

PARTY! MONSTER! MONSTER! PARTY!

The weekend is finally here, and tonight is the **BIG COSTUME PARTY** at Silver & Gold - a club in the bad part of town that lets anyone in. The only problem is, you've heard that **MONSTERS ARE PLANNING TO RUIN THE NIGHT!**

That's right, if being teenagers & surviving High School wasn't tough enough, you also live in a town with a poorly disguised **PORTAL TO HELL** at its centre. Not everyone knows about the evil that seeps from the rotten core of Summertown, but you and your friends sure do. Most nights, you head out to hunt when other teenagers are just enjoying being kids.

Can you manage to enjoy just one party without it being ruined by **FORCES FROM HELL?**

HOW TO PLAY

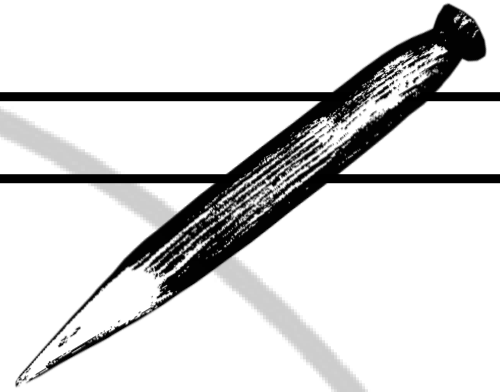
To play, you need two d8 of different colours. Pick one to be your **PARTY** dice; the other is your **MONSTER** dice.

- Your **PARTY** dice is active when you try to enjoy the party, or achieve your **GOALS**
- Your **MONSTER** dice is active when you try to hunt monsters, or defeat evil

Whenever you act and the outcome is in doubt, roll both dice. If your active dice is **EQUAL TO** or **HIGHER** than your other dice, then you succeed, otherwise you **FLOP**.

If your **MONSTER** dice is active and you **FLOP**, then, somehow, the party gets in the way of the hunt - an innocent bystander gets in the way, you're jostled or knocked, a drink is spilled on you, the room is too crowded, etc

If your **PARTY** dice is active and you **FLOP**, then, somehow, the monsters ruin your party - your date gets mauled, you notice something monstrous happening out of the corner of your eye, the world gets scary or weird, etc



PICK YOUR PARTY MONSTER

You're all friends who know each other from school, family connections, or your various monster hunting adventures.

Roll or choose your archetype. You can only have one of each per group. Each archetype has 2 **SKILLS**. When you use your **SKILLS**, roll your active dice twice and pick the best result.

Next, pick a **NAME & LOOK** from your archetype's options, or make up your own, and decide your pronouns.



d8	ARCHETYPE	SKILLS	NAME	LOOK
1	CHOSEN ONE	COMBAT, RESILIENCE	<input type="checkbox"/> LIZZY <input type="checkbox"/> ELI <input type="checkbox"/> SARAH	<input type="checkbox"/> ROCKER <input type="checkbox"/> PROM <input type="checkbox"/> CUTE
2	TEEN WITCH	MAGIC, COMPUTERS	<input type="checkbox"/> ROWAN <input type="checkbox"/> CEDAR <input type="checkbox"/> ALYSON	<input type="checkbox"/> COSY <input type="checkbox"/> INDIE <input type="checkbox"/> GRUNGE
3	CIS HET BORING DUDE	MUNDANITY, BAIT	<input type="checkbox"/> ALEX <input type="checkbox"/> LEX <input type="checkbox"/> NICHOLAS	<input type="checkbox"/> SHIRT OVER T-SHIRT
4	WEREWOLF HIMBO	SWEETNESS, MUSIC	<input type="checkbox"/> AUSSIE <input type="checkbox"/> ROMEO <input type="checkbox"/> SETH	<input type="checkbox"/> STONER <input type="checkbox"/> FLANNEL <input type="checkbox"/> BAND-TEE
5	UNEXPECTED LITTLE SISTER	DESTINY, ANGST	<input type="checkbox"/> AURORA <input type="checkbox"/> BEACON <input type="checkbox"/> MICHELLE	<input type="checkbox"/> CUTE <input type="checkbox"/> PREPPY <input type="checkbox"/> COSY
6	VAMPIRE LUST ICON	IMMORTALITY, GREAT HAIR	<input type="checkbox"/> PIERCE <input type="checkbox"/> SAINT <input type="checkbox"/> DAVID <input type="checkbox"/> JAMES	<input type="checkbox"/> LEATHER (GOth) <input type="checkbox"/> LEATHER (DETECTIVE)
7	BOOK DADDY	LORE, BRITISH ACCENT	<input type="checkbox"/> MILES <input type="checkbox"/> WINNIE <input type="checkbox"/> ANTHONY	<input type="checkbox"/> TWEED <input type="checkbox"/> WAISTCOAT <input type="checkbox"/> SMART-CASUAL
8	OBNOXIOUS CHEERLEADER	ACROBATICS, UNKINDNESS	<input type="checkbox"/> CECILIA <input type="checkbox"/> CORDYLUS <input type="checkbox"/> CHARISMA	<input type="checkbox"/> PREPPY <input type="checkbox"/> SPORTY <input type="checkbox"/> ROLL-NECK

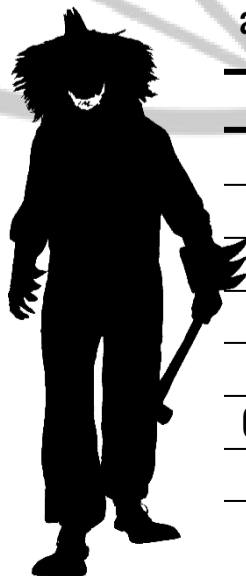
PARTY GOALS

Although you're always trying to stop Monsters, you're really here to party. Roll or choose a **GOAL** for the evening.

If you succeed in your **GOAL**, gain one automatic success on a roll of your choice until the end of the game.



d8	PARTY GOAL
1	TELL SOMEONE A SECRET
2	HOOK UP WITH YOUR CRUSH
3	PARTY LIKE IT'S 1997
4	HAVE 15 MINUTES OF NORMAL TEENAGE LIFE
5	GET ON STAGE WITH THE BAND
6	GIVE SOMEONE A GIFT
7	KISS SOMEONE AT MIDNIGHT
8	STAY AWAKE ALL NIGHT



MONSTER PARTY

No matter how much you try to just have a fun party, something always goes wrong.

Roll to see which Monsters turn up and what their secret agenda is. Try and stop them before the night - and the party - is over!

MONSTER	d8	AGENDA
LUSTY VAMPIRE COVEN	1	COLLECT SACRIFICES
WELL-DRESSED QUIET PEOPLE	2	KILL THE CHOSEN ONE
KILLER CLOWNS	3	TAKE REVENGE ON THE GROUP
DEMON IN A ROBOT	4	GATHER FOLLOWERS
LOST GODDESS	5	CREATE CHAOS
CONSPICUOUS HOODED CULTISTS	6	TAKE CONTROL OF THE TOWN
GOBLIN DEMONS	7	SUMMON A GREATER EVIL
LORD OF THE VAMPIRES	8	END THE WORLD