

## Introduction:

Welcome to the world of role-playing! Until now, role-playing games (RPGs) have been a bunch of ridiculous rules concerning pointless character statistics slapped on top of cumbersome combat systems. BUT NOW there is the first generic role-playing game . . . **Role-Playing Game™**.

**Role-Playing Game™** is the quickest, easiest-playing game on the market. Rather than getting bogged down in unnecessary figures and statistics that you don't need and never use anyway, **Role-Playing Game™** is a clean, smooth-running game which allows you to develop a character quickly and begin play with minimum hassle.

For this game you need only one piece of paper and percentile dice. And your imagination! Have fun!!

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## Creating the Character:

In **Role-Playing Game™** there is no need to fumble with lots of meaningless attributes such as strength and wisdom. In this game there is only one attribute: **Coolness™**. To determine **Coolness™** roll a percentile number. Discount the role 00 because that would make the character too cool. **Coolness™** is the only statistic necessary for this game; after all, if the character had a lot of high attributes he or she would be cool anyhow, right?

## Playing the Game:

**Role-Playing Game™** is revolutionary in that it does not require one of those "Game Masters" or "Maze Controllers". Everybody can play! The procedure is simple:

- 1) The players decide what the adventure is going to be like. For example, the players all decide they will go into a deep subterranean labyrinth inhabited by a race of giant hamsters with scurvies.
- 2) The players all roll percentile dice.
- 3) Whoever rolls lower than their **Coolness™** survives the adventure.
- 4) Whoever rolls above their **Coolness™** dies.
- 5) The survivors gain experience.

## Experience:

For each adventure survived the character gains 2 points of **Coolness™**. Upon reaching 100 **Coolness™** or higher the character becomes just too cool and explodes and is dead.

## Sample Game:

Three characters are preparing to go on an adventure. They are: Megaron the Bold (**Coolness™**: 47%), Elrong the Elf (**Coolness™**: 53%) and Norin the Unsure (**Coolness™**: 62%).



The players decide, after long discussion, their adventure will be to go into a deep subterranean labyrinth inhabited by a race of giant hamsters with scurvies. The players roll their percentile dice. Megaron rolls an 09 which is plenty below his **Coolness™**. He survives. Elrong rolls a 52 which indicates he made it out of the dungeon by the skin of his teeth. Then Norin rolls a 99. Norin is dead meat.



The two survivors gain 2 **Coolness™** each and make plans for their next magnificent and suspense-filled adventure.