creepazoid!" (She hits the Schlob in his, huh, pride.)

Schlob: "Oudj!" (Ouch!)

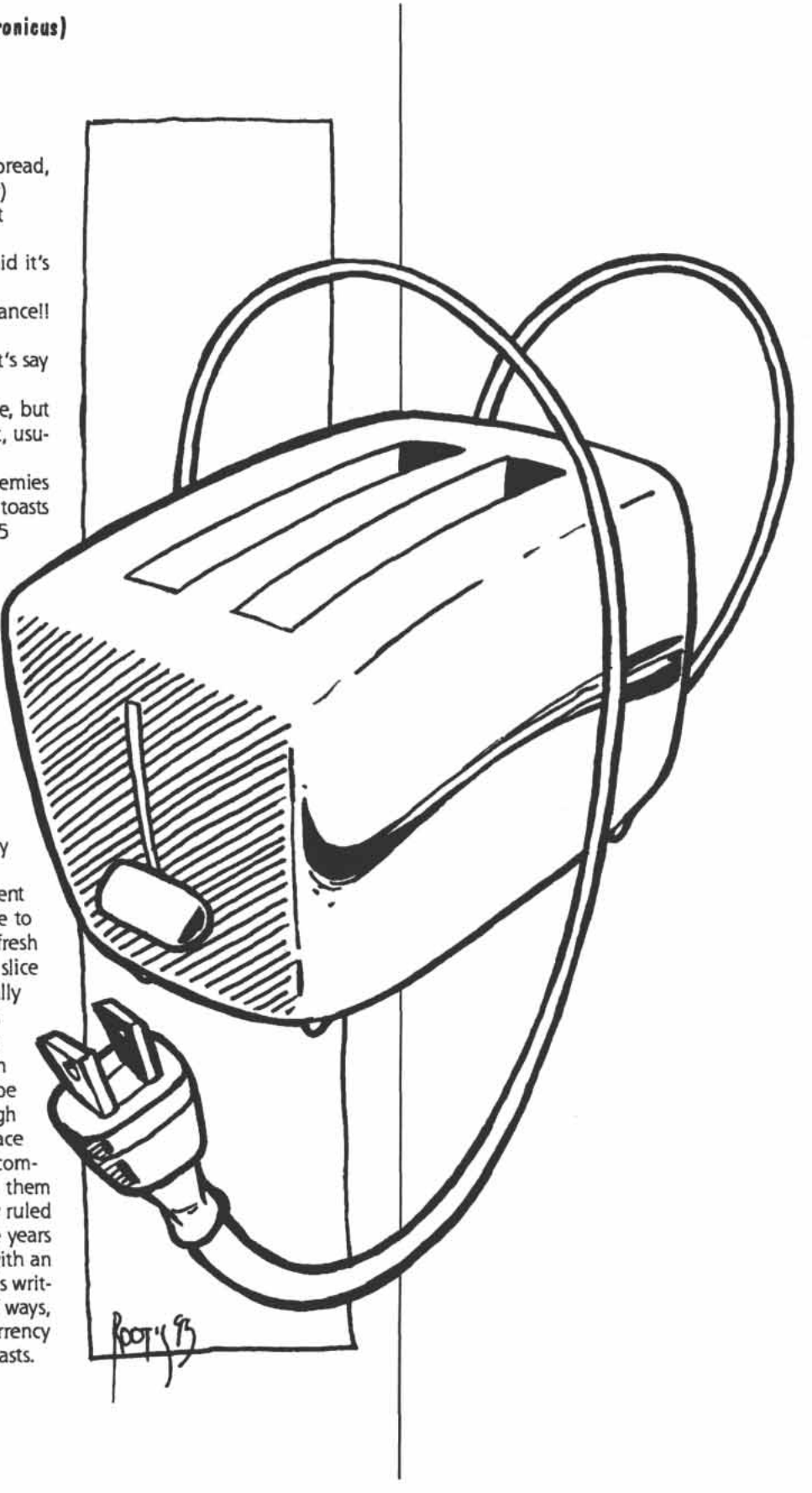
Player's use: You automatically get both Toughness and Superstrength powers. You also have a minimum of 4 of Bod and Bonk. Players playing a Schlob must always talk as if their mouth was full of crackers.

Toasters (Toasterabilis Electronicus)

Type: Home appliance
Disposition: Useful

Game stats:
Smarts: Doesn't need any
Bod: Enough to lift two slices of bread, sometimes four (deluxe models only)
RWP: Gets invited to breakfasts a lot
Luck: Get real, it's an appliance!
Driving: Weren't you listening, I said it's an appliance
Looks: Shiny, otherwise it's an appliance!!
Cool: IT'S AN APPLIANCE!!!
Bonk: It's an... (sigh) never mind, let's say infinite, okay?
Powers: Toast (similar to breathe fire, but applies only to anything put inside it, usually bread.)
Knacks: Burn toasts +5, Smash enemies +4 (see the weapons section), Throw toasts in the air out of everyone's reach +5
Average height: Varies, about seven inches tall
Average weight: About three Earth pounds
Average life span: Comes with a three years warranty
Home planet: Earth, from mystical places with strange names like Kai-Mart, Zellerz or Seven-Eleventeen
Reproduction mode: Mass production
Diet: Electricity (rumor has it that they also eat burnt bread crumbs)
Description: A square box, not event one foot square in volume, with one to four slots into which you can insert fresh bread so as to turn it into an inedible slice of carbonized cement. They are usually chromed, although some models have been discovered that are made out of plastic. They usually come with an extension cord, so that they can be plugged into a socket or spun through the air as a weapon. They are not a race all by themselves, but they are so common that some planets have given them the right to vote. (Seltzer II is actually ruled by Bubu, a GE toaster, elected three years ago. It's a very popular president, with an approval rate of nearly 90% as of this writing.) They are used in a multitude of ways, from door stops, to weapons, to currency and yes, even sometimes to make toasts.

Typical dialogue:
Toaster: ". . ."
Player's use: Get real!



Otaku (Japanimatio admiratores)

Type: Very near human
Disposition: Usually tired, otherwise friendly.

Game stats:
Smarts: Lots more than Minmei™ (2)
Bod: Out of shape (2)
RWP: Don't go out much, except to catch the latest (model, anime, manga, whatever) release (2)
Luck: Average (3)
Driving: Student drivers (2)
Looks: Unkempt, varies with individual (2-5)
Cool: Laconic (5)
Bonk: Easily winded (2)
Powers: None
Knacks: Know everything about their favorite anime show + 5, Party hard + 1
Average height: A bit under human range
Average weight: A bit over human range
Average life span: Immortals, as long as there will be anime!!!
Home planet: Various planets: Gainakx, Band-AI, Towey, Mak-Ross III
Reproduction mode: Cel
Diet: Manga, videotape, cel
Description: Otakus are an evolutionary offshoot of humanity. They seem to have affinities with Hugabunchs, although their lifestyle and reproduction mode are totally different. It seems that their main goal in life is to "Otakusize the Known Universe, even Sweden!", whatever that means. They look like human beings, down to the very last detail. They wander the Known Universe in big transformable ships, crammed with TV sets, VCRs and endless shelves full of small paper squares they call "Mangas," whatever that is.

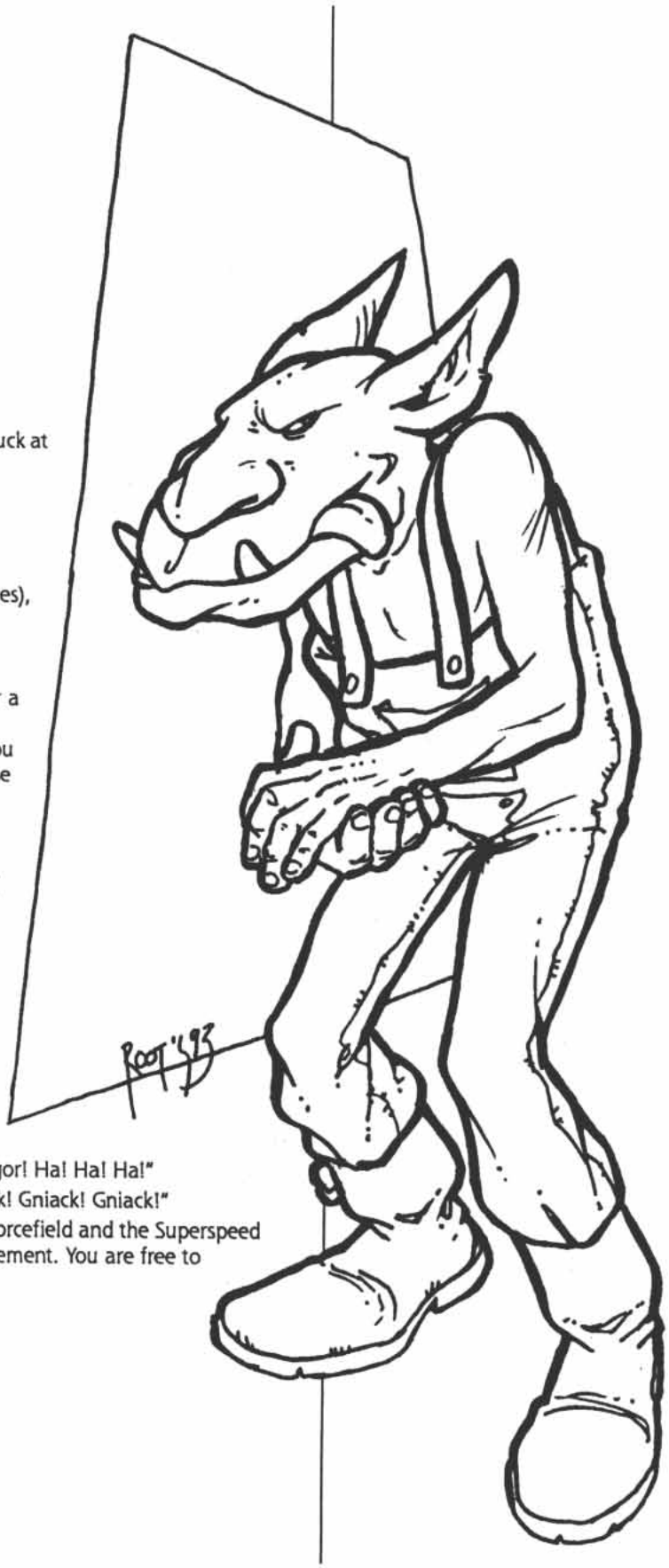
Typical dialogue:
Otaku: "Wow! Did you see this? A 1/347th scale model of a Zaku FZ with optional Storm Trooper head! "
Normal human: "Say what?"

Player's use: You get to roll one power on the Human Only table. Your Stats have no minimum or maximum, but you have to put at least 2 points of Knacks in the "Know everything about their favorite anime show" Knack.

Goblins (Gobloid stupidus)

Type: Not Very Near Human
Disposition: Servile

Game Stats:
Smarts: Not very bright (2)
Bod: Average (3)
RWP: People invite them to serve drinks (4)
Luck: If it wasn't for bad luck, they'd have no luck at all! (1)
Driving: Student drivers (2)
Looks: C'mon, they're Goblins! (3)
Cool: Get scared of just about anything (1)
Bonk: Pretty tough for their size (4)
Power: Force Field (when they close their eyes), Superspeed
Knacks: Grovel +3, Whine +1, Flattery +2
Average height: 4 feet 4 inches
Average weight: 70 Earth pounds, 130 after a big meal
Average lifespan: 100 Earth years (don't you find it odd that every race in the Known Universe has a longer lifespan than humans?)
Reproductive mode: 15 minutes of sex
Diet: Junk food
Description: Goblins look like diminutive humans. They have green skin and long pointy ears. Most males are bald and have long teeth protruding from their mouth. Females are no better. They are found EVERYWHERE, doing all kinds of jobs, from taxi drivers to low-level clerks. For some odd reason, they are attracted to races that posses big hands or to big gloves, which they consider the ultimate in high fashion.



Typical dialogue:
DOCTOR DESTRUCTO: "Fetch me the brain, Igor! Ha! Ha! Ha!"
Goblin: "Yes master! Right away master! Gniack! Gniack! Gniack!"
Player's use: You automatically get both the Forcefield and the Superspeed power. No minimum or maximum Stats requirement. You are free to choose any Knack you want.

Smileys (Ominiousis Strangabilis)

Type: Unknown
Disposition: Ominous

Game stats:
No data currently available
Powers: Unknown, if any
Knacks: Look Ominous and Mysterious +7
Average height: Unknown
Average weight: Unknown
Average lifespan: Unknown
Home Planet: Unknown, probably somewhere in the Unknown Universe
Reproductive Mode: Unknown
Description: The Smiling Faces Invasion began shortly after the Big B.A.N.G. These strange crafts, shaped like Smiling Faces, have caused sufficient mayhem throughout the Known Universe to warrant them the title of "Official Strange Invasion Force." So far, they have brought the Dadourunrun Conundrum Empire to its knees. Their ships go faster than Ridiculously Fast speed and their so-called "Guffah cannon" has stopped more than one attempt to halt their progression. No one has ever seen a Smiley outside of his craft. They have made no demands, no attacks and have kidnapped no one so far.
Player's use: You can't play a Smiley; they are the bad guys.

Smiley ships

Type: Flying Saucer
Size Index: Varies, from 3 to a gigantic mother ship of 12
Cool Index: 4
Bod: 6
Bonks: 2 for the small saucers, a lot more for the mother ship
Speed: Faster than Ridiculously Fast
Options: Grabbit Beam; Guffah Cannon (reduces opponents to laughing wrecks for 2 turns); Force Field; Cargo Bay (mother ship only)

The Known Universe and the Law

In the Known Universe, lawful citizens are very well protected from hooligans, ragamuffins and law-breakers. There is only one rule in the law: If a police officer thinks you're guilty, you are. There are not many more laws: It is forbidden to break the laws of physic, to drive faster than Superfast speed and you must take out the thrash on Mondays, except during school breaks. That's all. Of course, planetside, the resident government decides what is forbidden and what is not.

The Very Long Arm of the Law

On Earth, they are called many names: cops, coppers, booby, bullies. But in space, their name is synonym of terror. They are the proud, the few: the Universal Police Service, UPS for short. Imagine if you want a band of Neanderthals armed with thermonuclear missiles, which they use as toothpicks between calls. Having to deal with all kind of traffic violators from here and Beyond, the UPS has learned to arm its police officers with the very latest in armament technology. They have been known to stop at nothing just to give you a littering ticket. The UPS is there to remind the players, that you, the Referee, have the absolute last word. You are Murphy and, should you decide to bash them on the head with a titanium-reinforced baseball bat, all you have to do is send in the UPS and do them in! Wherever they are, no matter how well hidden they are, you will get them! On the other hand, the UPS is also there to show how kind and generous you are. Are your players stuck in a no-win scenario? Are they surrounded by ten thousand rabid rabbits with rabies? Are they just plain stupid and have managed to anger a whole contingent of Klingons by telling them their mother wears ballet shoes? Send the Universal Police Service to their rescue! They would act here as the proverbial cavalry that appeared in old cowboy movies. That way, not only will your game be allowed to go on, but having saved your player's rear-end, they will surely reward your generosity by giving you an extra sip of soft drinks or extra M&M's! (If they don't, simply let them to be smashed a pulp next time they get stuck! That'll teach 'em!)

Whatever the situation, they will always belligerently enter the fray blasters blazing, blowing offenders to smithereens, hereby embarrassing them so much, they will probably think twice next time they might wish to coming an offense, a misdemeanor or say bad four-letter words! (Albeit this is highly unlikely coming from players, as most Star Riders players check their brains at the door before the game starts. Oh well, one can always wish!)

One thing to remember about the UPS: no matter how well armed, well equipped or well prepared anyone is, the UPS is always better armed, better equipped and better prepared than them. No matter where they come from, who they buy their stuff from or what super power they have. If you have a blaster pistol, they have a blaster cannon. If you have a hand grenade, they probably have an anti-matter missile capable of reducing Jupiter into so much rubble.

Your players have, by a stroke of luck, created the ultimate gun/ship/radar detector/camping stove/whatever? They are so good at everything, no one can even approach them? Make them deputy members of the UPS! This should keep them busy for a few gaming sessions! They should realize pretty soon that this game rewards mediocrity, not superiority and act accordingly.

When playing a member of the UPS, the Referee should make the absolute must to act as if he didn't care about any explanations the players might have and fine them as soon as they stop talking. Invoke petty points of the Universal Law and almost unknown paragraphs of the same law. You don't even need to be coherent or consistent from game session to game session. After all, if the players are in disagreement with the officer, they can always try to argue with him.

Star Rider Fun Fact #48: DOONE

The greatest beach in the universe. There's only one itty bitty drawback: there is not a drop of water on the whole planet.

Star Rider Fun Fact #63: GALLY-FRAY

The inhabitants of this planet have the very peculiar ability to change their personality and face every time they are Bonked. This drives people nuts.

Language

The discriminating traveler might worry about language. One would normally expect, on a travel route of 1000 light-years or more, to encounter billions of bewildering languages. Not in the new, revamped, Known Universe. For a reason that is still unknown at this time, it appears that every race in the Known Universe speaks the same language. Even on primitive planets, natives speak English, although in a form one would expect from people who still eat roots! (They always speak like extras from old Tarzan movies.) So language should not be a problem for any traveler, except for one over-stepping the boundaries and entering the Unknown Universe, where not everyone speaks English.

Attractions

Aside from the usual stuff, such as cascades made of liquid crystals, quadzillion miles-high mountains and other mundane stuff, two universal companies are bound to grab your attention.

The first one is called MegaPlus™. It specializes in the manufacturing of high technology. What is really special about MegaPlus™, asides from the fact that it is present everywhere, MegaPlus™ products are reputed to always be the biggest, loudest, most dangerous and laden-with-options things around. For example, a MegaPlus™ cigarette lighter is actually a miniature plasma torch, able to cut through anything but the toughest hull and to light cigarettes at the same time. A car engine produced by MegaPlus™ would probably allow you to reach Mach 3 in 9.8 seconds. A TV set will be at least as big as planet and a shower head will have a blast that is so strong, you can cut through steel with it. MegaPlus™ also produces weapons, both for personal and for ship use. Note that both are interchangeable. MegaPlus™ sometimes supplies weapons for the UPS, but the later often opts for in-house design, as they find MegaPlus™' arsenal too wimpy for their taste.

The second company specializes in planetary creation, customization and conversion. It's called Planets-R-Us. They can terraform any lifeless asteroid, no matter how small, into an Earthly paradise. They can also build any type of customized planet from scratch in six days, taking a break on Sundays. Call for their catalogs and ask about their option packages: you'll be surprised to learn how little a meringue atmosphere costs or what you can do with a pickleclouds option package! Planets-R-Us has an extensive catalog of options and models, from the square planet to the ever-popular cherry ice-cream northern cap. Call 1-800- WE KNOW GOD.

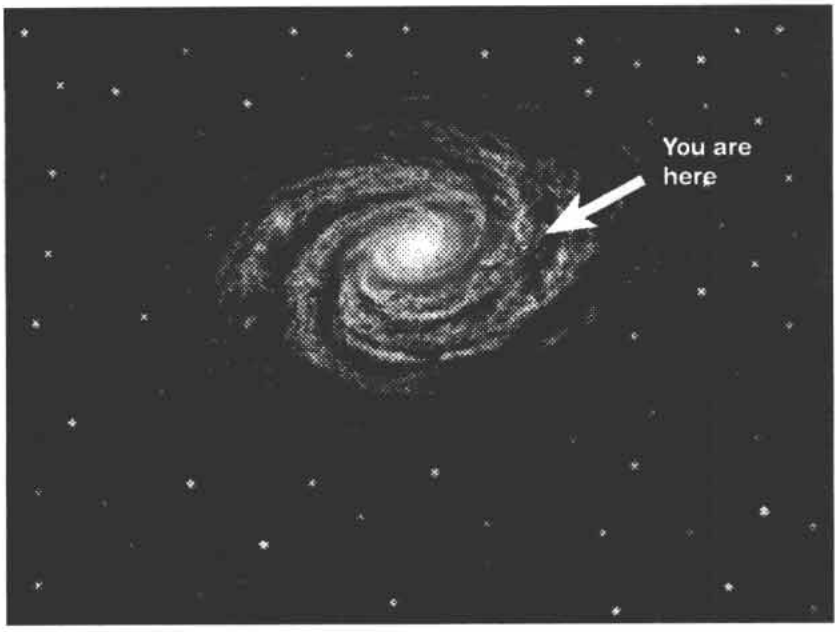
What is the Unknown Universe?

The Unknown Universe is the region located immediately beyond the boundaries of the Known Universe. Most of it is unknown, as its name indicates. While the laws of physics are the same, natives of the Unknown Universe are a strange lot; they speak weird languages, have strange customs and equally puzzling alien technology. The Smiley invasion (see Alien races, p.36) probably comes from there, although no one knows for sure.

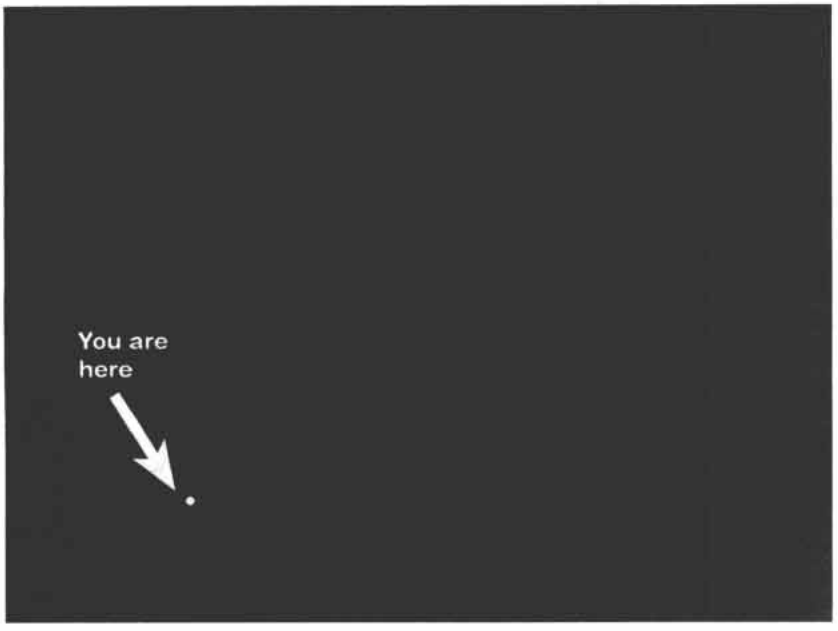
What is Beyond?

No one knows for sure where Beyond is, but even natives of the Unknown Universe talk about that place in dread. Even stranger beings come from there, with weird names like Gaimdesigners and Hedithers. Some scientists have speculated that laws of physics might not be the same as they are here. The careful traveler never accepts a gift from a being from Beyond and alerts the authorities as soon as possible. Note that NO insurance policy covers trips into the great Beyond, so be careful.

The Known Universe

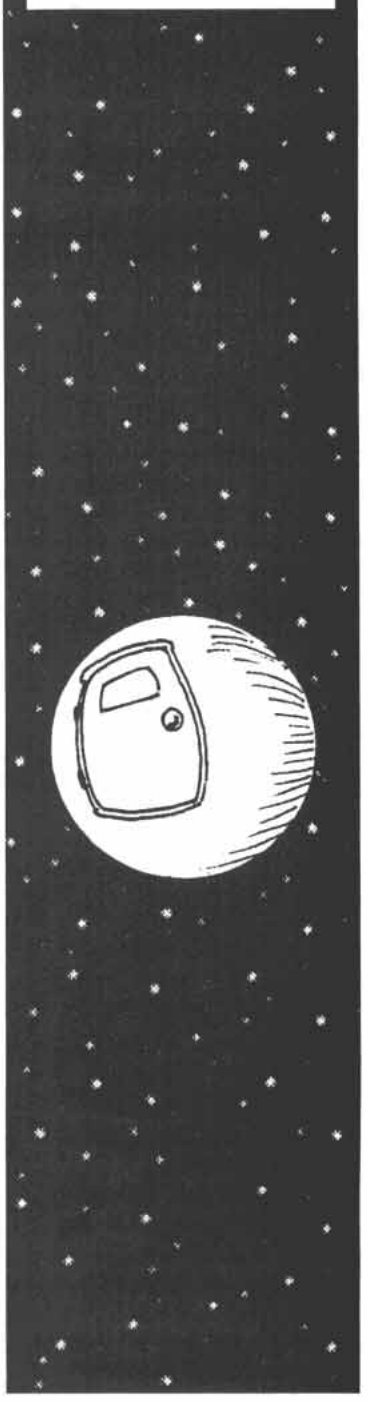


The Unkown Universe



Star Rider Fun Fact #69: INDOOR

The favorite vacation spot of the Hugabunchs, Indoor is a peaceful planet populated by warm and fuzzy teddy bears. That is, until you bug one of them.



Galactic Service Merchandise Catalog

(Equipment, in other words)

Sometimes, during playtime, your players need to buy stuff they don't have, such as a nuclear-powered flashlight. That's when the Galactic Service Merchandise Company comes into play. No one knows for sure where the GSM Co. is located. Every year, a new catalog comes out and there are updates approximately every three Earth months. Both the catalog and the updates are filled with new and innovative gadgets from all of the best companies. The Galactic Trade Merchandise Co. carries all the best brands, such as MegaPlus™, GP™, Lucas™, Fillette™ and HAL™. The modus operandi — that is the way the company works — is through a combination of faster-than-light communication technology and teleportation technology, that is the one responsible for such great doodads as the Door (see "Options" in the Ships section), which enables us to travel through any distance in space instantly, without having to resort to the cumbersome and tiresome use of ships. Put in terms most common geniuses are able to understand, the Galactic Service Merchandise Co. sends its stuff by mail. Put not any kind of mail! Wherever you are, whenever you are (except for the week of may 10 to may 17, 1946), your order is certain to reach in the exact time it takes to say "There's no place like home" three times while clicking your heels together. And you don't even have to stand on a yellow brick road, although there's a 5% rebate if you do so.

All you have to do to order from the Galactic Service Merchandise Co. is to fill out an order form and apply the special hyperspacial stamp on it (2 stamps if you are outside of the Known Universe). (The stamps come in the annual catalog, which is available everywhere in the Known Universe and costs 20 credits. The updates cost 3 credits. They all come either in CD-ROM form, for which you don't need a stamp, microchip (regular, vinegar or sour cream and onions) and in the now-classic paper form. Note that no matter how many things the character order, he will always have enough stamps for all his/ her/ whatever order). When it is done, the order form disappears and the ordered merchandise appears in the client's hands/tentacles/pseudopods/whatever, 1D6 turns later. There is almost no chance of the package getting lost and appearing in his enemy's possession. Almost none. We swear it.

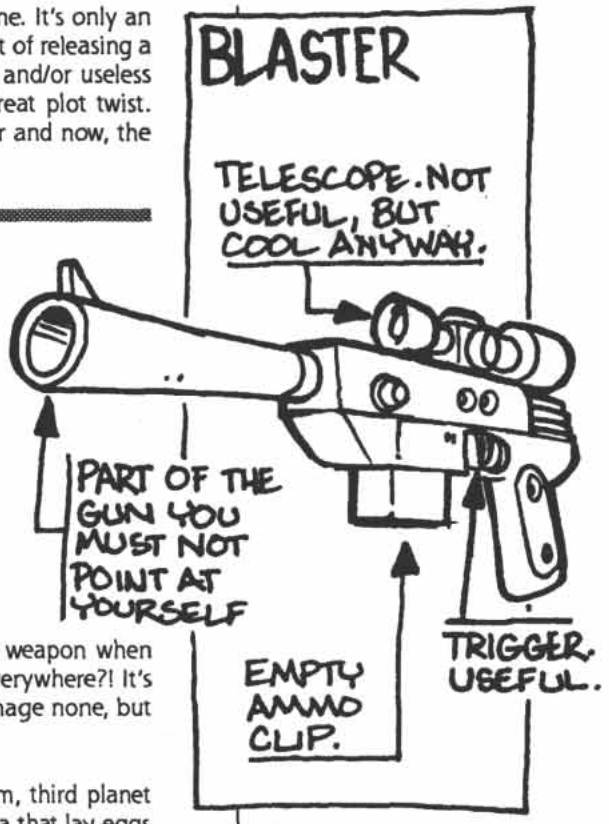
"Attention Shoppers! Don't forget that our special on Gobledigazoid Pedal Activating Plungerzoid is valid only for the next hour! Hurry up and get them all before they fly away!

Don't forget, once they're gone, they ARE gone!"

The following list is by no means exhaustive and set in stone. It's only an example around which the Referee can build. This is his best of releasing a lot of new and potentially dangerous and/or embarrassing and/or useless stuff in your version of the Known Universe. It's also a great plot twist. Maybe a character ends up with something he didn't order and now, the rightful owner comes claiming his due!

Weapons

Blaster: When you're, y'know, fighting an angry alien, two Amazon Space Skunks and a horde of Nowits at the same time, a gun might come in handy. This is exactly why buying a blaster is a good idea... almost. Anyway, a blaster is basically a handgun shooting energy blasts that can create a great variety of effects (depending on the type and quality of the blaster) ranging from sunburns to atomization (of course, the latter is not easy to obtain because atomizers are backorder). Blasters are common, though and always empty of ammunition at the worst moment you can imagine (yes, it HAS ammunition). Damage: 2 bonks.



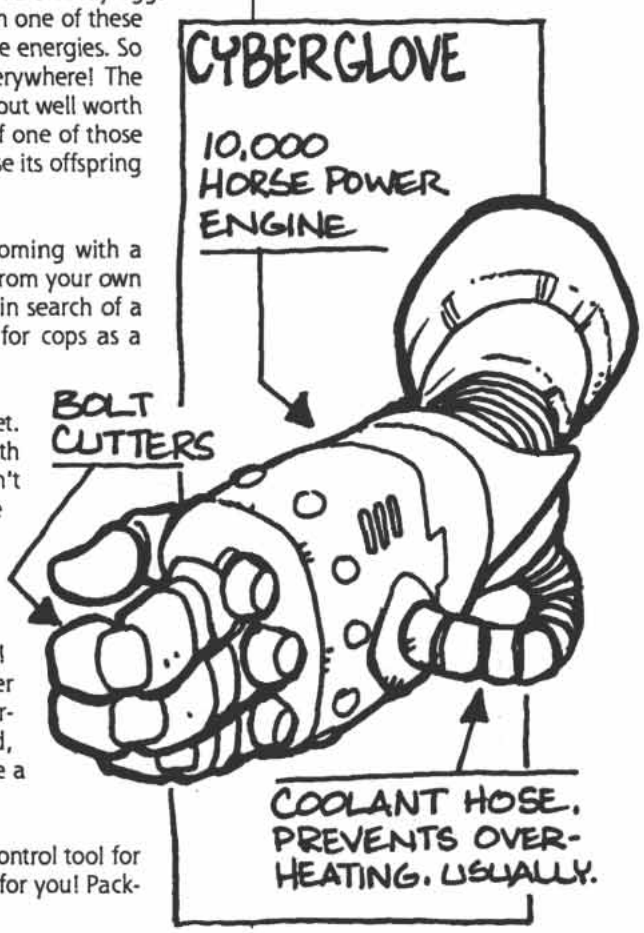
Lead Bullets Gun: Who would want to use this obsolete weapon when there's this hot new GP-05 Plasma Egg Thrower in stores everywhere?! It's no fun to use, but if you really want it, well, here it is. Damage none, but causes panic and vestimental damage.

GP-05 Plasma Egg Thrower: Near the Nekks Solar System, third planet to the left to be precise, exists a race of aliens named Klavaa that lay eggs full of plasma energy. It was discovered that cracking open one of these eggs before hatching time could unleash pretty destructive energies. So the GP-05 Egg Thrower was born, and actually sold everywhere! The ammunition is a bit expensive (selling your house will do) but well worth the investment. The only real drawback of all this is that if one of those Klavaa warriors (and they're big) ever finds out that you use its offspring as mere grenades... Damage: 3 Bonks

MegaPlus™ Hyper Bazooka: Now that's some gun! Coming with a complete Frontal Anti-Nuclear Blast Shield to protect you from your own shots, the Hyper Bazooka is made for all those real men in search of a real weapon. The perfect home defense weapon! Ideal for cops as a sidearm! Damage: 4 Bonks.

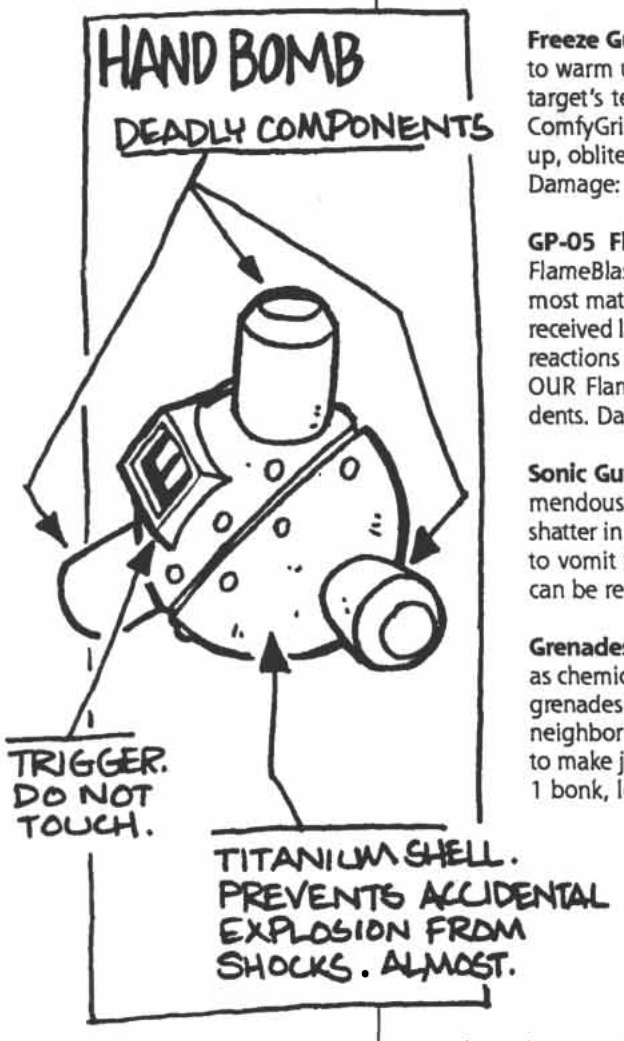
MegaPlus™ Bang! Gotcha™ Gun: This sucker is a hot ticket. It's such a powerful weapon that if you shoot something with it, it blows away all bonks the target may have (you wouldn't use such a gun against SOMEBODY, would you? Right.) Note that the only thing known that can stop a blast from that gun is the *No you didn't*™ ForceField (see the NOT WEAPONS section).

Light Saber: Hey, it's a space science-fiction type of game! Okay, maybe a weird one, but we couldn't pass up the ever popular Light Saber! Jinsu™ presents the greatest Vader-slicer this side of the universe! It can cut through wood, metal, spacesters, spaceships, deathstars and it'll still slice a tomato!!! Force not included. Damage: 2 bonks.



MegaPlus™ Cyber Glove: Originally created as a crowd control tool for the Galactic Police force, it is now available on the market for you! Pack-

ing servo-motors powerful enough to run a Porsche 9800, the Cyber Glove allows the user to clear a forest area to settle camp in seconds, make fine powder out of his adversary's bones and easily bust in his own fortress when he forgets the keys! It may be ugly and provoke laughter from yuppies, but hey, this baby can yank their stomach to a place where they can see it!!! Not recommended under age 6. Damage: 3 bonks.



Freeze Gun: Brought to us by the Ycikull technology (THEY use that to warm up their apartment a little), the Freeze Gun can decrease a target's temperature to 4.6 Kelvin's in 30 seconds! Included is the ComfyGrip™ heating handle (note that should the handle fail to heat up, obliteration of hand due to cold might occur; caution is advised). Damage: Same as Deep Freeze power.

GP-05 FlameBlaster: Using the finest technology available, the FlameBlaster projects hot liquid plasma capable of burning through most materials. Many competitors producing this type of armament received lots of complaints about their products causing nuclear chain reactions or anti-matter bursts. We, however, can proudly say that OUR FlameBlasters are fully proofed against such deplorable accidents. Damage: 2 bonks.

Sonic Gun: This weapon produces high pitch sonic rays causing tremendous vibrations to the target. These vibrations cause rocks to shatter in pieces, metallic constructions to disassemble and to people to vomit to death (real gross, we know). Intensity of the vibrations can be reduced to make massages. Damage: 2 bonks.

Grenades: Small explosive devices using various components (such as chemical compounds, energy projectors or school cafeteria food), grenades can be used to blast people, open doors, carbonize your neighbor's dog, etc. Many come with a built-in timer, allowing you to make jokes like booby-trapped presents to your friends. Damage: 1 bonk, lots of property damage.

MegaPlus™ Hand Bomb: For those who think normal grenades are for wimps, MegaPlus™ offers the only thermo-nuclear grenade on the market: the N40 Hand Bomb. Perfect to exterminate rhino-rats and other parasites from your house, the Hand Bomb packs enough destructive force to waste a city block!!! It is recommended that the Bomb be thrown at least 500 meters away from the user. If not, MegaPlus™ Inc. cannot be held responsible for any radiation, concussion or heat damage taken by the user (anyway, you won't survive to sue them). And if you can't throw it away, at least you can scare off people with it! Damage: All your bonks, lots of vestimental and property damage. No need for light bulbs for a few years, as you now glow in the dark!

"Attention shoppers! For the next ten minutes only, all boxes of MegaPlus™ Nuklear Strike™ matches are 60% off!!! Yes, you heard right! 60% off! So hurry up to level 10,276 to take advantage of this incredible offer!!!"

Not Weapons

Anti-Grav Flying Suit: Nothing special about this Flying Suit; it's the conventional ordinary suit allowing you to fly to work every morning at the very boring speed of Mach 1.

MegaPlus™ Iondrive Propulsion Unit: This little beauty was originally designed as an engine for the M-800 Dragstar Raceship, but production costs reduced it to an individual backpack unit for people like you! A magnificent piece of engineering, the IPU attains half the speed of light in 10.2 seconds, but can still turn on a dime and give nine cents change!!! In-city movement is not recommended at

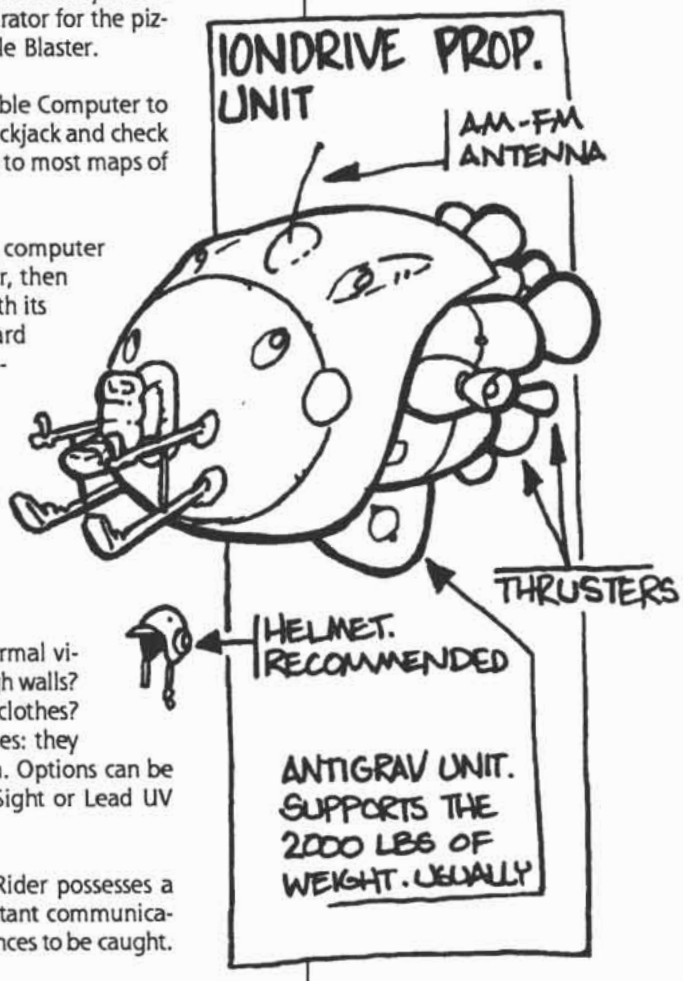
speeds higher than mach 12. Since the IPU's controls are very sensitive to allow a greater acceleration and maneuverability (hint), MegaPlus™ Inc. will not take responsibility for misfortunate accidents like burns from atmospheric friction and reentry, collisions with stars, planets and other celestial bodies or dismemberment from acceleration.

GP-05 Flashlight: Fusion-powered light projector, offering 3 different intensities: low, medium and megablast (used to look into black holes, among other things).

First Aid Kit: You're surely saying: "Hey, if they really think I'm gonna buy a first aid kit..." Right? Well, you could be surprised about what you could find in THAT kit. First of all, this is no kit for taking care of wounded people (that's for sissies). No, this kit is there for REAL emergencies, so it contains 5 dehydrated pizzas, 12 compressed and pressurized beers, 1 rehydrator for the pizzas, 6 condoms (you just never know...) and a foldable Blaster.

Portable Computer: Everybody should have a Portable Computer to write suing letters, heat their ultracoffee, play Holo blackjack and check on their grocery bills. Portable Computers have access to most maps of the Known Universe.

Portable Artificial Intelligence: If you want your computer to be more than a mere powerful scientific calculator, then the Portable Artificial Intelligence (PAI) is for you. With its 500 gigabytes of RAM and 100 terabytes of hard memory, the PAI is more than capable of making people see how ignorant you are! In fact, the PAI is so intelligent that it will correct you every time you say something wrong or stupid, reconfigure the settings of your ship to optimize its performance (in theory, of course) and constantly make funny and sarcastic remarks about you and your friends!!! A great variety of voices and personalities are available.



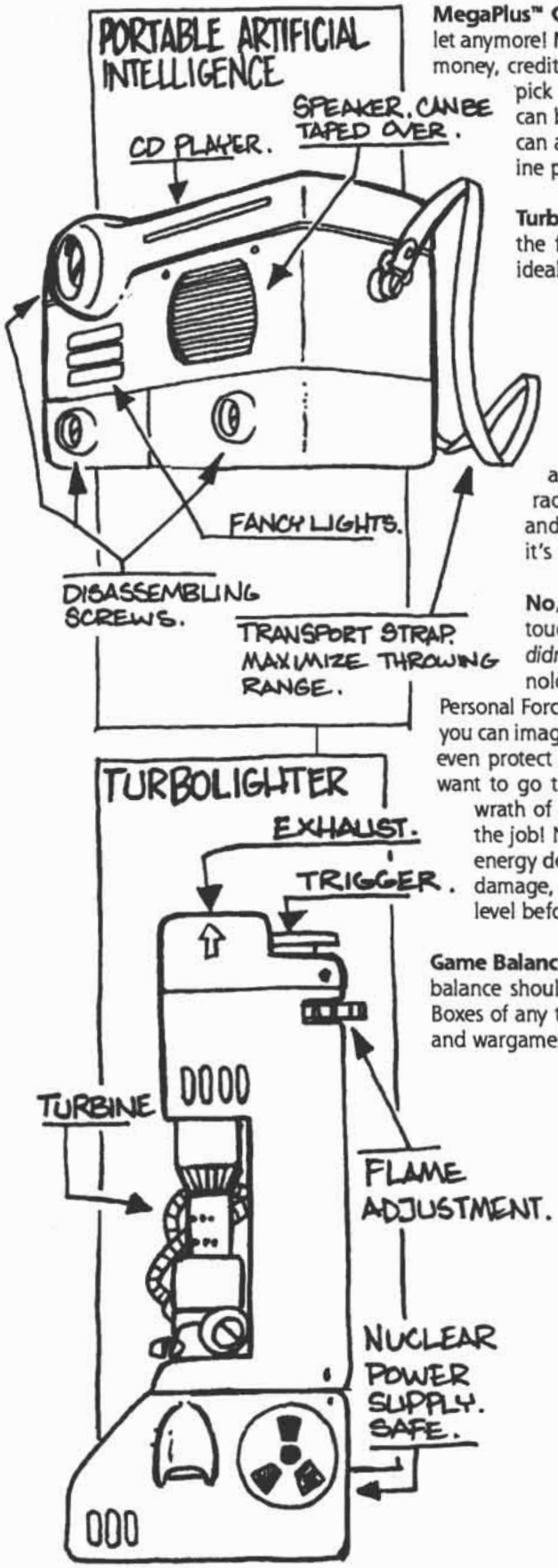
MegaPlus™ Multi-Purpose Goggles: You want thermal vision? You want to see the entire light spectrum? Through walls? Through an entire planet!? Through some nice girl's clothes? For that you need MegaPlus™'s Multi-Purpose Goggles: they somehow allow you to see anything that can be seen. Options can be mounted on them at will, such as our Laser Beam Sight or Lead UV Protectors.

Wide Band Communicator: Any respectable Star Rider possesses a Wide Band Communicator. With a 7.6 light years instant communication capacity, you can make obscene calls with few chances to be caught.

GP-05 Magnet Grappler: You just never know when you will need a Magnet Grappler. Note that it has been called a MAGNET Grappler for commercial reasons; in fact it can stick on any known material. A 400 feet long super tiny and strong cable is included.

GP-05 Magnet Grappler Launcher: Get real! How can you throw your Magnet Grappler up to 400 feet high?!? For that you need the GP-05 Magnet Grappler Launcher! Available in 7 different colors.

Mr. Makeup: The perfect face changing kit, Mr. Makeup can make your ugly little alien buddy look like a handsome guy or change your incredibly cute girlfriend into a pukable slug. Note that the kit doesn't give any acting skills to the one who uses it (hint to clever Referees).



MegaPlus™ CyberWallet: They will never fool around with your wallet anymore! Made of the toughest alloys, the CyberWallet folds in any money, credit cards or lunch you can put in it, defends itself against pick pockets, barks at strangers and moans when empty. It can be trained to sit, attack or fetch (money) at command. It can also be used as an offensive blunt weapon or as a genuine pocket Blaster.

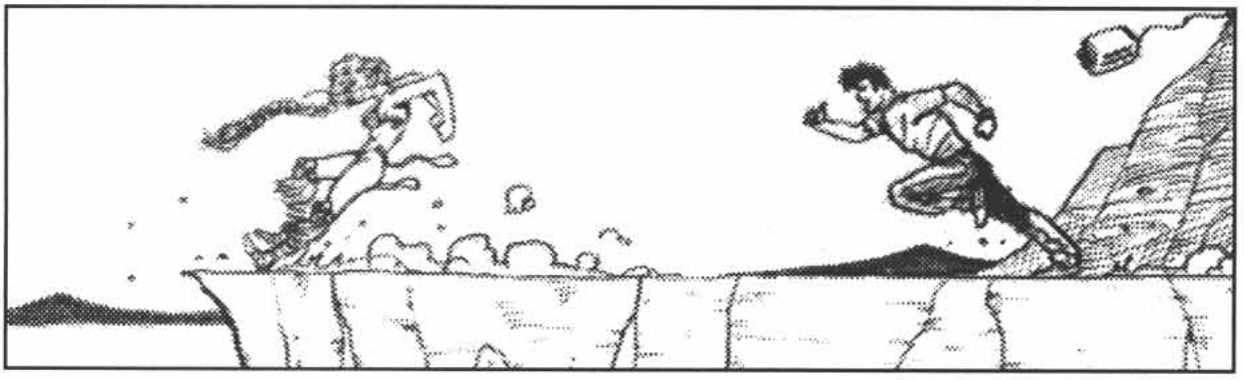
TurboLighter: Powerful Lighter with adjustable intensity for the flame, its length ranging from 1 inch to 40 feet long; ideal to set forests afire.

MegaPlus™ Combat Armor: You want to be tougher than Cyberball players? That's easy! Just put on the MegaPlus™ Combat Armor and then you'll be ready to rock and roll (if you know rock and roll, that is) !!!

Specific Protective Suit: These suits immunize the wearer against specific forms of energy. Immunities available are radiation's, sonics, electricity, heat, bad odors, wrong notes and bad jokes. You can only wear one suit at a time because it's more fun that way.

No, you didn't™ Personal ForceField: You want to be tougher than a spaceship? So you need MegaPlus™ *No, you didn't™* Personal Force Field. Using the most advanced technological gear in the whole Universe, the *No, you didn't™* Personal Force Field is in fact tough enough to withstand any damage you can imagine and a few more things you can't even imagine! It can even protect you against shots from the *Bang! Gotcha™* Gun! So you want to go through a blazing sun? No problem. Want to face the wrath of your stepmother? No problem. Our Force Field can do the job! Note that MegaPlus™ Inc. cannot be held responsible for energy depletion of batteries while the user is taking any potential damage, therefore users should keep check on batteries' energy level before using the Force Field.

Game Balance: Sold in a great variety of colors, this computer-assisted balance should allow the user to precisely weight Game Books and Boxes of any type, from techno-horror to comedy role-playing games and wargames.



Mr. Referee's Neighborhood

WARNING!!!! Unless you intend to be Referee, you should not read the following sections. If you intend to be a Star Riders player, reading what follows will ruin your fun. Don't say we didn't warn you!

Campaign tips

(or: "How to play in the Known Universe.")

Star Riders, by definition, is supposed to be a funny game. However, unlike most funny games in the business in which you never know what might happen since everything can happen, there are some basic consistency rules. Here, you will never have an anvil fall on your character, an Australian demon eating everything in its way or someone pulling a 120 mm cannon from his back pocket. Well, almost never. OK! OK! It happens all the time, but its not the point anyway! This section is here to give you a few tips of how to run a Star Riders game and/or campaign.

Tip #1: Keep 'em running!

You must never give the players a chance to think or to catch their breath. Everything they do must be spontaneous, so thinking is a NO-NO. Better yet, have them check their brains at the door. Take a deep breath and start playing until you're blue in the face. When this happens, call a break and go breathe some air. Be prepared to have a doctor close by at any time, as things might get rough. Get physical; shout at your players, get up on the table, throw things at them. When players begin to stall, throw an unexpected surprise at them. An invading fleet of Smileys, a horde of Nowits or the UPS will do usually.

Tip #2: Steal shamelessly.

Everyone does it all the time these days. When you are out ideas, borrow a few lines from somebody else. David Letterman has the best scripters in the world working for him. We copied (quite) a few lines from another game. If a joke or a routine is popular in your social circle, use it!

And don't just stop with the jokes. Borrow characters too. In our game, one popular character is an ersatz Peter Jennings, who always barges in, stepping

Referee: You see a gazebo on the horizon.

Star Rider: I stare at it.

Referee: It doesn't move. It's a gazebo.

Star Rider: I yell at it!

Referee: It doesn't move. It's a GAZEBO.

Star Rider: I shoot it with my blaster!

Referee: <sigh...> It's now a gazebo with a burnt spot.

Star Rider: Damn beast just won't go down, hey?

Referee: By the way, did you know that a gazebo is a small house?

Star Rider Fun Fact #72: RAVIN

This planet bears some of the most accidented surface features of all known planetary bodies. It is mo

from off-camera into the scene, and starts interviewing the opponents present at the time. Since no one can die in Star Riders, it's always a great deal of fun to see the protagonists stop what they were doing, unite their forces together and find a new and funny way to bonk him. So far, he's been thrown into the nearest black hole, flushed down the toilet, barbecued and steamrolled.

Remember, you're not being graded on originality here. You're being graded on whether the players had a good time.

Tip #3: Running jokes

Then, you develop the plot into a few scenes, much like in the movie. We'll decide here that first, the evil doctor enlists the help of an entire race to take over the planet where the characters are presently staying. The first episode could be the invasion of the planet. The second episode could the characters being taken prisoner and the third could be the final confrontation with the mad conqueror.

Every scene then needs a goal. For example, the goal of the first scene could be to have the characters fight the invading force aboard their ship, which would be shot down by the overpowering armada. The goal of the second scene could be have them made prisoner, then to escape, so that they can confront the bad guy in the final scene.

Like every good comic book, the action needs to take place somewhere, be it in space, planetside or aboard a ship. Then, all you need to determine is who takes part in the adventure, who are the bad guys, the good guys and the annoying guys and what goodies they have (spaceship, weapons, other stuff).

The best way to keep players in the game, aside from locking the gaming area, is to have the action happen in recurring places, where they went before and to have recurring villains appear. Players love to go back to the places they went before and to bonk the bad guys they bonked before. Note that not only villains happen to have recurring roles, good guys and annoying guys also.

For example: Leroy is running away from a bunch of angry Betelgan Mind Spiders, when suddenly, he runs into the same bunch of Turdelwax that tried to throw him into the sun! Tada! Instant double trouble. You're a beginner and you feel a little unsure about creating your own adventures? No sweat! We provided you with not only 1, but 5 great adventures, complete with maps and NPCs! You prefer to create your own adventures but are a little out of ideas? Rejoice, because we offer you 20 outlined episodes (plus a swimsuit issue), presented as a comic book salespitch, which you can detail in any way you like! Aren't we so generous, you feel like you could just send us all your money?

Tip #7: It's a travel game, so put on your walking shoes and travel!

As the title itself suggests, Star Riders are the ones who ride the stars, who travel a lot, in short. Either that or it suggests that we couldn't come up with anything better than that title. Assuming the former, just to give ourselves a little credit, we realize pretty fast that, in order to make a Star Riders game interesting, the Referee will have to keep the players moving and we don't mean packing their stuff in boxes and carrying them over to another place. We mean moving as in "on the road." Of course there are no roads in space but you get the idea, right? Don't have them wallow planetside for too long, as they will only get bored and a bored Star Rider always manages to get into trouble. Every game session or so should take place on a different planet each with its own particularities and colorful locales. Most of the time between games is assumed to be spent traveling to the next destination... and adventure!

Tip # 8: Motivate your players to act.

Referees should always insist upon role-playing over rule-playing. If a character does something like talk to a native, the player should speak his part, not just assume his character says it. Instead of saying something like: "My character goes to see the old man and asks him where the nearest spaceport is," which is a pretty bland thing to say, the player would something more like: "Excuse-me sir! Would you happen to know where the nearest spaceport is? Pretty please?" On the other hand, Referees should set an example by taking the part of the non-player characters and talking like they do, making faces, screaming when they do (be careful not to disturb the neighbors). Don't be afraid to act silly, because when the

Star Rider Fun Fact #75: ONTHERUN

This planet used to be quite plain and ordinary, until the Dadourunrun Conundrum Empire decided to relocate the Senate there. In panic, the inhabitants blew up their planet.

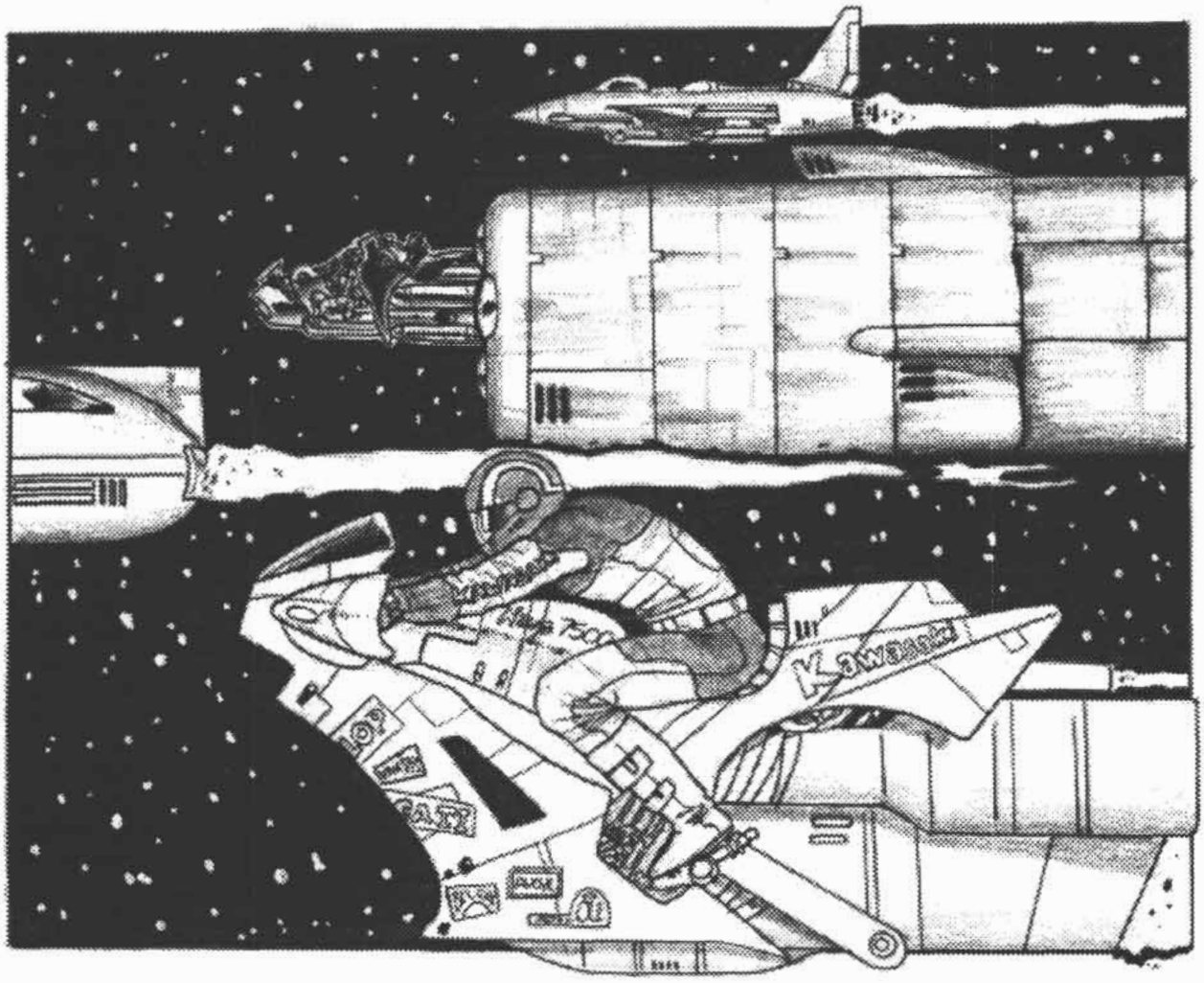
Referee is too shy to act up, the players tend to close up and act down. If you do not interact vividly enough, the games will become boring pretty fast! Example: Referee (acting the part of the old man): "Oy matey! Ya want a'know where th'spaceport is, ya Brucey? An' what might'ere be in f'r me if I tell ya this, huh Brucey?"

Tip #9: No buffaloes!

Don't let yourself, as the Referee, be bullied and buffaloed by your players. You are, after all, the last word in any game-related affairs. No player can argue with you about the rules, **even if you are wrong**! If you come back on any decision you make, you will lose your credibility and your ability to lead.

On the other hand, you can't force players to do something they don't want to do. If you absolutely want something to happen, have events happen so they'll have no choice but to do what you want! It's almost the same thing as forcing them to do something but it's more subtle. For example, if you absolutely want the characters to go to Shaï-Nyy so that the adventure you have prepared can go on, have someone drop by asking them if they could make an urgent pizza delivery to the aforementioned planet. Low-risk, high-gains. The owner of the pizza restaurant will pay for any expenses plus a high cash bonus if delivered on time, maybe forcing the players to go over speed limits and incur the wrath of the UPS.

Now stop reading this useless crap and either flip to the Adventures (p.63), the Episodes (p.81) or create your own Star Rider and start playing!



Leroy, Tabada and the rest of the gang...

Star Riders is not only a wonderful game to play! It's based on a maybe-soon-to-be-released on Earth-style comic book from the Lantrian sector (3, 345, 1). This incredibly humorous and innovative book details the adventures of four brave explorers of the Known Universe.

Well, maybe not that brave.

The first and foremost character in Star Rider, the epitome of... lechery, bragging and downright bad temper is called Leroy. He's an Earth human who's been stuck in space since the Big B.A.N.G. He doesn't really want to find the Earth because, while he's riddled in debts in space, he's in even bigger trouble on Earth. You see, his actual ship, the Stellar Whale, is not the original ship he came out with. His original craft was his father's Chevy '57, fully reconverted for space travel. Alas, as fate would have it, he traded it when he was drunk for his current ship with a strange fellow from Beyond, whom he never saw again. But wait till he gets his hands on that creep!

The second character is Tabada. She's a Very Near Human from a little backwater planet that's so primitive it doesn't even have a name! Her race is a species of proud warriors, bound by honor and who progress in their society through combat. You'd, think when you see her standing a good 6 foot 2 inches tall, all muscle, that she'd be the greatest fighter around and that she was probably a princess on her world. Think again. Although she's an incredible fighter and very strong, especially compared to little dweebs like Dwayne DeBley or Leroy (she's approximately 5 times stronger than human beings), she's considered a weakling on her planet and a coward on both (she fled from the ritual fight against her little two years-old sister!) Her father was this planet's greatest warrior and her mother was even better! Tabada is constantly awed by technology and still thinks a toaster is the greatest gadget ever made.

The third character in list is Dwayne DeBley. He's the group's resident genius. He's so smart, he actually knows how to repair the ship! However, let's face it: he's a dweeb! He's so tongue-tied, he actually lost a contest to win a quadzillion credits because he was too shy to answer to the subsidiary question correctly. He's still trying to live down the fact that he couldn't answer, in front of billions of viewers, what the sum of two plus two is. Nevertheless, he's a good companion to have around, even if it's only to maintain the ship in working order.

Last, but not the least, comes George. He's a little alien from an unknown race, probably from the Unknown Universe. Tabada found him inside the ship one day, hiding from them. She thought he was so cute, she decided to (in her own words): "Hug him and love him and call him George!" This display of over-cuteness was too much for Leroy. Although he wanted him thrown out of HIS ship, he had to change his mind when he came face to face with Tabada's fist. So, grudgingly, he accepted George as one of them, if only to save on dental reconstruction.

So, here's the moment you've all been waiting for! You love them, you've seen them on TV! You want their stats! So, without further delay, I proudly give you: Star Riders, the official we-made-them-ourselves characters!

Star Rider Fun Fact #78: COOPER

From space, this place looks like a giant basketball. Unsurprisingly, they export some of the best basketball players in the Known Universe. They are ruled by King Alice.

Leroy Ventura

Species: Earth human
Age: 20
Hair color: Black
Eyes: Brown
Sex: Male
Height: 6 foot 4 inches
Weight: 200 Earth pounds
Occupation: Whatever it is, his mother's not proud of him.

Game Stats:
Smarts: He's pretty smart (4)
Bod: He's a college jock (5)
RWP: Considered a pain in the neck by most sentient races (2)
Luck: If it wasn't for bad luck, he wouldn't have no luck at all! (1)
Driving: Luke Skywalker, eat your heart out! (6)
Looks: He's not bad looking at all. (5)
Cool: Calm and stoic in most cases. (4)
Bonk: He could benefit from more exercise. (4)
Power: Run Like Heck!
Knacks: Brag +3, Drive Like Crazy +2, Shoot Blaster +1
Traits: Stubborn, Braggart, Womanizer.

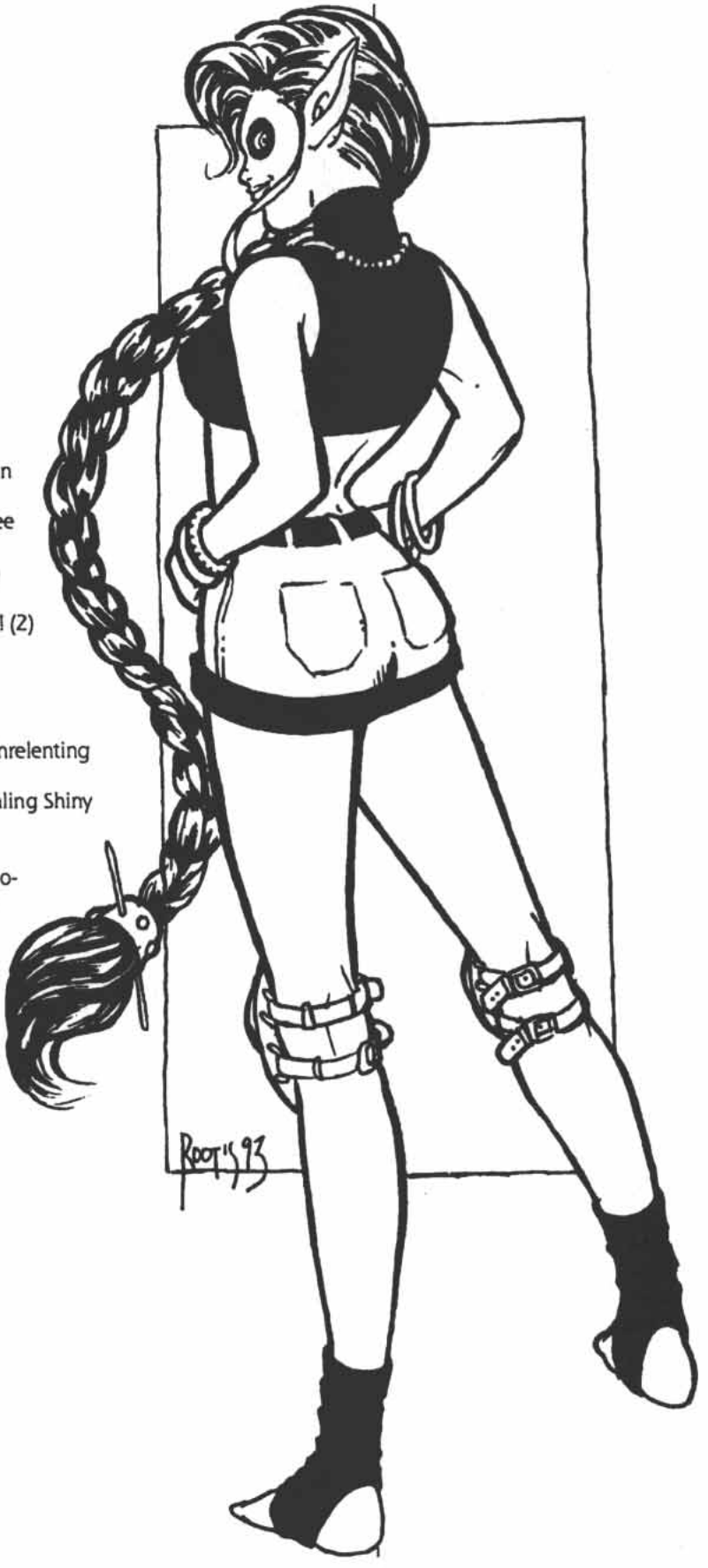
Role-playing notes: The grubby good guy with a heart of gold he's not! He's a good pilot, he knows it and lets everyone around know it too. If it wasn't for his constant bad breaks, he'd probably be rich by now. Instead, he's up to his neck in debts and has half the Galaxy running after him to be reimbursed. He likes Tabada because she's so cute, but thinks she's a little naive. So, far, he hasn't been able to score with her, but he's still hoping. Leroy HATES George for two reasons; the first is because his father's name is George and he hates his father. The second reason is because Leroy has been bitten by George more times than he cares to count and his butt is constantly sore because of that.

Tabada

Species: Very Near Human
Age: 18
Hair: Purple
Eyes: Yellow
Skin Color: Cream
Height: 6 foot 2 inches
Weight: 170 Earth pounds
Sex: Female, by all means!
Occupation: Full-time babe, adventurer

Game Stats:
Smarts: She's not stupid, just a bit of an airhead sometimes. (3)
Bod: Makes Mr. Universe look like Pee Wee Herman. (6)
RWP: She's liked by mostly everyone. (4)
Luck: Luck's on her side. (5)
Driving: She's a road hazard all by herself! (2)
Looks: She's a babe! (6)
Cool: Flips out sometimes.(3)
Bonk: Unbeatable. (10)
Power: Toughness
Knacks: Clobber Leroy +1, Fight with Unrelenting Ferocity +3, Look Adorable +2
Traits: Curious, Friendly, Can't Resist Stealing Shiny Baubles

Role-playing notes: Tabada is a clever, no-nonsense kind of girl. She's awed by the wonders of space and of technology, about which she understands zip. She likes Leroy, but thinks he's a little too mean for her taste. Tabada has a short temper which is backed by years of fighting experience. She will not hesitate to enter a fight, fists and puns flying.



Dwayne DeBley

Species: Earth Human
Age: 20
Hair: Black
Eyes: Dark brown
Height: 5 foot 9 inches
Weight: 145 Earth pounds
Sex: Male
Occupation: Resident Scientist

Game Stats:
Smarts: Makes Einstein look stupid (6)
Bod: Trips on his shoelaces often (2)
RWP: Well... (3)
Luck: At least, he's lucky! (5)
Driving: Better than Miss Daisy (4)
Looks: Not bad looking! (4)
Cool: Sigh... (2)
Bonk: Eats his oatmeal everyday (5)
Power: Lose It Completely
Knacks: Knowit +2, Fixit +3, Make Repairs Like Scotty +1
Traits: Tongue-tied, Very friendly, Too right for his own good

Role-playing notes: The archetypal genius tripping over his shoelaces. Dwayne likes to party, but he feels a bit awkward among people. He gets along well with everyone in the team, but still stutters a bit when alone with Tabada.

George

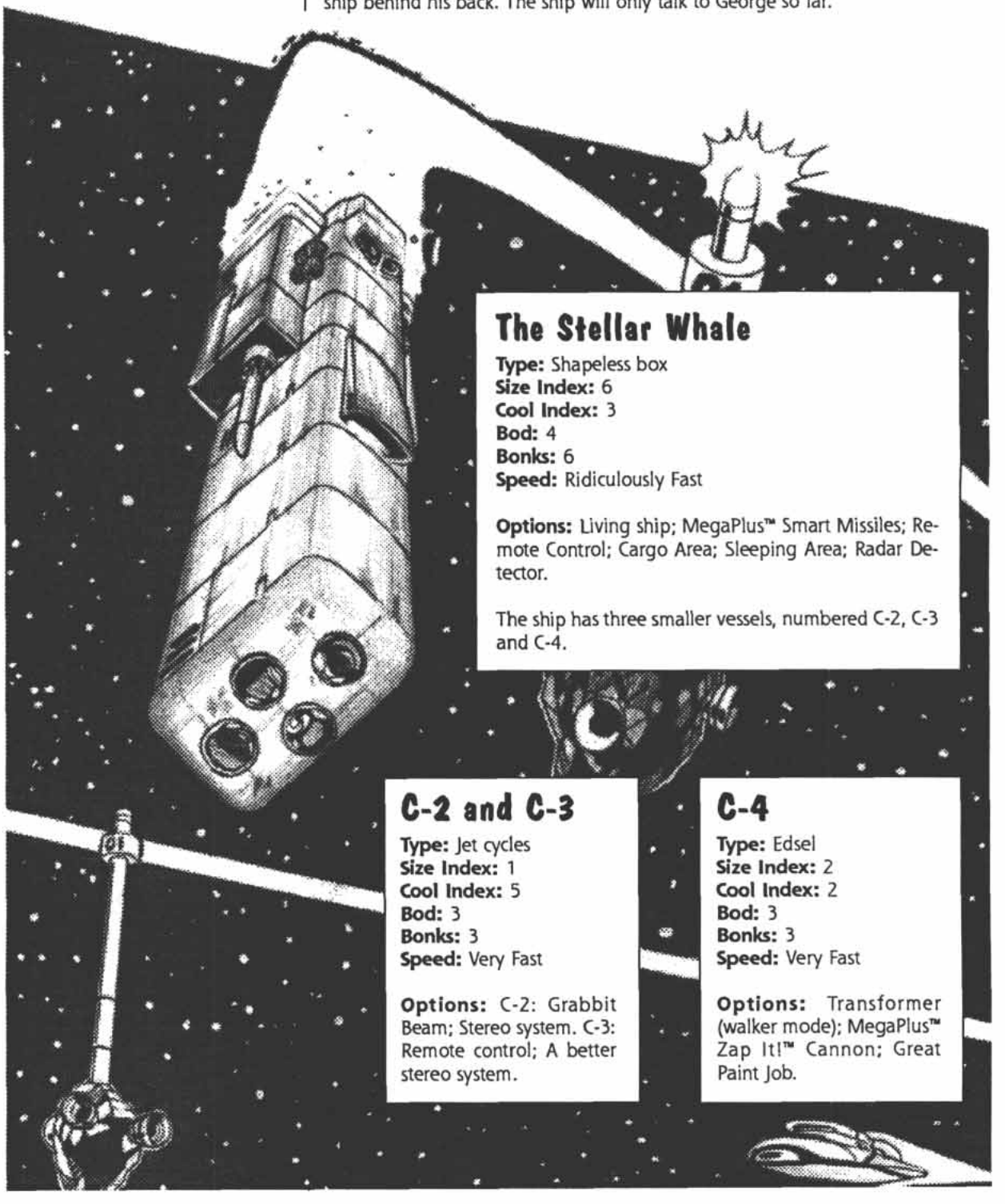
Species: Not Very Near Human
Age: Unknown, somewhere between 6 and 10 million Earth years
Hair: Yellow
Eyes: Purple, always full of sparkles and half-filled with tears
Skin Color: The cutest shade of green
Height: 4 foot 8 inches
Weight: 80 Earth pounds or about 28 toasters (empty)
Sex: Unverified. Probably male.
Occupation: Cutie, Tabada's teddy bear

Game Stats:
Smarts: He's more intelligent than he lets on (4)
Bod: A bit uncoordinated, much like a child (3)
RWP: Everybody thinks he's the cutest thing in the Known Universe (6)
Luck: He's a lucky sod! (6)
Driving: Doesn't know driving from his foot (1)
Looks: He's so cute! (6)
Cool: He's so cool! (5)
Bonk: Pretty tough for such a little guy (4)
Powers: Talk with Aliens, Sharp Teeth
Knacks: Look So Cute Everyone Wants to Hug You +2, Bite Leroy +2, Talk to Ships +1, Talk in a Language Nobody Understands +1

Role-playing notes: Be cute. Talk like Beepers in the Muppet Show. Bite Leroy when nobody's looking, then go hide behind Tabada. When bored, feed the ship with pudding and talk to it.

Their ship

Leroy's ship is called "The Stellar Whale." It's a shapeless box he traded for his father's Chevy '57. He traded it with a guy from Beyond, whom he never saw again. Even though he doesn't always think so, he actually made a very good deal. The ship is Ridiculously Fast, has a lot of cargo space and is tougher than most other ships. On the down side though, parts costs an arm and a leg and maintenance is a nightmare! What Leroy doesn't know, is that the ship is alive and uses vanilla pudding as fuel. Luckily for Leroy, George has been feeding the ship behind his back. The ship will only talk to George so far.



The Stellar Whale

Type: Shapeless box
Size Index: 6
Cool Index: 3
Bod: 4
Bonks: 6
Speed: Ridiculously Fast

Options: Living ship; MegaPlus™ Smart Missiles; Remote Control; Cargo Area; Sleeping Area; Radar Detector.

The ship has three smaller vessels, numbered C-2, C-3 and C-4.

C-2 and C-3

Type: Jet cycles
Size Index: 1
Cool Index: 5
Bod: 3
Bonks: 3
Speed: Very Fast

Options: C-2: Grabbit Beam; Stereo system. C-3: Remote control; A better stereo system.

C-4

Type: Edsel
Size Index: 2
Cool Index: 2
Bod: 3
Bonks: 3
Speed: Very Fast

Options: Transformer (walker mode); MegaPlus™ Zap It!™ Cannon; Great Paint Job.

More Guys/Gals/Beings to Play With

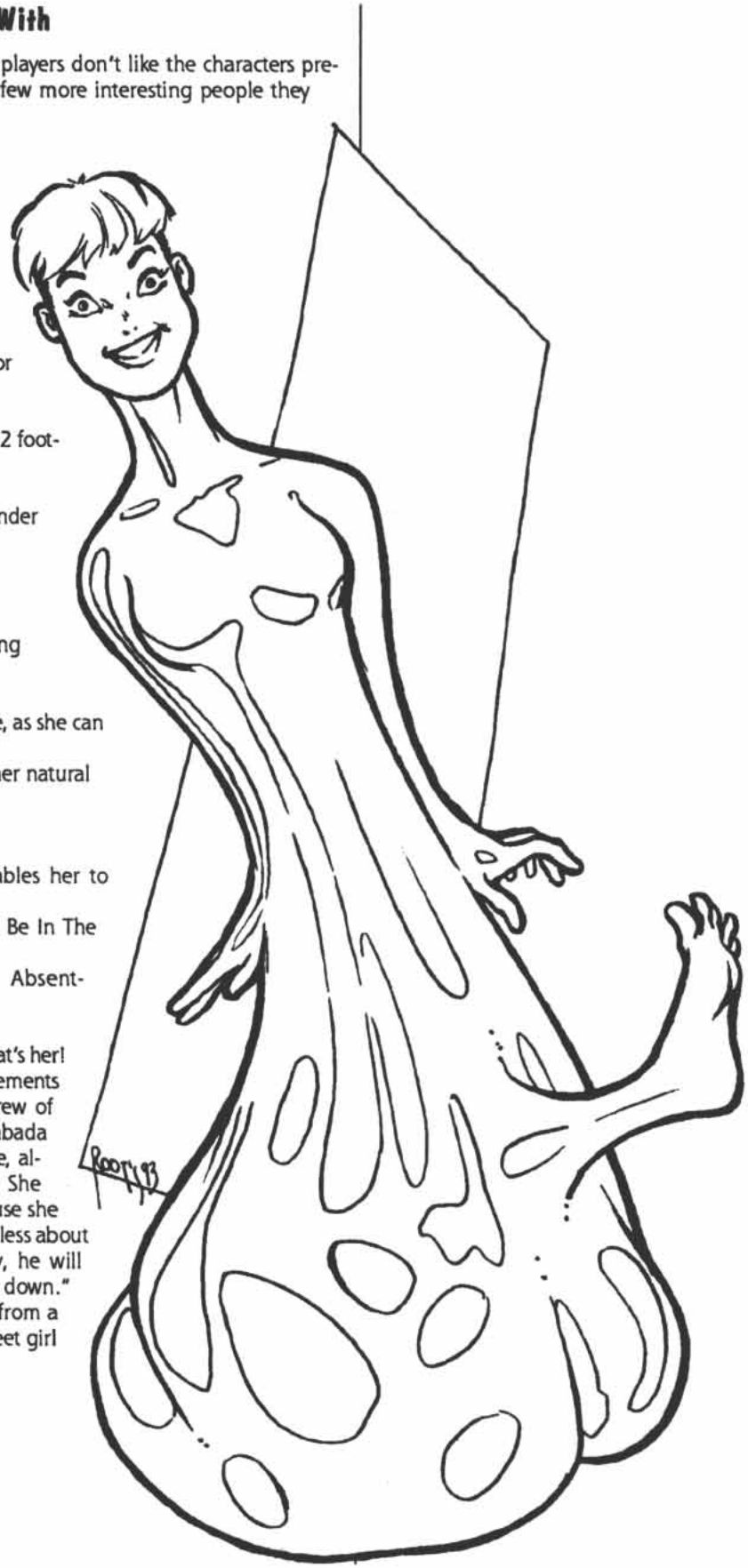
You have more than four players? Or your players don't like the characters presented above? (For shame!) Well, here's a few more interesting people they can meet, play or bash!

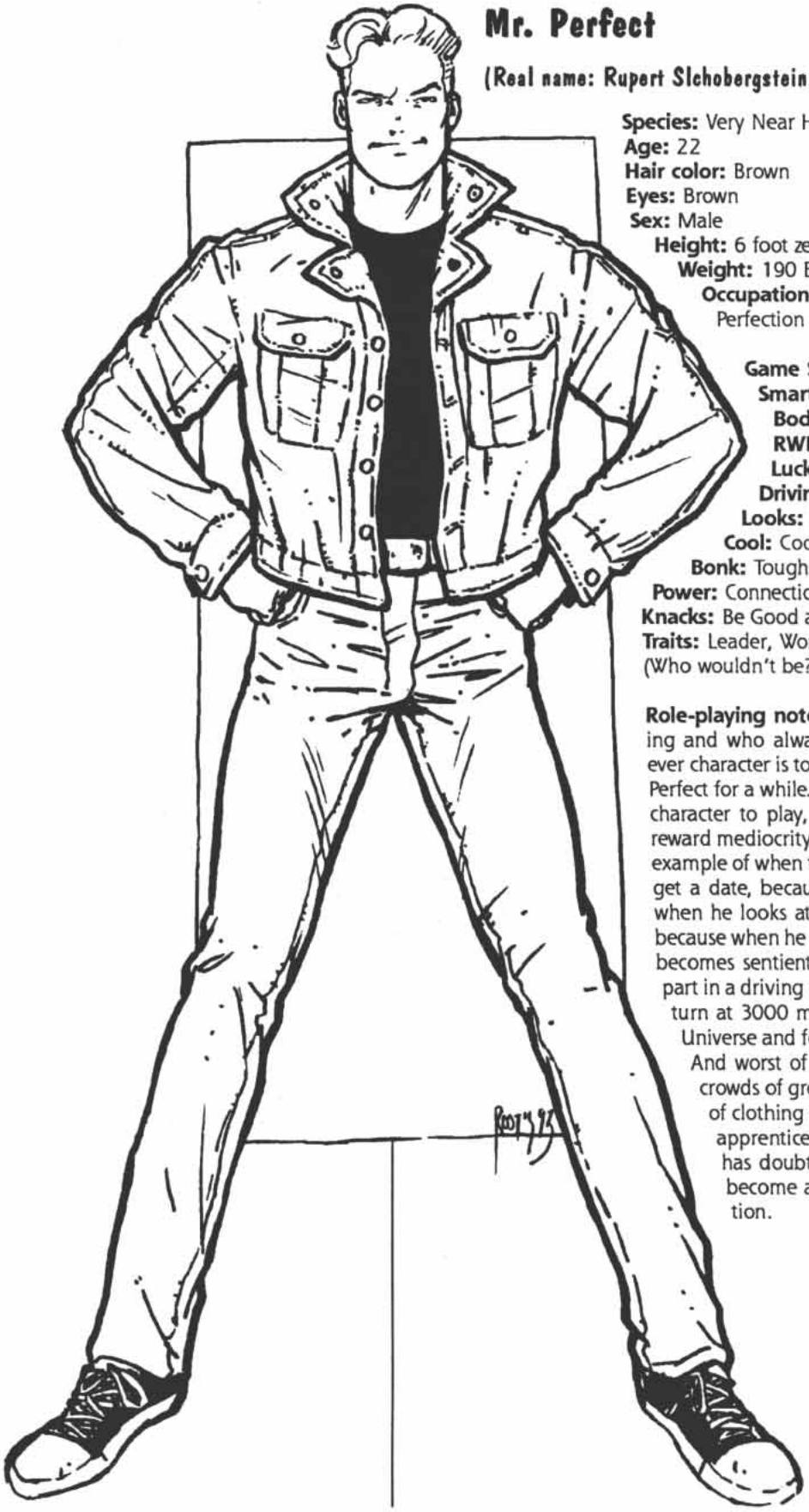
Oddly, the shapeshifting wonder

Species: Jell-Oh (Real Weirdie)
Age: 2000 Earth years, which is, for her race, the equivalent of a 19 year-old
Hair: None in her natural shape, any color when using her power
Eyes: None in her natural shape, any color and number when using her power
Sex: Anytime babe!
Height: From a 10-foot radius puddle to a 12 foot-high humanoid
Weight: Around 200 Earth pounds
Occupation: Professional shapeshifting wonder

Game Stats:
Smarts: She's smarter than Leroy (5)
Bod: A bit slow and uncoordinated (3)
RWP: Hey! She's a professional shapeshifting wonder! (6)
Luck: Pretty lucky (4)
Driving: Doesn't need to know how to drive, as she can turn into a car! (1)
Looks: Looks like grape-flavored Jell-O in her natural shape (3)
Cool: Calm and stoic (4)
Bonk: Pretty tough Jell-O! (4)
Powers: Shapechange, Beauty Salon (enables her to change her Looks from 1 to 6), Fly
Knacks: Always There When Needed +3, Be In The Way +1
Traits: Kind, Happy-Happy-Joy-Joy and Absent-Minded

Role-playing notes: Little Miss Sunshine, that's her! She always full of good words and encouragements for her friends. She sometimes joins the crew of the Stellar Whale. She's good friend with Tabada and George and has a thing about Dwayne, although he's totally oblivious to all that. She doesn't get along too well with Leroy, because she thinks that "he should smile more and worry less about chasing women around, because someday, he will meet a fine young lady and marry and settle down." She sounds like a typical suburban mother from a rerun of "Father knows best." But she's a sweet girl (or puddle or whatever).





Mr. Perfect

(Real name: Rupert Slchobergstein. But it's a secret)

Species: Very Near Human
Age: 22
Hair color: Brown
Eyes: Brown
Sex: Male
Height: 6 foot zero inches
Weight: 190 Earth pounds
Occupation: Apprentice Incarnation of Perfection

Game Stats:
Smarts: A genius (6)
Bod: Bruce Lee, eat your heart out! (6)
RWP: Everybody wants him! (6)
Luck: Luckiest guy alive! (6)
Driving: Racing demon (6)
Looks: What did you expect? (6)
Cool: Cool as ice (6)
Bonk: Tough cookie (6)
Power: Connection
Knacks: Be Good at Everything +6
Traits: Leader, Womanizer and Ashamed of his Name (Who wouldn't be?).

Role-playing note: Got a player who's really annoying and who always complains that his/her/its/whatever character is too wimpy? Have that player play Mr. Perfect for a while. Although he seems like the perfect character to play, remember that in Star Riders, we reward mediocrity by grading on the curve. Here's an example of when too much is too much. He can never get a date, because women always fall unconscious when he looks at them. He can never fix anything, because when he does, it becomes so good, it usually becomes sentient and flies away. Last time he took part in a driving contest, he made such an incredible turn at 3000 miles an hour, he exited the Known Universe and found himself in another dimension. And worst of all, he can't go anywhere without crowds of groupies following him to tear a piece of clothing or to get an autograph. He's still an apprentice incarnation of perfection and now has doubts as to whether he really wants to become a full-fledged incarnation of perfection.

Zod, the guy next door

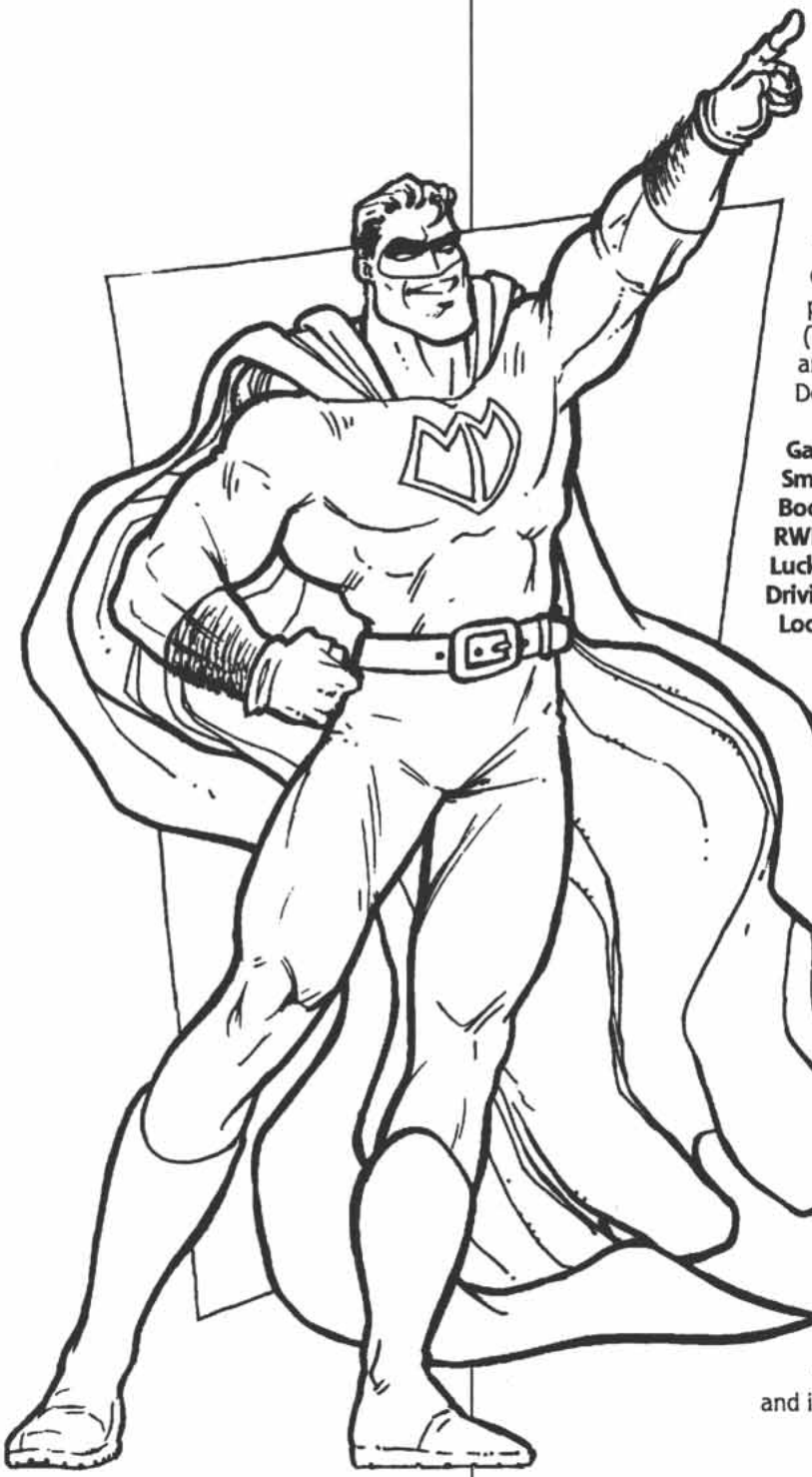
Species: Real Weirdie (looks like a pink sphere with six arms)
Age: 34 Zodan years (about 567,890 Earth years)
Hair: None
Eyes: Probably not
Sex: It
Height: 5 foot 11 inches
Weight: 200 Earth pounds
Occupation: Full-time neighbor

Game Stats:
Smarts: Average (3)
Bod: Clumsy (1)
RWP: Party animal (6)
Luck: Not too bad (4)
Driving: Average (3)
Looks: Kinda cute (4)
Cool: Unfazable (6)
Bonk: Pretty tough (5)
Powers: Bounce, Superspeed, Teleport
Knacks: Party Hard +1, Play Volleyball (the ball itself, not the game) +1, Cook Everything on a Barbecue +2
Traits: Fun-loving, Party Animal and Suburban Neighbor Attitude.

Role-playing Notes: Zod is known throughout the Known Universe as "The Guy Next Door." With its ability to teleport, it owns literally thousands of small bungalows throughout the universe. One of these bungalows is located near one of Leroy's favorite bars, so that's how he came to meet Zod. Although a bit weird sometimes, it's basically a pretty fun guy (or girl, no one knows for sure, not even Zod itself) who likes to party hard, go to the beach and cook on his barbecue.

- Hiya neighbor! Howya doin' neighbor? Isn't it an incredible coincidence that we is neighbor here too, just like on Alpha Fred FM? So, like, what are ya here for? Vacation you say? Isn't it an incredible coincidence? Like, I'm here for th' same reason too! Hey! Is it just me or is yer face turnin' purple? Izzat normal fer yer species, like, I wouldn't want ya to die on me, right?

- Typical conversation between Zod and yet another annoyed neighbor.



Manic Man/Depressive Man

Species: Very Near Human
Age: Unknown, probably in his late 20's
Hair color: Unknown, if any.
Eyes: Unknown, hidden behind mask.
Sex: Male
Height: 6 foot 6 inches /5 foot 2 inches
Weight: 250 lb. of muscle/250 lb. of fat
Occupation: Part-time superhero, part-time depressed guy
(The Stats, Powers, Knacks and traits before the slash are for Manic Man. Those after the slash are for Depressive Man.)

Game Stats:
Smarts: 3/3
Bod: 6/1
RWP: 5/2
Luck: 3/1
Driving: 4/2
Looks: 5/2
Cool: 6/1
Bonk: 5/2
Powers: Flight, Superstrength/None
Knacks: Stand for Truth, Justice and the Right Way +3, Pose Heroically +1/None
Traits: Inspiring, Active and Cheerful/Depressing, Lazy and Depressed
Weakness: Turns form Manic Man to Depressive Man for 1D6 turns every time he fails at something.

Role-playing Notes: In his Manic Man form, he is the epitome of superheroing, leaping to the rescue of the helpless, the widow and the orphan. In this form, he looks like a very-well built man in thighs, complete with cape and superhero attitude. However, should he fail at anything when doing something, he turns into Depressive Man, a good-for-nothing fat slob that looks like, well... a nerd. A big nerd. In this incarnation, he has no powers, no Knacks, looks depressed and is depressing for people around him.

Maammo

Species: Human
Age: 21 Earth years
Eyes: Brown
Sex: Male
Height: 6 foot 2 inches
Weight: One Nick (250 lb.)
Occupation: Star Rider

Game Stats:
Smarts: Not too shabby (4)
Bod: Average (3)
RWP: Pretty cool (4)
Luck: If it wasn't for bad luck... (1)
Driving: Drives like a maniac (2)
Looks: Average (3)
Cool: More talk than do (4)
Bonk: Tough! (9)
Power: Toughness
Knacks: Tell Fibs + 3, Kill the Quarterback + 1
Traits: Tattletale, Fun-loving and Shy

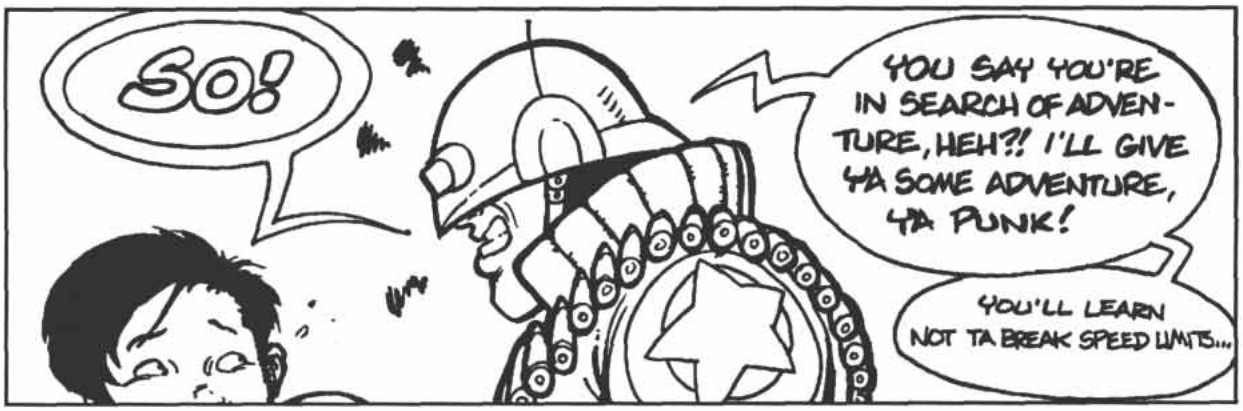
Role-playing Notes: Maammo's favorite quote is: "My name is Maammo, but you can call me God." He would like people to believe he is not a regular guy, but a disgruntled entity, on a quest to find back the source of his power. Actually, he's broke and would like to hitch a free ride on a ship to find the Earth, the source of his favorite treats: M&M's.

Jimmiminy, the cricket

Species: Real Weirdie (Looks like a 3 inches tall humanoid cricket)
Age: Around 200 Earth years
Hair: None
Eyes: Blue and full of beautiful sparkles
Sex: For shame, Pinocchio
Height: 3 inches
Weight: 5 ounces
Occupation: Bug

Game Stats:
Smarts: Too smart for his own good (5)
Bod: Fast little bugger (4)
RWP: Fled like the plague (1)
Luck: Lucky sod (5)
Driving: Doesn't know driving from his foot! (1)
Looks: Cute in a buggish kind of way (4)
Cool: Nearly unfazable (5)
Bonk: It's a bug for God's sake! (1)
Powers: Forcefield, Teleport and Monster Out (in a 10 foot-tall version of the Creature from the Black Lagoon)
Knacks: Knowit +3
Traits: Bugging, Pest and a Bad Temper

Role-playing Notes: Jimmiminy the cricket is always there to remind people not to put their elbows on the table, to say "Thank You!" when your Aunt Edna gives you a second serving of her god-awful tuna casserole and to bite your head off if you try to turn him into so much bug-paste.



The Star Riders' Wild Stories

We've introduced you to a wacky universe. We've taken you to meet strange and wonderful — okay, at least decent — people (and their leaders, too). We've given you toys and gadgets beyond your wildest dreams, and probably way past that. Now what? Now it's time to play!

There is still one small hurdle to clear, however: actually finding a story to play in. Normally, the writing is up to the Referee — you know, the guy with the delusions of Godhood. Thing is, the Referee is a guy (or gal) just like the rest of us (except during play, where he transforms into God — but that's another story completely): he might feel uncreative. Perhaps he did some wild partying the night before and his brain refuses to go past the joke and acting stages (quite understandable if your parties are anything like ours). Or maybe the players (all six of them) want to play NOW — and who's gonna argue at six-to-one odds?

Remember what we said about Star Riders being like a comic book? We were telling the truth. Using a MegaPlus™ TimeGrabber II, we reached far into the future and scanned the content of the Star Riders comic book! You'll find some pretty complete synopses of most of the early issues in the following pages. These can be used as is for instant fun and pleasure! (Best of all, no need to add water!)

Although we numbered these issues, you can read, err, play them in any order you like. There's no real continuity between them so you won't create any paradox by playing them out of order. ("Paradoxes? What a great idea! I've got to work on that! BWAHAHA!!!" - DOCTOR DESTRUCTO)

You might also tweak the scenarios a little (or a lot, we don't mind) to suit your gaming style and your player group. Nothing is cast in super-high-density-mega-ferroconcrete[1]: don't hesitate to cut, paste, maim, mutilATe, kilL, DESTROY — oops, sorry about that — to suit your needs/envies/ambitions/etc.

These episodes are meant to provide you with a base to start playing, so turn the page and get right to it!

Oh, and by the way: it doesn't matter if the players read through this section. Never forget, we grade on the curve: smart alecs, even those who know everything in advance, are still in big trouble (probably even more so than usual — feel free to ask your local Nowit).

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1. Planets'R'us, stock number 42375358

"The day started normally. A bit of misunderstanding led to an early departure, but that's pretty much routine. We almost ran over a Turdelwax who was crossing the road on the way to the spaceport but we swerved at the last minute and missed him. Too bad the UPS guys following us didn't.

Anyway, we got to the ship and got away. Then we bumped into Dr. Indi-Yana Jaune who asked us to go get something for him since he forgot his hat back at home. Looked simple enough; he even agreed to cover the expenses.

Had we known it was on Ed-On-Tur, I would've said no..."

- From "I was a Star Rider", published by Arcturian Press

Star Rider Fun Fact #82: BOSSANOVA

The core of this planet is pulsing with geothermal energy. This translates into a constant bass rhythm heard everywhere on the surface. The inhabitants have adapted and constantly walk with a dancing gait.

The Case of the Mistaken Idol

"Whaddaya mean, we can't land? Lissen up buster, my boyfri.. uh my friend is being hunted by alien being from the outer edge of the galaxy who think he's some kind of mythic hero from the past who's come to lead them to total universal domination or somethin' and for that they want to sacrifice him by throwing him in the sun for god's sake!"

Tabada was really getting cross now.

"Sorry babe, no can do! That Leroy friend of yours hasn't paid his Techno-sentient bio structure importation and travel rights." The duty officer was a wimpish-looking four-armed balding humanoid bureaucrat. "It says right here in the rules that 'Techno-sentient beings are not allowed on the planet's surface except if import and travel duties are paid, in full (and in cash) to the serving officer (that's me) representing the word and letter of the law (that's what I just read to you).' So, pay up or go away!"

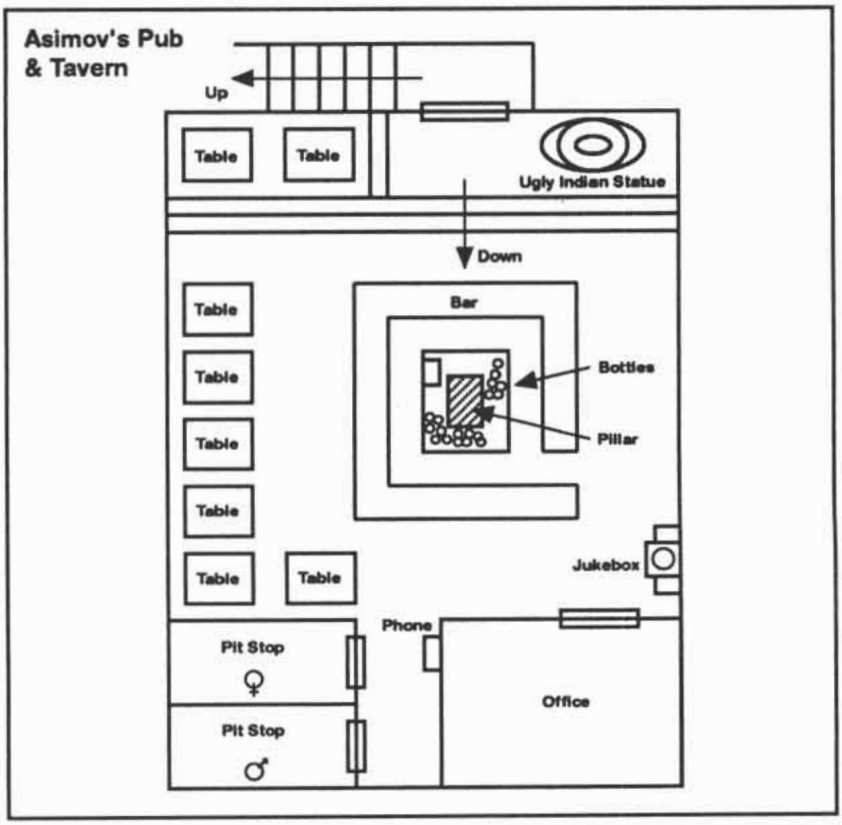
Leroy had no time to hold Tabada back before she transformed the wimpish-looking four-armed balding humanoid into a wimpish-looking four-armed balding mass of pulp.

"Great! Now, what are we supposed to do?" screamed Leroy.

"Well, the usual!" answered Tabada, after a brief moment contemplating her handwork. "We blast our way through!"

Leroy, totally depressed, returned mumbling to the control room.

"It's gonna be another one of those days!" he grumbled.



The restaurant at the rear end of the universe

The characters should begin at "Asimov's pub and tavern – Fully licensed, complete meals, All sentients welcome!" which is a big name for a small, very small bar. Located at the edge of the Known Universe, it's a rowdy place where beings of all gender, creed, walk in life and chemical composition come to relax, albeit probably in a vertical, unseated position since it's very small and very crowded. The ale is good and prices are fair, although the food has probably seen better days. So, the characters are having a good time and relaxing after a tough run of "spice delivery," if you know what I mean. Since it's very crowded and very very small, roll on the following table for every five minutes the characters spend in the place.

1-2 A rather large and brutish-looking alien steps on the character's foot and will stay there for 1D10 minutes. The being will remove its foot and apologize if asked politely, but will ignore the character if insulted and apply more pressure for another D10 minutes. (Alien: Smarts 2; Bod 4; Bonks 7; weight 400 pounds.)

3-4 A pickpocket tries to steal the characters' money. The character must succeed a Smarts roll at to notice him. If caught, he will flee by running on the heads of the crowd. If another character is in the path leading to the exit, he will be stepped on. (Normal defense rolls apply of course. Bod 4; Knack: Put hands where they don't belong + 3; Power: Run Like Heck)

5-6 Stuck in a corner. Too many people to move out of there. Lasts for at least two minutes. After thirty seconds, the character(s) stuck there will feel an urgent need to go to the bathroom! Roll under Bod to hold down the ale every minute or else do it in the corner! (No one will notice the smell except the character stuck there. Stinks like hell.)

7-8 An ugly alien falls in love with the character and starts sending him drinks. No dice. Roleplay. Try not to spew!

9-0 A cute alien falls in love with the character. Again, no dice, just roleplay it. The only glitch is that the alien is of the same gender as the character! (Looks female, but is in fact a male or vice-versa.) The alien thinks the character is of the opposing gender. Embarrassing if nothing else.

After a while, the characters will probably get tired of this nonsense and will head for the exit. At the doorstep, make sure Leroy gets pushed and falls on the customers entering the bar. They're a party of four humanoid turtles; aside from the fact that their skin is silver, they look perfectly okay. Apologizing, they lift Leroy from the ground. When they see his face, the aliens all look transfixed.

"The Rami-King has come back!" one of them shouts. "The Rami-King is back! The prophecy has come true, at lasts! Come Rami-King! Come and lead our people to its glory! At last, women, fame, talk shows, money, real life! We're so good! Come!"

If the Leroy accepts and no character asks any question about the prophecy they're talking about, go straight to the "Barbecue" section of the adventure. If any of them asks about the prophecy read the following:

"We are glad you asked! The prophecy said that if the great Rami-King were to come back, he would sacrifice himself by going into the sun to become one with it, and thus send his guiding light in the heart and soul of all our people. But quick, come, we have to make haste, for, according to the prophecy, he is to be sacrificed no later than a solar cycle after his return!"

At this point, the party will, hopefully, want to flee from these loons. The Turdelwaxs, as they call themselves, will try everything to get Leroy back, running after the characters and trying to knock them out, but not engaging in lethal combat. They shout as they run "Come back Rami-King! Come back!" If the party

Star Rider Fun Fact #88: WHATABOUT

Nobody has ever found anything to say about this particular planet. Why is it here? Beats us.

Star Rider Fun Fact #94: DOLBY I & II

A strange twin-planet system, Dolby boasts the most efficient communication network of the Known Universe since everything said on one planet is heard perfectly on the other.

makes it the Stellar Whale, go to the next section. If they get captured, go to "Barbecue."

Duty free

Having made it to the Stellar Whale, the party will have to launch as fast as they can, as the Turdelwaxs are already airborne, having radioed to a few of their friends to intercept any spaceship that might try to escape from the asteroid on which the Asimov's pub and tavern is located. So far, they have captured 3 ships and the Whale may be next! If the Stellar Whale gets captured, go to "Barbecue." If they escape, read the following:

"As you try to punch trough hyper space, a ship appears out of nowhere, perpendicular to your entry coordinates, and you are forced to punch an emergency destination. Whoosh! (Or any other pseudo-scientific-space-travel kind of noise you may care to articulate. Use your imagination.) You pass through hyper-space as graciously and as softly as an elephant entering in a VW Beetle. Upon entering realspace and scraping your lunch from the panels of the control room, you find yourselves orbiting a big pink planet." Suggest that Dwayne (or a technically apt character) runs a scan of the planet or sends a probe. That way, the characters will learn that it is an artificial planet covered with 100 km of soft...meringue. (Told you it was a silly universe!) This planet is a designer planet, recognized to be very stringent on import and export, especially of meringue. At this moment, the party receives a hailing message from an awfully big duty ship to reduce their velocity and prepare to be boarded.

Awfully big ship: Type: Shapeless box, Cool Index: 4, Size Index: 12, Speed: Super Fast Options: Cargo Bay, Jaws, MegaPlus™ Cable TV, Orchestra.

Assuming the players have matched the speed of the awfully big ship, a small, four-armed, balding humanoid enters the Stellar Whale, flanked by three well-armed guards, all of them having four-arms

Guards: Real Weirdies with four arms. Bod 4, Smarts 1, Bonk 8. Powers: Monster Out, Superstrength. Armed with MegaPlus™ Hyper Bazooka. Knacks: Ignore Pleas +4, Look Impressive +2, Pulverize Star Riders +4.

The smallest of the four aliens asks to speak to the captain of the ship.

"Welcome around the planet Loopha-ti IV sir! My name is Roon-Loop-Trek, duty officer, and I'm here to collect duty to authorize you to enter the atmosphere of our beautiful planet. Usually, we allow any who wishes to VISIT the planet to enter freely, but, since our scanners have detected that you carry with you a Techno-sentient bio structure, and a huge one at that, we'll have to charge you with a, ..um.., rather stiff Techno-sentient bio structure import and travel right. Because of the extreme mass of the said Techno-being, the duty will be of three point five million credits. (Which is of course a sum of money the characters would never be able to amass!) Cash only please."

(Note: A Techno-sentient bio structure is a sentient, living mechanical organism. The Techno-sentient bio structure the duty officer is talking about is the ship, although neither he nor the players know that it is alive. End of note.) Of course, since according to one of Murphy's law, "If something is already going wrong, it's gonna get worse," it's at this precise moment that the Turdelwaxs, having traced the whereabouts of the party, decide to appear. What ensues can only be qualified by the words: TOTAL MAYHEM! The characters will now have to (not necessarily in that order) 1- Defend themselves against the Turdelwaxs; 2- Either bribe the guards and officer or bust them up; 3- Free their ship from the duty ship because the boarding system is jammed. Good luck, you'll need it! If the characters escape, they will be able to hide the meringue covering the planet, effectively making them very tough to find, requiring a roll of 9 or more to find them

with any scanner or probe. Or they could escape through hyperspace, but the Turdelwaxs would be able to find them more easily (if any of them is still alive of course!) If the characters don't escape from the Turdelwaxs, Go to "Barbecue"!

Barbecue

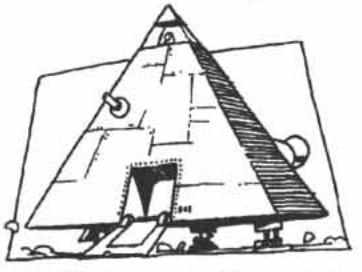
(or: "Excuse me, would you happen to have some level 25,000 solar creme?")

Having being captured by the Turdelwaxs, the characters find themselves in a very perilous predicament indeed. Brought to the Turdelwaxs' planet (which is a nice place to visit, but believe me, you wouldn't want to live there!) they are treated as heroes, although they are bound and chained if they tried to flee in section one. After a few hours feasting and rejoicing, the Turdelwaxs decide to throw their "King" into the sun. What the heck, they decide to throw his friends as well! (We know, this is silly, but what can we do? It's not our fault if this race is loony!) At this point, it's also possible that Leroy is the only one captured (we suggest that you arrange to have only Leroy captured if you play with only two or three players. Make him an NPC in that case.) If only he's the only one captured, the other characters could follow the Turdelwaxs ships to their planet and free Leroy by freeing him from the rocket as he flies through the atmosphere towards the sun, or maybe bribe the aliens into giving him up. Be creative, because the players never do what you expect them to do!

Of course, if all the characters are captured, give them a chance to escape. Remember that Turdelwaxs are loonies and that they are also pretty stupid. If the stupidity of the players matches that of the aliens, well, send in the cavalry! Or better yet, send the Universal Police Service to arrest the whole planet for having disturbed the peace at Asimov's pub and bar. Be creative. Be silly. Have fun.

Turdelwaxs Ships

Type: Geometrical shape (Pyramid)
Size Index: 3
Cool Index: 5
Bod: 4
Bonk: 3
Options: Grabbit Beam; Force field



Toastermania

"B-b-b-but, I don't have 30 toasters on me!" stuttered Dwayne. "But I have 500 credits here!"

"Sorry Bub! These not legal tender anymore! Can't you read the sign? It says: 'The house will only accept toasters. No credits.'" replied the shopkeeper, a tarnished Turdelwax who had obviously seen better days.

The shop was packed with sentients tweeting, telepathing and chattering away while they waited to exchange their toasters for the new Immortalex™ Personal Immortality Kit.

"Couldn't you make an exception?" pleaded Dwayne.

"If I do it for you, I'd have to do it for everyone here! Now move it kid, or I'm calling the UPS!"

"Then call them, you overgrown turtle!" replied Dwayne.

Star Rider Fun Fact #97: PLANET OF THE BABES

Do yourself a favor and go check that one out by yourself, okay?

Star Rider Fun Fact #100: COLDH

This planet has long been believed to be the proverbial Hell. However, its steaming temperature has made it very popular as a hot-dog production plant.

Both antagonists just stood there, silent. The Turdelwax was pondering whether this kid was tougher than he let on or just plain stupid. Dwayne was simply amazed at his newfound bravery and pondering whether he should make some kind of follow up remark or just make a run for it.

The Turdelwax acted first.

"Guards!!! Guards!!!" he screamed on top of his lungs, or whatever breathing organ this race has.

Hell broke loose when the guards, four humoungously huge Near Humans came running, guns (or should we say cannons?) blazing, firing away at everything standing up.

That's when Dwayne simply decided to use the better part of valor and make a run for it... on all four!

It was gonna be another one of those days...

The story so far...

Since the Beginning of Time, sentients have always wanted a way to increase their lifespan beyond their natural limit. This has led many of them to commit all kinds of silly acts, such as dipping themselves in cow's caca or sap the blood from a now extinct race now as the Helves or something like that. Of course, since most of these pseudo-scientific endeavors were harmless, nobody minded those pursuing such researches. Even when the Helves disappeared form the face of the Known Universe, nobody minded. Some planets even held festivities to celebrate the disappearance of these pompous, arrogant humanoids.

Some universal companies even tried to market immortality kits, but most failed miserably, due to high production costs and an even higher sales price. The last time a company marketed an immortality kit, it was retailed at around 20 gadzillion credits, which is more credits than there are in the entire Known Universe.

However, recently, a little-known company named Immortalex™ mass-marketed a Personal Immortality Kit for the reasonable price of... 30 toasters? Composed of one easy-to-carry bottle, in which was contained the Immortalex™ serum, the kit sold like crazy. And still does. In fact, it works so well that credits are not legal tender anymore in most parts of the Known Universe and the once-common appliance that is a toaster has become a rarity, and is now used as legal tender! So strong was the urge to buy the Personal Immortality Kit that Bubu, the president of Seltzer II was traded in for a bottle of the precious liquid.

The awful truth!!!

The bottles contain only old leftovers of New-Cola that nobody wanted anyway. An abandoned freighter full of this god-awful liquid was found by a Megalomaniac, by the name of DOCTOR DESTRUCTO!!! With the help of a few precious sidekicks, such as Peter De Seller and Maria Mapletree, he marketed the liquid under the pretense of an immortality serum and asked the seemingly absurd price of 30 toasters, knowing that he would ruin the Dadourunrun Conundrum Empire's economy and accumulating tons of missiles at the same time (a toaster can be fired as a missile capable of destroying, huh, well, a lot of things!). Since no one will know whether this is a real immortality serum until they grow old enough to croak, his little scheme could go on for quite a while!

If the characters don't stop him, he will ruin the Dadourunrun Conundrum Empire and they will stop receiving their weekly allowance!!! Aaaarhg! They've gotta stop him!

DOCTOR DESTRUCTO, professional evildoer

Type: Human
Game Stats:
Smarts: A criminal genius (5)
Bod: Doesn't need much, can always hire somebody to do his dirty work (3)
RWP: Doesn't go out much (1)
Luck: 3
Driving: Has a private chauffeur anyway (1)
Looks: Frightening! (2)
Cool: Cold as ice (5)
Bonk: Tough cookie (6)
Power: Filthy Rich
Knacks: Devise Plans to Dominate the Known Universe +3, Ominous Laugh +2, Knitting +1
Traits: Evil, Nasty and Talks Like a B-Movie Villain

Peter De Seller, megalomaniac-in-training

Type: Human
Game Stats:
Smarts: 3
Bod: 3
RWP:5
Luck: 2
Driving: 4
Looks: 5
Cool: 4
Bonk: 3
Power: Lose It Completely
Knacks: Drive Like Heck +2, Sweet Talk People +2
Traits: Braggart, Womanizer and Smart alec

Maria Mapletree, certified tree look-alike

Type: Real Weirdie
Game Stats:
Smarts: 4
Bod: Not too fast (3)
RWP: 3
Luck: She's the lucky one (6)
Cool: Thick bark (5)
Looks: Healthy-looking tree, lots of leaves (5)
Bonk: Thick bark (5)
Powers: Zap, Nobody Home
Knacks: Make Like a Tree +3, Kill the Quarterback +2
Traits: Sappy, Syrupous Voice and Too Smart For Her Own Good

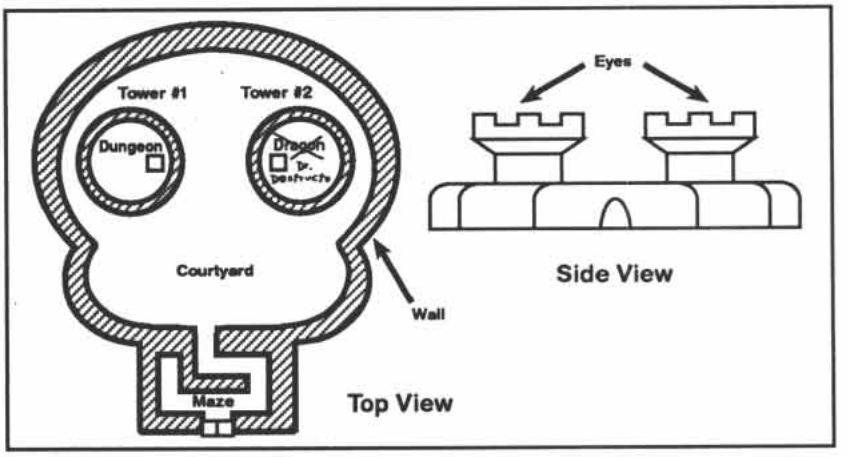
Igor, part-time mad-scientist assistant, part-time insurance salesman

Type: Not Very Near Human (Goblyn)
Game Stats:
Smarts: 2
Bod: 3
RWP: 4
Luck: If it wasn't for bad luck... (1)
Driving: 2
Looks: 3
Cool: Scared of just about everything (1)
Bonk: Pretty tough (4)
Powers: Force Field, Superspeed
Knacks: Grovel +3, Whine +1, Flattery +2

Star Rider Fun Fact #103: PRUNE

From space, this place looks like a giant prune — hence the name (clever, huh?) It is the sole known source of the precious Old Spice.

DOCTOR DESTRUCTO's hideout



The evil doctor's hideout is of course located on the planet Megalopolopolopolis. It's a huge castle with lots of bats flying around and recorded tracks of howling wolves constantly playing. This is where the evildoer and his assistants direct the operations and are preparing to launch the accumulated toasters onto the Empire's capital: Memyselfandl IV. The hideout is pretty easy to find, with a big neon sign hovering over it that says: DOCTOR DESTRUCTO'S HIDEOUT. KEEP OUT! BEWARE OF THE DOGS. When the characters arrive, DOCTOR DESTRUCTO will give them a long-winded and silly speech about how HE will seize control of the galaxy and reign on the new, improved Empire, after the old one's downfall. It's a long speech. Very looong, if you get my drift. Characters will either find away to capture him and stop the launching of the billions of toasters or fall asleep.

Megaplus™'s Megarace

"Eat my space dust, you losers!" Leroy sneered. "That's one race I'm not losing! No way!"

Tabada had never, well hardly ever, seen Leroy in such a fierce and competitive mood. Of course, they're was that one time on Memyselfandl IV when he got into a contest with a Schlob over who would drink who under the table, but we disgress.

Hundreds of ships were hovering over the starting line, a 10,000 km white similipaper line (provided by Planets-R-Us). They came in all kinds of shape: some looked a bit like their own ship, the Stellar Whale, which means they where sort of like shapeless boxes. Others looked like flying saucers, Rubik cubes, aunt Edna or rejects from Trek Wars.

"C'mon! Waddaya waiting for, ya wimps? Get on with it! I've got lots of money to win and I'm not earning any by standing here!" screamed Leroy. He was screaming so loud, it seemed for a moment that he could actually make sound in the void of space, had he been outside the ship, of course!

Finally, it came. After much delay over whether a hood ornament was actually considered part of the ship and would have to be stationed behind the starting line, with the rest of the vessel, a decision was reached to take no decision and just disintegrate the ship and get on with it.

A Hugabunch, wearing a three-piece suit and a fishbowl over his head hopped on the Official Starter Asteroid and fired the signal that marked the official beginning of the race. Of course, since neither gunpowder nor sound work very well in space, it took about two hours before a contestant realized that the race had begun and fired his or her or its or (you get the idea!) thrusters.

Leroy looked at the rest of his crew. With his best impression of Doctor Frankenstein, he said:

"Let's get dangerous!"

It was gonna be another one of these days...

"Faster! Faster! Faster!"

- Typical Megarace Contestant

The race

Every year or so, depending which calendar you use, MegaPlus™ sponsors an obstacle race that puts the contestants through every peril ever designed by a sentient organism. Well, almost every peril. The winner of the race wins fabulous prizes such as lots of money, fame, babes, talk shows. You know, REAL LIFE.

The only thing is, the players are not alone in this race. Just about every planet in the Known Universe sent a representative and ALL of them want to win this race. That is, all but a representative from Gammafred IX, who still hasn't quite understood the rules yet.

The race

It begins in a terrible ruckus and chaotic confusion as no one will hear the starting signal, because the judge used a standard starter gun. Players must roll using their Smarts versus 7 to notice that the race has begun. That's 7 IF they were PAYING ATTENTION. 10 otherwise.

Every ship in the race is rated Super Fast or has downgraded its engine to this rating, because of very heavy UPS surveillance. Since everyone has the same speed rating, you have to determine who's ahead by rolling one die every turn. Since there are, literally, thousands of contestants, we will concentrate upon those closest to the player's ship or ships or chips or whatever. You get the point!

The contestants (Now, there's an original title!)

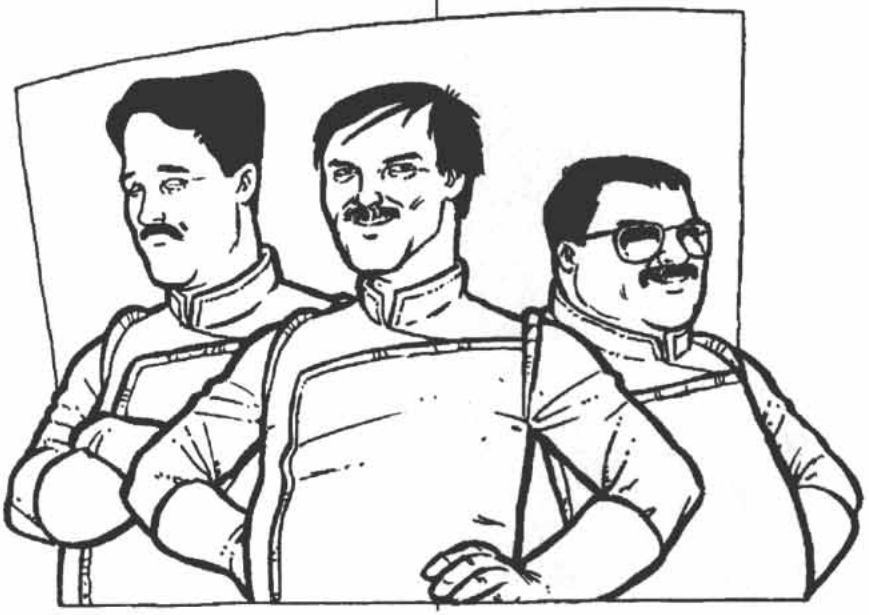
Here are the main contestants for this race:

From Memyselfandl IV, and it shows: the fabulous Doughboys, a team composed of three brothers, each more annoying than the other. They ride the Pilzbury, a shapeless box.

The Doughboys

Type: Humans
Game stats:
Smarts: Ootnay Ootay Itbraight (2)
Bod: 3
RWP: 3
Luck: Out of it. It's in back order (1)
Driving: Racing demons (5)
Looks: 3
Cool: 2
Bonk: 4
Power: Connections
Knacks: Brag +5, Good Side +1

Ship: Pilzbury
Type: Shapeless box
Size Index: 6
Cool Index: 3
Bod: 4
Bonk: 4



Star Rider Fun Fact #105: GOLGAPHRYNSCHIAN

This planet is known as one of the major bases of the renowned Planets'R'Us company. Why not visit their showroom and buy that little extra polar cap for your home?

Options: Great paint job; Jacuzzi; Foldable; Jaws; Ordinary, boring, Force Field; Stereo System

Strategy: They will try to swallow smaller ships and lure women contestants with their Jacuzzi. If nothing else works, they will hide behind an asteroid in sector 4 and try to blast away ships using a portable Bang! Gotcha™ cannon.

Peter De Seller, professional megalomaniac

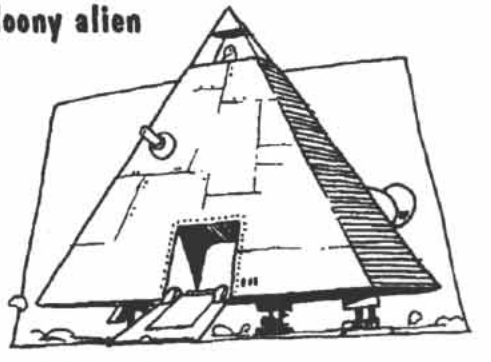
Type: Human
Game Stats:
Smarts: Don't ask too much! (3)
Bod: 3
RWP: Gets invited to parties a lot. God knows why! (5)
Luck: There's a trend here... (2)
Driving: Pretty good (4)
Looks: Again: God knows why! (5)
Cool: 4
Bonk: Could benefit from a more balanced diet. (3)
Power: Lose It Completely
Knacks: Drive like Heck +2, Sweet talk people +2

Ship: Big Bertha
Type: Jetcycle
Size Index: 1
Cool Index: 5
Bod: 6
Bonk: 2

Options: Radar Detector; Orchestra

Strategy: Peter will fly straight for the finish line, not bothering with strategy. Thus, he's easy to ambush, disintegrate or fool. He met Tabada and the rest of the gang planetside in "Toastermania" and he wants revenge over Leroy. Should Tabada tease him, he will become a prone target and generally make a fool of himself.

Giovanni the Turdelwax, loony alien

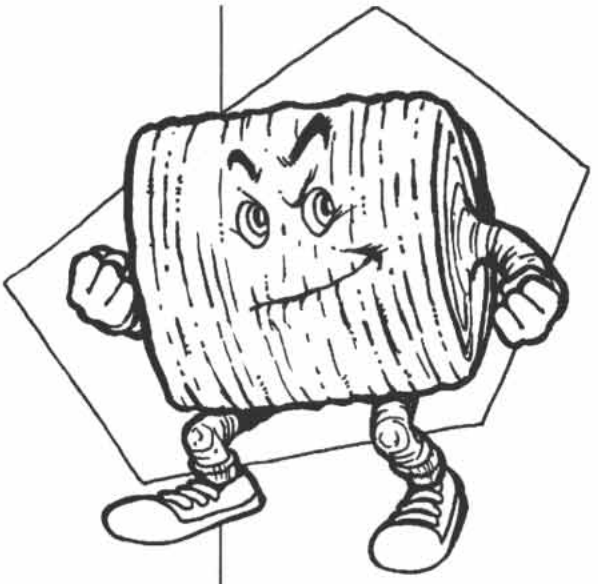


Type: Real Weirdies
Game Stats:
Smarts: 4
Bod: 5
RWP: 3
Luck: 1
Driving: 6
Looks: 4
Cool: 3
Bonk: 5
Powers: Zap, Three's a Crowd
Knacks: Hack and slash blasphemers to bits +7

Turdelwax Ship
Type: Geometrical shape (Pyramid)
Size Index: 3
Cool Index: 5
Bod: 4
Bonk: 3
Options: Grabbit Beam; MegaPlus™ Zap It! cannon

Strategy: Grab hold of whatever ship seems to be leading the race, then Zap It™ before it reaches the finish line. Yes, it could mean the player characters' ship.

The Minniweats



Type: Real Weirdies (Look like their eponym cereal)
Game Stats:
Smarts: They're pretty smart! (5)
Bod: Bruce Lee, but with a frosty sugar coating (6)
RWP: Mostly invited to breakfasts (4)
Luck: They're the first lucky contestants so far (4)
Driving: Well, you can't win them all! (3)
Looks: They're so cute!!! (5)
Cool: Scary pants (2)
Bonk: C'mon, they're two inches tall! (1)
Powers: Fly, Monster Out, Force Field
Knacks: Be Cute +3, Bug People Silly +2

Ships: No name, lots of them. 8 ships, before splitting.
Type: Saucer (actually, more like a bowl)
Size Index: 8
Cool Index: 4
Bod: 3
Bonk: 4
Options: Huge, Splitable (into 8 tiny shapeless things), Swimming pool (full of milk), MegaPlus™ Cable TV

Strategy: They will create obstructions for the other contestants by flying in front of their windshield, pouring milk over their ship and broadcasting free Cable TV during the race.

The Race

The Megarace is composed of five different stages, each with its own difficulty. Every ship can move 6 squares on the maps, plus the roll of a die. Any turn requires a Driving roll against the difficulty of the appropriate stage.

Stage One: The Tires. During this part of the race, contestants have to fly at full speed through 10 moon-sized tires, in numerical order. By itself, the difficulty of this stage is rated a 9, which is the target number against which you pit your Driving stat. Of course, other contestants might make it a little harder.

Stage Two: Deadman's Angle. Contestants then have to make a 90 degrees turn, around a 20 foot pole, still at full speed, and manage to evade the immense attraction of Gatchanone the First, a gas giant orbiting nearby. A MegaPlus™ Portable Black Hole Generator will easily enable anyone to make this daring turn by providing an anchor point around which will the ship rotate. Unless it malfunctions, of course. The difficulty rating of this stage is also a 9. Failure means you bump into Gatchanone the First and look embarrassed. Two bonks of damage to your ship if this happens.

Stage Three: Straight line. This the perfect opportunity to plan ahead the demise of other contestants and to catch up a bit for those late comers among you. Difficulty rating: 1 (a baby could do it).

Stage Four: The Asteroids. This is the tricky stage. You can't very well fly through it at full speed, because of the moving asteroids. During this stage, the Referee's the only one who can see the map and you will call your shots blindly. If you pass through a square with an asteroid, you have to make a Driving roll versus 8 to avoid it if you're moving at half speed (11 otherwise) or take 1 bonk, unless you have a Force Field. This is the best place for an ambush.

Stage Five: The final laps. Finally, the contestants have to make a 100 squares lap around Memyselfandl IV. At this stage, every dirty trick is permitted (as if it

- Look out! A tire! Another tire! ARG!

- ...

- We're still alive?! OH MY GOD! AN ASTEROID!

- Just don't look if you don't like it, you wimp!

<WHACK!>

- Do you mind, I'm trying to panic here!

Star Rider Fun Fact #106: ORION

Home of Giant Robot Grandslicer, defender of the universe and part-time gardener. Friendly advice: don't say anything about its peculiar paint job if you wish to leave the planet.

really mattered anyway). The first ship to complete the laps win 10 gadzillion gorsnick, which is a currency used only in a very remote part of Memyselfandl IV. So as not to upset the economy, bureaucrats immediately reduced the exchange value of the gorsnick to 1 credit for 300 billion gorsnicks, leaving the winner with a total, in credits, of roughly 150 credits. The winner also takes 3 bonks from the embarrassment.

The Creeping Doom...

"Where is it? I've lost it on the motion detector!"

There was noticeable fear in Leroy's voice and it made Tabada uneasy. She had never thought he was afraid of anything, yet this curled his blood. Even the little George seemed vaguely query. He was looking over his shoulder every few seconds now. Maybe boarding this abandoned Earth space station wasn't such a good idea after all. Sure, they could find clues of the whereabouts of the Earth, but since they'd come aboard, all they had been doing was to track this elusive... thing that was hunting them.

Dwayne had been the first to spot it, rearing its big ugly head around a corner and disappearing faster than a rabbitoid.

"Dwayne, are you there?" whispered Leroy in the comlink. "Where are you man?"

It took a few seconds before there was an answer. All you could hear was the silence.

"I'm in the control room of the station. I'm trying to gain access to the security cameras." The voice coming in was as soft as Dwayne could manage and still be heard.

"Stay there man. We've lost it on the motion detectors, but we are heading your way. Stay put!" Leroy said.

Suddenly, they heard a crash through the comlink and some struggling. They could hear Dwayne screaming:

"Aaargh! Get away! Let me go!"

It was followed by a dull "Tudd!" coming in from the control room's comlink. Then, there was nothing but silence...

The abandoned station

Back from a 1,000,000 pizza delivery to Shaï-nyy's moon, Paul II, the crew of the Stellar Whale encountered a derelict Earth space station, probably left behind during the Big B.A.N.G. by some overworked stellar construction worker. Since most stations orbiting Earth at the time contained at least some sort of sensors, it could give some clues as to the whereabouts of the missing planet. Asking the computer to contact the station will give something like: "Didn't you hear what I just said? There's an ABANDONED space station ahead! Get it? ABANDONED you morons! (Which is probably true.)" Nagging the ship's computer to call it anyway will receive an answer that goes something like this: "Hello! Stupid to abandoned space station! Do you copy ABANDONED space station? See? Nobody home!" You're probably asking yourself: "Why would my players think of something like this?". Because you strongly suggested they ask the computer to call the station to see if it truly is abandoned!

The station is in poor shape, with all its panels rusting, its markings fading and its old Christmas decorations still left in place by the occupants, who where probably

hurrying to get out of there as fast as they could when the Big B.A.N.G. happened.

The sound from heck.

As they approach the station, they find a docking bay still in working order. From inside the ship, they can see the bay. It's almost empty, aside from a few empty crates here and there. There's breathable air outside the ship. When the characters come out, they come face to face with their worst auditory nightmare: elevator music! Any character hearing such dreadful misinterpretations takes 1 Bonk from the sheer horror of it. They will have to either run back inside the ship and get something to block out the dreadful noise or find the panel that controls the musak and shut it off. Note that covering your ears with your hands won't work because we said so.

As soon as they have found a way to turn off the music from heck or to ignore it, the characters may want to explore the station, in search of clues. If they don't, have the docking bay's doors remain closed shut, so that they will be unable to leave. Using missiles against it will only result in utter mayhem inside the docking bay (which could be a lot of fun), but no effects on the doors. Being made of ridiculously strong steel alloy, they will give way under no circumstances short of a Bang! I Gotcha!™ cannon. If the characters happen to have one with them, then its all your fault. You will have to make up your own reasons as to why the doors don't budge. The point is; whatever they do, they can't get out and have to explore the station, whether they want it or not! But they are not alone...

It came from who-knows-where...

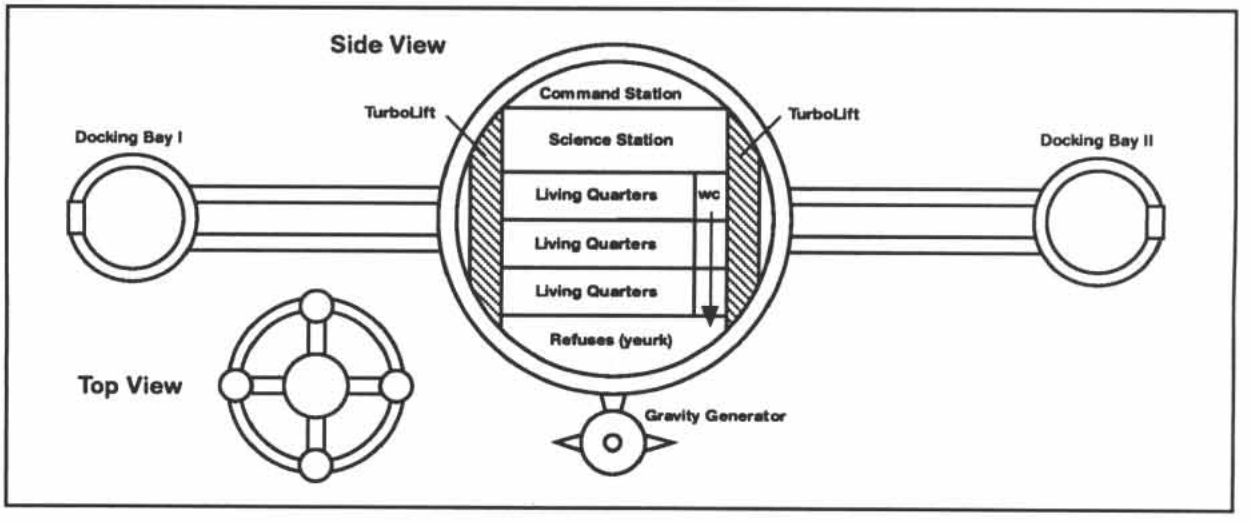
Alas, as fate would have it, they are not alone aboard the station. A really-gross-lifeform-that-looks-like-another-one-that-usually-comes-out-of-somebody's-chest is also aboard. It's only a toddler (a five foot toddler, but a toddler nonetheless) and has been abandoned by its parents. It looks like an extra from Aliens, but has no teeth and is inoffensive. It acts like a dog and is very affectionate. It will dart toward the nearest character that is alone and will glue him or her to its body. It will then take him to its lair, near the power core (see map) and lick him and bring him presents (a door, a steel beam, some chewed food or something like that). Its parents will be very happy to see it again, should the characters trace them down. If they don't they will have a new pet, until it mutates into its adult form, where it will become much more intelligent.

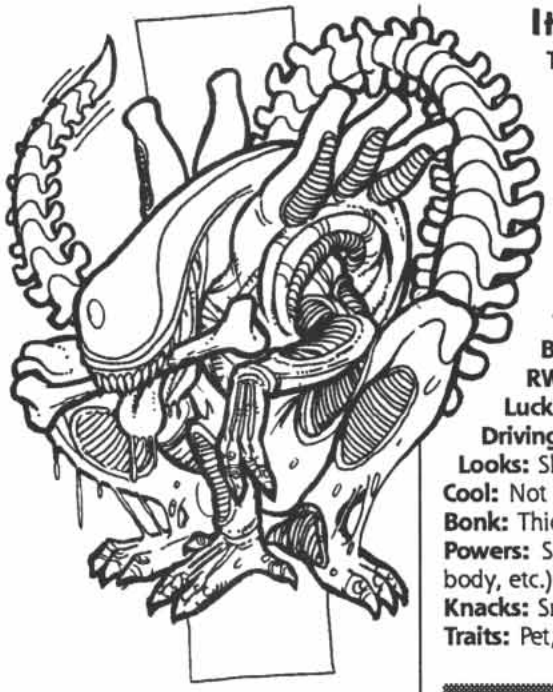
Oh! And about the station's log: they've been erased a long time ago. All that's left are old reruns of Alf.

"Come on, boy, fetch that I-beam!

Good boy. Now do the dead... Yes!

See? He's well trained. Can I keep him? Pleeeease? I promise I'll mop up the drool..."





It, the pet from heck.

Type: Real Weirdie
Age: 3 Earth years
Hair: None
Eyes: None visible
Sex: Probably male
Height: Five feet
Weight: 76 hog heads
Occupation: Pet from heck, still a minor (nuisance)
Game Stats:
Smarts: Somewhere between a tulip and a gerbil (1)
Bod: Strong and fast (5)
RWP: Considered really gross by every species that has seen Alien (1)
Luck: 4
Driving: Doesn't understand the concept (1)
Looks: Slimy but cute (4)
Cool: Not afraid of anything (6)
Bonk: Thick hide (5)
Powers: Superspeed, Glue (enables it to make people stick to walls, floor, its body, etc.)
Knacks: Sneak Up +3, Lick People +3
Traits: Pet, doesn't need traits. Acts like a puppy.

Big!

"Run away! Retreat!" shouted Leroy.

The rest of the crew were scrambling for their lives, trying to avoid being squashed by the baby's foot! No, they have not been shrunk to the size of bugs. Rather, they've found themselves stranded of Pantangruel III, the most enormous planet in the Known Universe. It's so huge that the inhabitants are not even aware that other people exist aside from themselves. In fact, they are not even aware of the billions of tourists that visit their planet every year. Pantagruel III is a pretty harmless place by itself, if you follow the established Official Dadourunrun Conundrum Empire's routes, which take you to relatively safe places on the planet's surface.

However, our friends have hardly found a safe spot to crash. After a slight malfunction in the over-over-over-drive which Leroy insisted on plugging in the engines, they found themselves crashing headlong in a Pantagross' (the native's name) nursery.

A few minutes ago, they lost their ship, sucked away by the most monstrous vacuum cleaner ever in existence. They were nearly swept away themselves, but managed to find shelter behind a strand of the carpet, as dustballs the size of asteroids were flung into the motorized black hole. The danger now was what seemed to be one of the babies, running away from what seemed to be the nurse. Of course, they couldn't tell for sure, as the baby was about twice the size of the moon and the nurse could have carried the Earth on her shoulders! Okay, maybe not that big, but close enough!

"Look out! Incoming!" Dwayne shouted at Tabada, as the foot was nearing the completion of its trajectory, directly above her head!

Tabada had no time to dodge this huge foot. They all heard an incredibly loud "THUMP!" as it came down. The nurse passed them by and missed them by a mile.

They all went running towards the spot where Tabada had stood, expecting to see her splattered from here to Kansas City. Instead, they found her with her head

"My god... Look at the size of that thing!"

- A Star Rider stranded in the Nursery

buried in the ground, waving her arms madly about as she tried to pull it out of the hole.

"Mmmet me mout mof mhere!" she shouted, her voice muffled by the ground. The others were about to set themselves so they could pull her out of there when the toddler came back their way!

"Run away!" Leroy shouted.

"Mommmyyy!!!" Dwayne screamed.

"Mip miiiiip!!!" George screamed.

Sigh! It was gonna be another one of these days! And a long one at that!

Following a technical mishap with their ship, the players find themselves stranded on Pantagruel III, the biggest planet in the Known Universe. Will they be able to escape (relatively) unscathed or will they find themselves stranded there, unable to escape the 1000 miles' nursery of doom?

Bonus Rules

In our incredible generosity, we proudly give you, at NO EXTRA COST, the following Bonus Rules to better simulate the fight for survival between the players and the harsh reality-of-being-so-tiny-no-one-can-even-hear-you-scream.

Since the characters are about the equivalent size of an ant on this planet, and a very small ant at that, they will have to avoid being swept away by the gust of wind generated by the Pantagross aliens as they walk by. Every time a Pantagross comes within 5 hexes of the present location of a player character, that player will have to roll with his Bod stat over 7. Those failing to do so will be swept away by the wind. They will land 2D6 hexes farther, taking 1 Bonk every 2 hexes traveled so. To find out which direction the poor sod is headed to, you roll one die. A result of 1 means he's headed towards the north, 2 is north-east, 3 means south-east, 4 is south, 5 is south-west and 6 is north-west. You will find the appropriate directions written on the nursery map.

If only the wind was a hazard for the characters, this adventure would be a piece of cake and it would become boring pretty quickly. From time to time, a nurse passes by the nursery to check the kids. Her feet, about twenty times the size of Empire State Building, are like steamrollers, stopping for nothing and crushing everything in their path. To simulate the trajectory of both feet, take the two "Nurse's Feet" counters we so generously provided with this game. If you do not want to cut out this precious book which may be worth a lot of money in a few hundred years, we also generously give you permission to make photocopies of the counters, provided you do so for your personal use only. Don't try to swindle us behind our back: Interpol agents are watching your every move. To avoid the feet, the characters must either try to move out of the way by running (more on this later) or make a Luck roll over 5 to find a hole into which they could hide. Both feet must be no further apart than 6 hexes at any time or, the nurse will fall! If she does, her entire body will cover a 15 hexes by 8 hexes area. Use the "Nurse's Body" counter to find out where she landed. Everything located in these areas will have to make a Luck roll over 7 to avoid being flattened like so much paper, taking 6 Bonks in the process and looking pretty flat for a while afterwards. Those succeeding their Luck roll will have found some crack in which to hide. Or maybe the character got stuck in a fold in the nurse's body and is now being carried around by her.

Star Rider Fun Fact #109: VOLCAN

What did you expect to find here apart from volcanoes? Sure, there are the Volcans themselves. However, they are so boring that you'd better leave them alone.

Star Rider Fun Fact #110 RIGEL

The galaxy's fun planet — open bars and everything else. We can get you the known universe there! Just ask for the friendly World Bazaard™!

Movement:

Characters with no speed-affecting powers will be able to move 1 hex every 3 turns. Those with Run Like Heck will be able to cover 1 hex every 2 turns. Player characters with Superspeed, Fly, equipped with a rocket pack or on a ship will be able to cover about 2 hexes every turn. To escape being crushed by a Pantagross' foot, characters will have to move out of the way.

The nurse's feet travel 3 hexes every turn, so characters should be able to move out of harm's way by paying attention and by being lucky!

Number of characters on 1 hex:

Since the hexes are so big, any number of characters or ships can be on a hex at any given time.

What about teleportation?

Characters with the power of teleportation will be unable to teleport away from the planet, due to some strange atmospheric disturbances, *if you know what I mean*. However, they will be able to teleport any number of hexes inside the nursery.

Nurses appear every 3D6 turns. Their paths are determined by rolling 1 dice every turn, with the results being the same as with the effect of wind upon the characters i.e.: 1 is for north, 2 for north-east, etc. They remain inside the nursery until their path takes them our to the door or until the Referee gets bored of this nonsense and all the players have been squashed to a pulp. Up to 3 three nurses can be present in the nursery at any given time. *You can have more nurses if you* wish; all you gotta do is make more photocopies.

The Nurses

Game Stats:
Bod: 4
Bonk: Near Infinite
Knacks: Grab Escaped Toddler +3

The Toddler

A few hours after the character's arrival, one of the babies will escape from his cradle and start running around in the nursery. Use the baby counter to represent him. He moves at a rate of 4 hexes every turn. Since the toddler is a lot smaller than the nurses, he will not run around randomly. He can see the characters and thinks they are toys. He will chase them around and try to grab them to play with them. He will also try to swallow them. Characters swallowed are in for the ride of their life! Describe the trajectory they take, first through the mouth, then through the stomach, were they will float in partially digested baby's food, only to be flushed moments later to the intestines. They will exit a few turns later, covered with the third worst smell in the Known Universe.

After 2D6 turns of running around, a nurse will come to pick up the toddler and put him back in his cradle. This is not automatic since the toddler moves faster than the nurses. You will have to roll the nurse's Bod plus her "Grab Escaped Toddler" Knack versus the toddler's Bod plus his "Escape Nurse" Knack. Until she grabs him, the players will have to watch out for both of them! Note that being squashed by the running toddler is the same as being squashed by a nurse's foot. Digested characters might have to escape from the cradle to find their companions.

Pantagross toddler

Type: Real Weirdie
Size: Huge!
Game Stats:
Smarts: 2
Bod: 4
Bonks: Don't even think about it
Knacks: Grab Characters to Play With Them +2, Escape the Nurse +3

Klingan's Island

After the little 15 miles-high brat has been put to bed, the nurse will turn off the lights and head out of the nursery. The characters will then see smoke rising from area X, Y. They will also hear a faint Hawaiian music probably coming from there.

As they approach the place where the smoke is coming from, they will see, far away in the distance, in the corner of the room, under a desk, a dustball mountain with palmtrees sticking out of it, here and there. Upon closer examination, they will easily see that this island is inhabited.

There are little cottages everywhere, most of which have smoke coming out of their chimneys. Upon entering what seems to be a village on the shore (there's a puddle around the place, thus making it an island of sorts), the players will see that something is amiss. If your players have checked their brains at the door before beginning to play, a Smarts roll over 5 will reveal the missing element: there's no one there, even though the Hawaiian music is still playing.

Should the characters shout anything, like: "Anybody home?" or something of the sort, they will find themselves surrounded by about 20 aliens which look like Klingons, snarling viciously at them.

If the characters don't resist, the aliens will lead them to their leader. The aliens will be threatening the characters with spears and forcing them to go toward the central place of the village, where a throne is installed. Upon the throne sits an old man, who looks like a Klingon too, albeit an old one.

He will address them so: "It has been a while since we have seen spies from the Dadourunrun Conundrum Empire on this island! What have you got to say, strangers, that might have us spare you? Talk before we lose patience!" The players will have to talk their way out of this mess while trying not to anger what appears to be representatives of the proudest, most vicious race from Earth's TV mythology. All the while, the alien's leader will refuse to believe their story, no matter how plausible it may be. He will order them thrown in jail, actually a small hut with no windows, and will tell them they will be fetched when comes dinner time. The aliens will leave them to shiver a while in the hut, letting them think that they, the characters, will be the main course!

After a while, they will be fetched from the cell, brought to the dinner table and told to "sit down and enjoy the meal." They will be treated very kindly by the aliens. "You understand," they will tell them, "we have to be careful these days! You never know who you're dealing with!"

On the other hand, if the characters resist in any way or make aggressive moves, the aliens will scramble away from them, fleeing in sheer terror and hiding their heads in the sand. For you see, these are not Klingons, but Klingans. They are a cowardly race living off the Klingons' reputation for aggressiveness. If faced with the threat of bodily harm, they will either run away or plea their way out of the situation and beg for mercy.

Star Rider Fun Fact #113: KLYPTON

This planet boasts an unusually high number of generic "hunks". They all have square jaws, bulging muscles and overstretched sense of duty. For some unknown reasons, they like to wear tights. They are also highly vulnerable to chocolate mint pudding.

Star Rider Fun Fact #116: DAILY PLANET

Where every day is another scoop! The main export of this planet is, of course, newspapers and television shows. For some yet unknown reasons, they have a very close relationship with the planet Klypton.

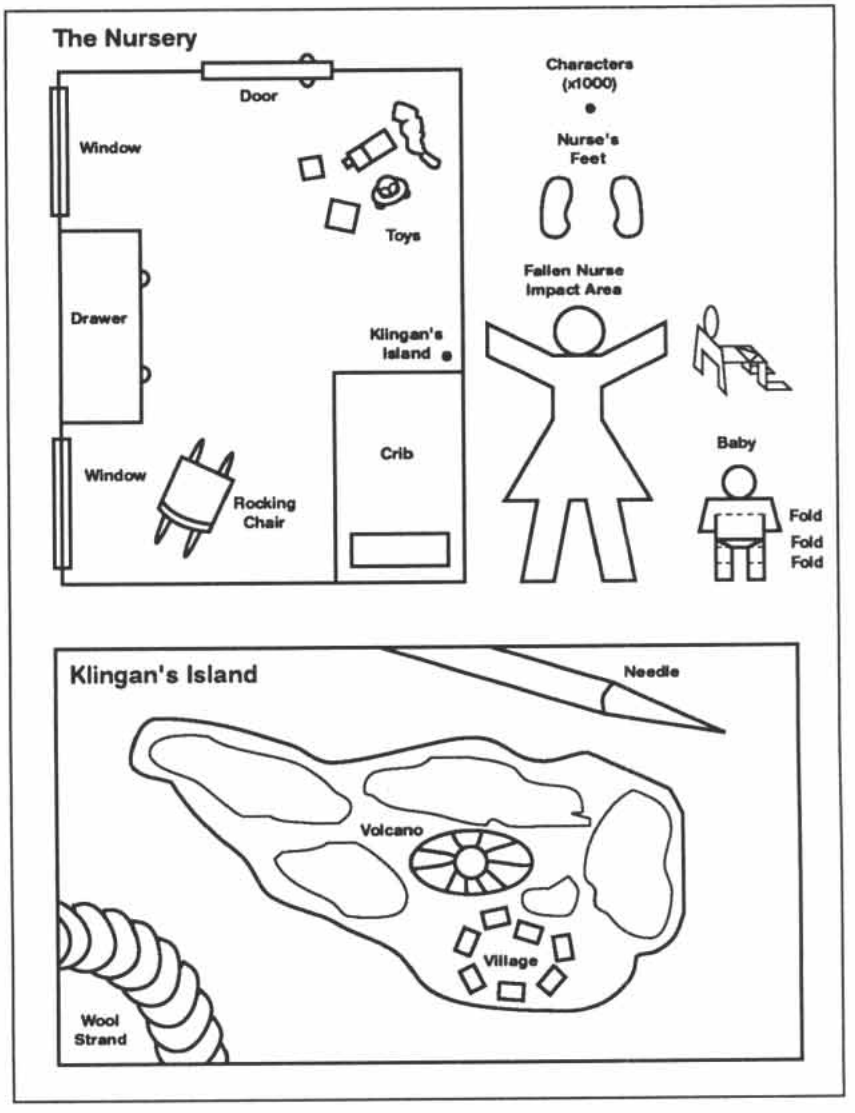
The characters can then take over the colony and become the aliens' absolute masters or they could make friends with them and have a ball at the party they will throw that night.

Help is on the way!

Well, then again, maybe not. No one from the Dadourunrun Conundrum Empire is even remotely aware that the characters have crash-landed on Pantagruel III. Since the nursery is not on the usual travel route of the Empire's tourists, it might take a while before any rescue effort is made.

It is up to the characters to find a way out of this jam. Maybe one of them could build a radio and contact the nearest tourism agency. They would be glad to come give a lift to the characters for a reasonable fee, of course! Or they could try to find back their ship, probably blown away in another part of the nursery or even worse, in another room!

Another possibility would be to build a huge loudspeaker and magnifying glass to try and make contact with the Pantagross! The characters would be nominated to the office of ambassadors and would travel the Known Universe on promotional tours, giving interviews on TV and in the newspapers explaining their living experience among the Pantagross. Lots of merchandising opportunity here!



Star Riders Episode Guide

Star Riders is not only a game. It's the storyline of a still unpublished comic book, one which YOU are writing. Here's a series of short adventure ideas which you can develop. They are presented as a series of episodes and can form the basis for any Star Riders campaign, or just as in-between adventures. Have fun!

Book One (Shipping May 2023):
The Reversiverse

"How am I supposed to go the bathroom like that?" screamed Leroy in his newfound soprano voice.

"Don't worry! You'll get used to it. It's not THAT bad!" Tabada answered, looking at her new biceps in the mirror. "Not bad," she thought...

Follow the crew of the Stellar Whale as they wake up one morning in the mysterious Reversiverse, where everything is the contrary of the normal Known Universe. You'll laugh as you watch Leroy adapt to his new, sexy... woman body? This book promises to be one HOT seller!

Book Two (Shipping June 2023):
My brother, my enemy...

"Let me go, you creep! You're hurting me!" Tabada screamed.

They were just back from the Reversiverse and she wasn't in any mood to play fetch with the dogasaurus holding her by the skin on the back of her neck. The others were bonked silly.

"You come back and do ritual fight with kid sister!"

She knew her brother was never one to joke. She had to face not only her kid sister in ritual fight, but since had broken curfew, she also had to face Mom and Dad! Aaaargh!

Customer: Do you have issue #1 of *Star Riders*?

Comic Store Owner: Sorry, all sold out.

Customer: Darn. Got any #2 left?

Comic Store Owner: Nope.

Customer: Any #3?

Comic Store Owner: One left. Let me check the Intergalactic Merchandising Comic Buyer's Overrating Guide... Yep, only three thousand credits.

Customer: WHAT! I don't have that kind of money!

Comic Store Owner: Got a toaster?

Star Rider Fun Fact #117: LEMM-ON

Ever wonder where they manufactured all the lemons you find on the market? Yup, that's the place! They build bad cars, bad dishwashers, and just about anything you can imagine. "If it's from Lemm-on, it's gotta break down!™"

Back from the Reversiverse, the crew find themselves at the mercy of Tabada's race 'cause they want her back! Will they be able to convince them to let go of her? This VERY HOT seller comes with a multi-dimensional holographic-enhanced cover! Order now!

(Tabada's brother: Smarts 2, Bod 5, RWP 1, Luck 3, Driving 1, Looks 5, Cool 4, Bonk 7; Power: Tough; Knacks: Kill the Quarterback +7)

Book Three (Shipping soon!):
Puppets, puppets, everywhere puppets.

"Citizen. You are being arrested because our leader decreed so. Do you have anything, however futile, to say for your defense?"

"Yeah! You can't arrest me! Arrest them if you want, but I'm innocent! They made me do it!" Leroy cried, pointing at Tabada, Dwayne and George.

"Big deal. Bailiff! Take them away!" the judge replied.

Before leaving the courtroom, George couldn't help but notice that the judge, like the leader, had strings coming out of his back, which were linked to an odd little wooden X.

Whoa! While making a pit stop on a little backwater planet, the crew of the Stellar Whale is thrown in jail for no reason at all! And everyone is replaced by puppets flying away in their ship, ruining their reputation! This issue comes sealed in crystal with 32 different covers and one of 138 limited edition trading card. Collect them all! Sizzling HOT!!!

Book Four (Shipping whenever we feel like it):
Home

"Tabada! Did you play with the monitors again?" Leroy said, visibly annoyed.

"No I didn't! I haven't touched them since last week!" Tabada replied. She hadn't played with the magic screens for a while, which was a good thing, as she had tried to remove the tiny people in them and almost broke them last time.

Leroy went to the comlink.

"Dwayne, I think you better come up here. We have a glitch in the monitors again!"

"Aye! Aye! Captain!" the voice replied on the other side of the comlink.

Tabada was tapping on Leroy's shoulder.

"I don't think its a 'glatch' on the magic screen. You better take a look at this!"

Leroy turned around. Just as he was about to say: "We say a 'glitch', not a 'glatch', you overgrown amazon!" he fell silent.

Right before them was Earth.

Major blast, dude! Only four issues old and they have found the Earth! Or have they? Because if it is, then where are all the people? And why is everyone named Ginger and Fred? Have they truly found the Earth, or is it some sort of sick,

"Well, Mister Ventura, if you want to keep your ship, all you have to do is pay what you owe us" a little man said, probably the bank manager, who had just appeared out of nowhere (thanks to the New Zealand Holophone Company).

"But, you don't understand! I don't have that kind of money *on me*!"

"Then, I"m dreadfully sorry Mister Ventura, but we will have to repossess your ship. Unless..."

"Unless what? Unless what?"

"Unless you do a little... job for me. But I'm sure you wouldn't be interested!"

"No no no! I'm interested! I'm interested!"

"It's a risky job. You might not be up to the challenge."

"Anything! Shoot! What do you want?"

"I want... Bubu!"

"Bubu?"

It's ninja-action time! To keep the bank from repossessing his ship, Leroy has to embark on the most perilous journey he has ever undertaken: to infiltrate Seltzer II's presidential palace and kidnap Bubu, the reigning toaster! This book features guests appearance by Terry, from the best-selling series "The Inscrutable Pogo Boy and Terry." Hothothot!!! Comes with the world-renowned leaflet: "How to become a space ninja in 3 easy steps!"

Book Sixteen:
Jingle Bells, Jingle Bells, Jingle all the way...

"Unfair treatment! Unfair treatment! We want a raise! We want a raise!"

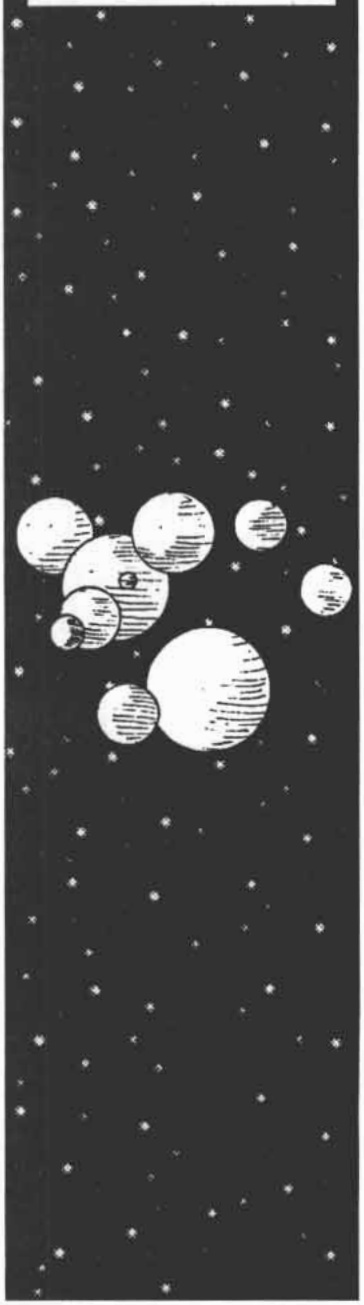
"Welcome holofans. On this third day of strike, our sources have told us there is still no sign of any kind of agreement between the elves' labor union and their employer, a Mister Claus, president of the "X-Mas Benevolent Toy Company. Here with us is Mister Rudolph, of the` affiliated reindeer union and spokesbeing for both the elves and the reindeer. Mister Rudolph, what precisely is the point this strike, especially so close to Christmas?"

"Well, first of all Peter, let me dissipate any rumor here. While we may seem the bad guys in this conflict, we are actually the wronged party. Our boss, Mr Claus, may put up a smiling face in front the cameras with all his "Ho! Ho! Ho!" but let me tell you: the guy's a creep! All we are asking for is a fair treatment. For starter, we want a salary! We work all year long and don't even get any holiday! Heck, we work triple time on Christmas Eve! I ask you this: is that fair?"

Special Christmas issue! The elves are on strike and Santa Claus desperately needs someone to make his deliveries on time! Can our mighty Star Riders make it? Can they do so and retain their dignity and most of their organs intact at the same time? Find out this issue! Comes gift wrapped in a 6'x4'x34' cardboard box. Makes the perfect surprise Christmas gift (better have a big tree to put it under!)

Star Rider Fun Fact #135: MIKEY MAGIC MULTIPLE PLANETARY KINGDOM

This system boasts several planets orbiting close-by one another. They are used as tourist's attractions by the Dadourunrun Conundrum Empire.



Star Rider Fun Fact #139: GROSS

Voted "Most disgusting planet of the year" by the readers of Me, Myself, and I magazine.

Book Seventeen:
Miss Known Universe

"Lissen busta! Youze eider make my sister win, or they'll need a microscope to put ya back togeder! Understood?"

Leroy had been in tight spots before, but never that bad!

First, it had been the Centaurian delegation that came to see him and promised him lots of money to insure their representative would win. Then, the Henraged's president itself came to threaten to turn him into so much pizza if theirs didn't win. Then it had been the Seltzians, the Turdelwax, the amazons from Telmak the First and now, the mob from Earth-Fred Zero! That was just too much! The money the contest organizers of the 12th Annual Miss Known Universe were paying just wasn't enough for that kind of threat. Had he known, Leroy would have never accepted such assignment.

He heard knocking on the door.

"Go away! I'm not interested in bribes and since everyone wants to kill me anyway, simply join the club!" Leroy shouted through the door.

"Oh! I'm sorry. I didn't want to disturb you. I'll simply leave you alone. Sorry again!" a feminine voice replied through the door.

Leroy was up on his feet and opening the door before she even had time to walk away. She was a pristine vision of beauty! A beautiful human female, with long braided hair, dark skin and pure black eyes.

"Wait! I didn't mean that! What's the matter?"

"Well, I was in my quarters, feeling lonely and I thought, maybe, I could get to know you or something. Maybe we could talk or something?" she said, looking at him with those incredible eyes of hers.

"Yeah babe! Emphasis on the 'Or something'" he replied with that devilish smile of his.

Sadly, he hadn't noticed that Tabada was standing there in the hallway. Leroy never knew what hit him...

Taking a breather after their Christmas deliveries, the crew of the Stellar Whale is enrolled by the organizers of a beauty contest to act as judges. But jealousy and danger are there lurking just around the corner, as Tabada gets jealous of Leroy who can't help but look at all these incarnations of beauty and as the various delegations threaten or bribe him to have their representative elected! Action galore in this zany offbeat adventure!

Book Eighteen:
The Times, They Are A-Changing

"Wow! This is neat! Hello! Hello!" Tabada said, waving in the face of a frozen person. "Don't you think it's neat Leroy? Everybody's frozen in place!"

And she was speaking the truth! Everybody aboard the station seemed frozen. Some were walking, others were just sitting there, talking. A gentleman in one

corner was sipping a cup of tea, the content of which was seemingly frozen in the air, between his cup and his mouth. In another corner, a woman was leaning forward to pick up something. Tabada thought she was gonna hurt her back from remaining bent over like that for so long.

On the other side of the docking bay, Dwayne was observing two workers who had dropped a barrel full of oil when time froze. The barrel still hung up in the air, its contents frozen in place, stuck in mid-air. Dwayne couldn't believe that he was actually standing underneath it, its drops immobile around his head.

"Yeah! Like you said: ...neat" he half-heartedly replied to Tabada

"Yeah! Yeah! Neatto! But how are we supposed to get repairs for the ship if everyone is stuck like that, huh? And besides, the bay doors are locked shut! How are we supposed to get out of here?" Leroy said, always the cold shower.

"Sheez! You're right!" Tabada gleefully replied. "What are we gonna do? Dwayne? Do you have any idea what happened?"

Dwayne walked slowly, deliberately, around the docking bay, his hand rubbing his chin. He then turned around, slowly, as if he was gonna make a big announcement. He then said:

"I've studied the question under every angle and thought about every possibility, and the answer is: I don't have the faintest idea what's going on here!"

Sigh! Yet another one of those days.

Another neuron-mangling tale by the creators of "Manic-Depressive Man." This has to win this year's award for "Most Immobile Comic of the Year!" While docking at a local space station for a 13,000 light-years maintenance and routine checkup of their ship, our intrepid cast discover, much to their amazement, that the entire place is frozen in time! Can they discover what's causing that before they run out of frozen TV Dinners? Time is running short, though not for everyone! This issue comes with a pack of wake-up pills to keep you awake until the end of the book! Still a best buy, though!

Star Rider Fun Fact #142: BAB-E-LOON 5-0

This space station has been rebuild five times already. It is one of the headquarters of the UPS, which probably explains the unusual amount of wear and damage caused to the place.

Book Nineteen:

The case of the missing something.

"Are you part of the plan?" the strange man who had just come out of the alleyway said.

"Why, of course we are my good man!" Leroy replied sarcastically.

"Good. Then remember: you only have 23 hours to find it!"

"Find what?" Leroy answered, puzzled.

"That which the plan spoke about!" the man snapped.

"Oh! That! Could you, huh, refresh my memory a little, I'm afraid it's been quite a while since I last saw 'The Plan'" Leroy replied. He had absolutely **no** idea what the man was talking about, but it intrigued him anyway.

"The plan which we made up *yesterday*! Don't tell me you don't remember anything about a simple little plan like that. Are you sure you're one of us? 'Cause if you're not, I'm gonna barbecue you right where you stand!" he replied, pointing a MegaPlus™ cigarette lighter, the new model that could cut through anything.

Star Rider Fun Fact #148: DHREAMPOHDNINE

The mythical planet of the lost Gahmepuhblisher race. Untold riches and marvels await the lucky traveler who might chance upon it. Problem is, it's somewhere above the Known Universe, right in the middle of the Unknown Universe.

Leroy was groping for his words:

"Oh, huh, right, *that* plan! I thought you were talking about last week's plan!"

"Oh no, that one is not valid anymore! Anyway, you better get going, 'cause it's not gonna be easy to go inside the place where it's kept and you now have less than 23 hours left! Good luck! And remember: we'll be watching your every move!" And then he left.

Leroy was standing there, in the middle of the street, befuddled, when suddenly, another man came out of the shadow.

"Are you part of Moshe's plan?"

It was gonna be... oh, but you know the rest, don't you?

This is it! I give up! A whole issue of the crew of the Stellar Whale running to find something, but they don't know what! Too many pages of a quest for... something! Don't buy this, get a life! Comes with a picture of Mel Tormé, for what it's worth!

Book Twenty:
Take Me Way Out to the Ball Game

"Welcome sports fans! Day seven of the Pan Galactic Asteroball Game and the score is still 3456 to 3456 and it's Leroy Ventura in the Stellar Whale to the bat!"

Leroy maneuvered his ship in position to activate The Bat, a 100 km long baseball bat.

(The game of Asteroball is quite reminiscent of the Earth game of baseball, except bigger. How much bigger? Let's just say they use planets as bases and asteroids as balls. 'Nuff said.)

"Let see this sucker fly! I'm hitting it from here to kingdom come!"

The ball was released by the automated MegaPlus™ launching system. It was a drop ball, one of those suckers that seem to fly straight at you at first, but drops below a few nanoseconds before you hit it. But Leroy wasn't falling for this. He'd been struck out every time he'd come to the bat before and that pissed him off!

"No more Mr Nice Guy!" he muttered ominously under his breath.

Leroy hit the controls and swinged the bat full force.

Whammo! He hit it so hard, the sound was actually carried through space and woke up all the babies on Mat-Air Nity FM, the maternity planet nearby.

"All right!!! Go baby go!" The ball flew away at a speed approaching Warp 9, barely missing 3 planets, 20 moons, 5 neutron stars, 2 black holes and the ship of a honest traveling salesman named Moshe Rubinovich. It finally stopped its course when, slowed down by the multiple gravitic wells it encountered, it had lost most of its energy. It stopped nearby Seltzer II and immediately, the field ships started going after it. But Leroy hadn't stood there waiting for it to stop. He had already begun to make a run for the bases, all thirteen of them, and was heading for home base, the planet Memyselfandl IV, when the ball was thrown back at the catcher ship.

"You're not going to make it home Ventura!" Peter DeSellers said, the pilot of the catcher ship.

"Oh yes I am!" Leroy replied.

"Over my dead body."

"Your wish is my command" Leroy said, punching the afterburners on a collision course with De Sellers' ship. "Banzaï!" he shouted as his ship was nearing the catcher ship...

It was gonna be a costly paint job!

In this last issue of the regular Star Riders series, the crew of the Stellar Whale competes one last time with all its old enemies in a no-holds barred... baseball game? Go quickly buy this final issue extravaganza! It's gonna be one hyper-hot collector's issue.

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Name: _____

Species: _____
Age: _____
Eyes: _____
Sex: _____
Height: _____
Weight: _____
Occupation: _____

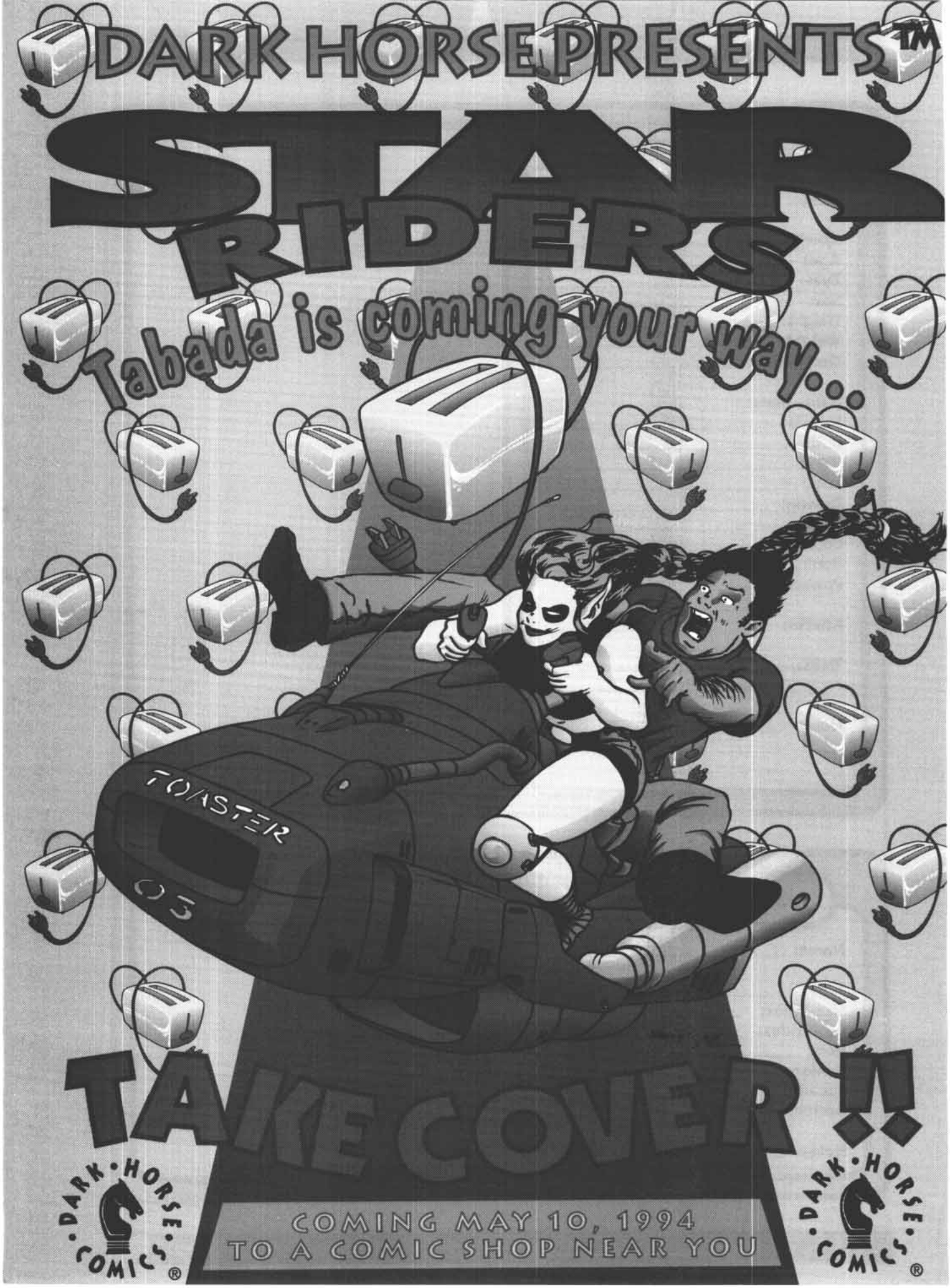
Game Stats:
Smarts: _____
Bod: _____
RWP: _____
Luck: _____
Driving: _____
Looks: _____
Cool: _____
Bonk: _____
Powers: _____
_____
Knacks: _____
_____
Traits: _____
_____

Notes: _____
_____
_____

Ship Sheet

Name: _____

Type: _____
Size Index: _____
Cool Index: _____
Bod: _____
Bonks: _____
Speed: _____
Options: _____
_____
Notes: _____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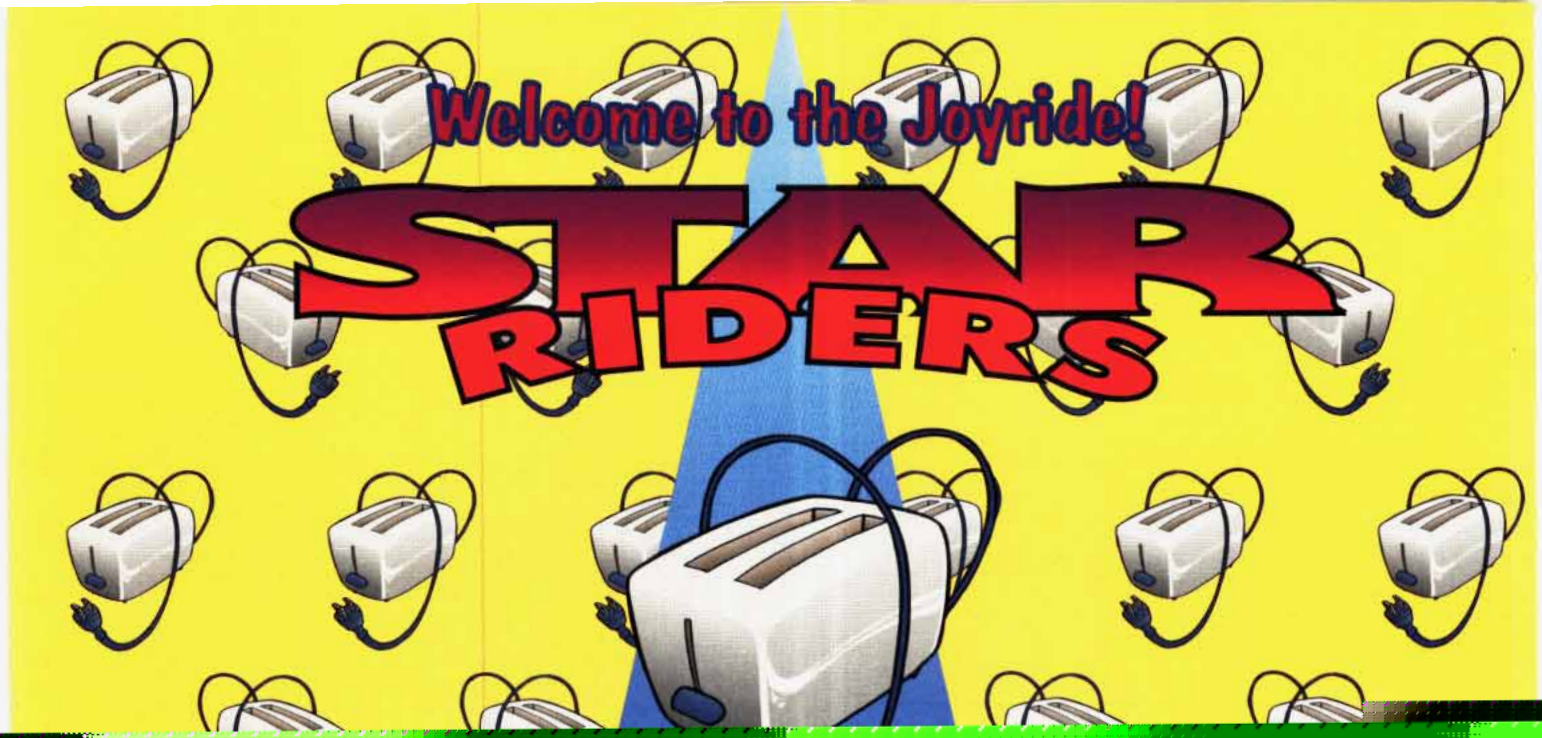
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