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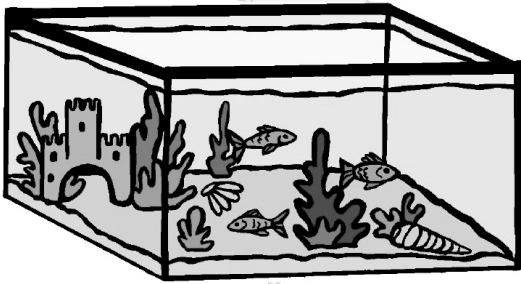
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Welcome

So, there you are, sweltering in the heat, looking for a way – any way – to cool off. Suddenly, with the sound of trumpets, a swimming pool appears over the horizon. You leap to your feet and shout, “eureka!” You’ve figured out a way to beat the heat! You’ll throw a live action roleplaying game.



PRAWN is the live action game of seafood. Players can create their own characters as long as those characters are edible by humans, and can fit in a large fish tank. For best results, PRAWN should be held in a swimming pool with a hot tub or sauna nearby, but it can be held in a normal room if you really want. PRAWN is a very silly game.

PRAWN is set in The Tank. The players are fish who live in The Tank. Note that “fish” can refer to amphibians, mammals, or actual fish. All denizens of The Tank are called “fish” no matter what their genus or species is.

There is a secret as to what

The Tank actually is. That secret is revealed a bit later on; only read it if you plan to run the game.

Your TM Staff

A TM (Tank Master) is a person involved in running the game.

Much as you would like to run PRAWN all by yourself, you simply cannot. PRAWN runs best with three TMs. The *Diver* TM should stay in The Tank with the players. Since costuming is difficult in a swimming pool, let the players know that the Diver TM looks like a man in an old time diving helmet.

The *Horde* TM stays in Horde Central, an area out of sight from the swimming pool. The Horde TM is in

Safety First

Running PRAWN does not give you the right to avoid the basics of water safety. You **must** have a lifeguard on duty at all times. Allow players who are getting cold or cramped to leave the pool. Don’t run near the pool. Don’t dive into shallow water. Be careful.

Likewise, keep the game to the shallow end of the pool, especially if you have players who cannot swim. The one exception is if someone is to fall into the pool. That should be a person who can swim and it should happen in the deep end, away from the players.

Follow all instructions and rules of the pool you use. The rule of Safety First is the most important rule of PRAWN. If you fail to run the game in a safe manner as we have presented, then you are not following our rules and we are **not** responsible for your reckless behavior.

charge of the Horde of Non-Player Characters (NPCs) who are not denizens of The Tank.

The *Coordination* TM makes sure that the Hoard and Diver TMs both know what is going on. The Coordination TM tells the Horde TM of plot developments, and warns the Diver GM about timed events.

Prop Collation

For obvious reasons, PRAWN does not use item cards, after all, how well will index cards hold up in a swimming pool?

For the most part, these props are pretty inexpensive and are easily available from your local hardware store or discount store.

You will need to collect the following props before you run PRAWN.

✧ **A Treasure Chest.** This will go at the bottom of The Tank, so it cannot be made of paper. A plastic box filled with sand will do, although if you can find waterproof “treasure” that’s even better. “Mardi Gras beads” work well.

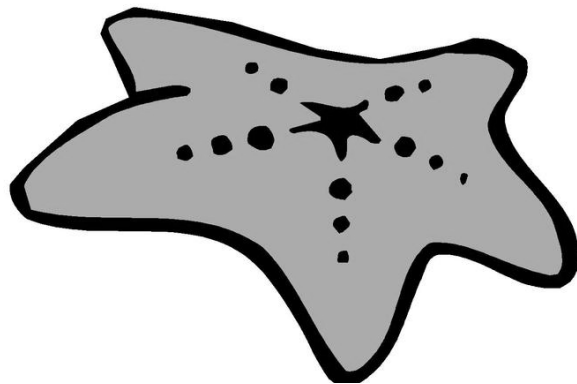
✧ **A Pair of Hands.** These are no ordinary hands, however. The hands need to be at the end of 7 foot poles. We used PVC tubing and Styrofoam to make the hands. (The hands themselves were 3 feet long). If worst comes to worst, you can buy 7’ tubes of PVC and use them as the

hands. PVC can be found in the plumbing supplies section of your local hardware store.

✧ **Hit Points.** Players need to keep track of hit points. We used fish shaped key chains (available from the Oriental Trading Company) on safety pins. Players could then safety pin their hit points to their bathing suits. Assume that you will need 10 hit points per player.

✧ **Food.** The characters need to be fed. We used the long tubular foam pool floaters that you can find at most discount merchandise stores in the summer. We then cut those floaters into roughly hand-sized sections and then safety pinned the hit points to them. *Very Important: No matter what you use for food, you must physically attach a hit point to it.*

✧ **Inflatable Pool Toys.** You don’t really need these, but they are fun and add a great deal to the game. You can get cheap inflatable toys at your local dollar store (or the local equivalent thereof).



🐟 **A Large Starfish.** It starts the game being hung on a wall or ceiling. It ends the game in the pool. It can be made of foam or some other light substance, as long as it can survive being immersed in water.

Player Characters

In PRAWN, players can create their own characters. If you have the opportunity beforehand, you can give players individual background information and create special plots just for your characters.

If not, we have a number of generic plots that you can plug characters into. We also have a number of pregenerated characters, enough to run a sixteen player game of PRAWN.

Set Up

In order to facilitate putting together character packets and setting up the game space, we have put the instructions in a handy step-by-step checklist formation.

After you have completed a step, check off the box to its left. This will help you keep track of what you've done and what you need to do.

Before The Game

Gather the props as mentioned in prop collation.

- ☐ On Treasure Chest
- ☐ A Pair of Hands
- ☐ Ten Hit Points per player.
- ☐ Three Food Items per player.
- ☐ A football.

- ☐ A large starfish.
- ☐ *Optional: A large white ball to represent a pearl.*
- ☐ *Optional: A stapler or paperclips.*

Destroy This Book

That's right. A significant part of this book must be split into sections and distributed to players. You have two choices. You can either:

Fold this book across the spine (fold it back and forth a few times to make a nice crease) and cut down the spine to put it into individual pages. Remove the staples before cutting.

Or, if you prefer to keep the book intact...

Photocopy this book. You can photocopy it double sided if you wish.

Interactivities Ink Limited grants purchasers of this book permission only to photocopy this book for purposes of running the game themselves. It may not be duplicated for any other purpose.

Once the book has been torn into pages, it needs to be separated into parts. All pages before page 18 are part of the TM information.

- ☐ Staple or paperclip the TM information pages together in the upper right hand corner. Keep this with the Horde TM. The pool TM won't be able to use it in water.
- ☐ The information sheets follow the TM info. Put those aside for now.

- ❑ The character histories come after the information sheets. Each character history is one single sided page.

Character Packets

The character histories will be given to the players. We suggest you put each one in an individual envelope. You can also use the same envelopes to hold the other things you are giving players, such as information sheets.

- ❑ If you have character envelopes, write the name of the character (it appears in large type at the start of each history) on the outside of the envelope. Place the character history in the envelope. Don't seal these envelopes.

The Information Sheets

All players get the sheet entitled "PRAWN: Player Hand out."

- ❑ Photocopy pages 18 and 19 twenty times. Place one copy in each character envelope.

Only certain characters get the other information sheets. This is listed in the introduction to the pregenerated characters on page 27.

- ❑ Photocopy the Sharks information sheet four times for pregenerated characters, more if you have player generated characters.
- ❑ Photocopy the Jets information sheet five times for pregenerated characters, more if you have player generated characters.

- ❑ Photocopy the Katie-Lou information sheet four times for pregenerated characters, more if you have player generated characters.

- ❑ Photocopy the Da Squid information sheet six times for pregenerated characters, more if you have player generated characters.

Plot Hand Outs

The Plot Hand Outs begin on page 24. These are for players who create their own characters. The pregenerated characters have the plot hand out information in their character sheets.

- ❑ If you have player generated characters, photocopy the plot hand outs. Cut them apart, write the appropriate character names on them and distribute them as appropriate.

Character Envelopes

If you have produced character envelopes, your job here is easy: place the appropriate information sheets in the character packet. If not, attach the sheets and character histories together with paperclips.

You can find a list of which pregenerated character gets which information sheet on page 27.

Remember, all characters get the "Welcome to The Tank" information sheet.

If players are creating their own characters, you should give them a sheet that lists their shticks and any

background information they may require.

Placing Props

- ☐ If you are using the pearl, place it in the treasure chest.
- ☐ Place the treasure chest in the pool.
- ☐ Hang the large starfish on a wall or from the ceiling, easily in sight of the Tank.
- ☐ Put everything else in Horde Central. Make sure the Horde TM knows where it is.

Runtime Mechanics

The Horde

The Horde are a group of non-player characters who play the humans and other non-fish in the game. A good game of PRAWN should have about five to seven Horde members.

The Horde should have its own separate staging area where the Horde TM can organize the goings on.

Horde members are not really characters per se. They are there to go in, play a small part, and leave. A single Horde member might play several different parts over the course of the game.

To the Horde Characters, the players are fish in a large aquarium. The setting is a fancy seafood restaurant, and the Coordination TM is the Matre' D.

All Horde players should remember that they must speak in gibberish.

(They can whisper to each other if they really need to communicate.) They should also keep in mind that they cannot understand the fish.

Some fish may have Shticks that let them understand humans. In that case, instruct Horde members to whisper to the fish player what their gibberish means.

Also some fish can leave the Tank. Any Horde members who see fish outside the Tank should react appropriately.



Horde Characters

Do not feel the need to limit yourself to the following list of Horde characters. If you have an idea for an interesting activity, feel free to add your own characters.

The characters here are designed to be cut out and given to your Horde members.

See the timeline on page 7 to schedule the Horde characters.

0:15 Father

You are here to order a delicious crab dinner. You should go in with your family and get a table from the coordination TM. You should all sit at the table and then order dinner. Point into the Tank if you wish. A bit later, Mr. Pinchly should be pulled from the Tank and will die. Bon Appetite!

0:15 Mother

You are here to order a delicious crab dinner. You should go in with your family and get a table from the coordination TM. You should all sit at the table and then order dinner. Point into the Tank if you wish. A bit later, Mr. Pinchly should be pulled from the Tank and will die. Bon Appetite!

0:15 Child

You are here to order a delicious crab dinner. You should go in with your family and get a table from the coordination TM. You should all sit at the table and then order dinner. Point into the Tank if you wish. A bit later, Mr. Pinchly should be pulled from the Tank and will die. Bon Appetite!

0:45 The Cat

The coordination TM will come to the Horde area to let you know when to come on. You will need someone with a Hand to follow you or you will need to carry a Hand yourself. You may want to carry some Food to entice fish to get close to you. Keep the food, though.

Walk around the Tank, howling loudly. If a fish comes close, bat at the water near it. Only grab a fish if the player gets really stupid. Any fish you grab should be dragged out of the Tank and eaten.

After a few minutes, the coordination TM will return to the Tank area and chase you out. Remember not to run in the pool area.

1:00 Kid One

You and Kid Two have decided to practice passing a football around. Toss the football to each other gently. You want each other to catch it. **Do not run!** After a few passes, throw the ball to Kid Two, who will miss and fall into the pool. When that happens, leave.



1:00 Kid Two

You and Kid One have decided to practice passing a football around. Toss the football to each other gently. You want each other to catch it. **Do not run!** After a few passes, you should miss catching the ball and fall into the pool. Avoid falling where there are people, and try fall into the deep end. If diving is not permitted at the pool, do not fall into the pool, but climb carefully instead.

When you enter the pool, yell out "CRASH!" to simulate the walls of the Tank smashing. The coordination TM should announce a ten-minute break. Leave the pool area and dry yourself off.

1:55 APET Member

You are a member of *Animals are PEople Too*. You are here to rescue your fishy brethren and set them free in the sea. You must use the Hands to grab as many of the players as possible. Speak to them in gibberish, but make it clear that they are being rescued. There may be several APET members.

Timeline

The timeline is set in minutes after game start. A typical game of PRAWN lasts for about two hours. Feel free to add or remove events from the timeline as you see fit.

:15 – A Family comes in and orders crab. Mr. Pinchly (a secret Horde plant) is removed from the tank.

:35 – Feeding. See below.

:45 – The cat comes in and should howl loudly and try to get fish. After awhile the Coordination TM should shoo it out of the pool area.

1:00 – Two kids come in and start tossing a football around. It either lands in or one of the kids falls into the tank. There is a sound of glass smashing and it is announced that the tank is broken and water is spilling out onto the floor. Have a ten minute break to deal with the mess. People can get out of the pool during this time. This is to schedule a chance for people to leave the pool, relax, use the facilities, what have you.

1:10 – Break's over. They are in a new, completely repaired tank, but all fish have lost 1 Hit Point.

1:25 – Feeding. See below.

1:40 – A Starfish falls from the sky. Take the large starfish prop and toss it into the Tank. The character to whom it lands closest is The Chosen One for the Friends of Katie-Lou.

1:55 – The APET (*Animals are PEople Too*) Raid. Have all the Horde come in yelling gibberish. Bring the Hands. Have them catch fish and drag them out of the Tank. All the fish are transported to the Sea. Game over.

Feeding

There are two feedings during the game. Two Horde members come out with hands and another comes out with a large trash bag of food. You

should have one piece of food for every player in the game.

Have the food handler quickly toss the food out to the players. The food handler should try to spread the food out a bit instead of dumping it, but the process should be handled quickly.

Whenever there is a feeding, the Hands should be brought out as well. This way the players cannot tell the difference between feeding and removal and cannot tell if they need to be close or far away.

Note: After the feeding, the leader of the gang (Sharks or Jets) that controls the Tank gets three extra food. Just hand them to him.

Some players also have Shticks that allow them extra food after a feeding.

Also remember: after a feeding, if a fish has not eaten at least one food, that fish loses one Hit Point. Make sure to check with the players to see if any of them didn't eat.

Removing A Fish From The Tank

Whenever you need to remove a fish from the Tank, for example Mr. Pinchly, you will need two Horde members to manipulate the Hands.

The Hands need to be wielded with care. Horde members should practice with them in the Horde area before using them on the players.

The Hands should be wielded gently. A simple tap or brush with the Hands is sufficient. Under no circumstances should people attempt to hit, slap, or otherwise hurt people with the Hands. Likewise, the players should aim for

the back. Avoid hitting someone in the face with the Hands.

Whenever the Hands are brought out, bring out the bag of food as well. This way the players cannot tell the difference between feeding and removal and cannot tell if they need to be close or far away.

Unscheduled Events

These events can be added to your game if you feel it is going slowly. Feel free to add your own events as well.

The small child will require a Hand and some food. After a few minutes, the coordination TM should chase the child away. But don't run!

Small Child

You are a small child who has been left alone to wander around the restaurant. You spy the fish tank and are fascinated with the fish. Go and watch them, cooing and shrieking in gibberish.

You should also have some food, which you can throw in to feed the fish, and a Hand. If a fish gets too close, you can try to grab it. If you do, shriek and immediately let it go.

If they start getting too close and curious, when you grab a fish, remove it from the Tank and drop it. It will probably die unless it is rescued.



Towards the end of the game, a second group could arrive to order fish. This time, the hands should grab whatever fish is convenient.

Dinner Partner One

You are here to order a delicious fish dinner. You should go in with your family and get a table from the coordination TM. You should all sit at the table and then order dinner. Point into the Tank if you wish. A bit later, a fish should be pulled from the Tank and will die. Bon Appetite!

Dinner Partner Two

You are here to order a delicious fish dinner. You should go in with your family and get a table from the coordination TM. You should all sit at the table and then order dinner. Point into the Tank if you wish. A bit later, a fish should be pulled from the Tank and will die. Bon Appetite!

Conditional Events

These events happen based on player actions. You can try to push the players to certain events, but don't overdo it. Players do not like being shoehorned in LARPs.

Katie-Lou Rises

At some point during the game, you will throw the large starfish into the pool, causing the Friends of Katie-Lou to encircle the Chosen One, do a clever chant, and kill him or her.

Once that happens, the treasure chest at the bottom of the Tank should burst open and Katie-Lou should rise up. Katie-Lou is a cute young girl who will grant each Friend one wish. Yes, any wish is permissible, except for more wishes. Katie-Lou will actually act in the character's best interests, and will not deliberately misinterpret the wish. You will need a TM to handle all of this.

Katie-Lou

You are the young, adorable Katie-Lou. You have been asleep for some time in the treasure chest in the Tank.

But now, some clever fish have woken you up. You will reward each fish with a wish and then leave the Tank.

You are a young, cute girl, and you are helpful and kind, so you will grant what the fish want, and interpret their wishes to their favor. They may not ask for more wishes.

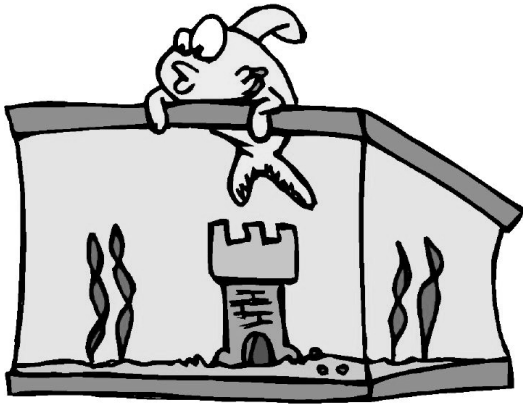
You start the game in the swimming pool. You will need a TM with you to help grant the wishes.

Gang War

At some point, the Sharks and Jets will rumble. It is up to the fish involved to decide who wins the gang war, but as a TM you should know ahead of time what the conditions are for victory.

You may wish to have a TM available at the rumble to help coordinate the combats.

The winning gang of the rumble now can claim the Tank as its turf. Keep that in mind for future feedings.



Leaving the Tank

Fish who leave the Tank lose one Hit Point every five seconds. When they lose all their Hit Points, they die, outside of the Tank.

If a fish manages to re-enter the Tank with Hit Points, the fish is still alive, but any Hit Points lost are lost. **Remember: Running is not allowed around the pool area!**

Some fish have Shticks that allow them to survive outside of the Tank.

Fighting

The fighting mechanics for PRAWN are very simple. Combat starts when one player points at another and declares "Combat!"

The player who declared is called the Attacker. The one being attacked is the Defender. Combat happens in rounds.

Each round, the Attacker and Defender count to three (one... two... three... shoot!) and hold out from zero to five fingers on one hand. *Remember that players cannot hold out more fingers than they have Hit Points, so a player with four Hit Points can only hold out zero to four fingers.*

If they hold out the same number of fingers, the Defender takes no damage. If the difference is one or two in either direction, the Defender takes one Hit Point of damage.

If the difference is three or more, the Defender takes two Hit Points of damage. All Hit Points lost should be removed from the pool or given to a TM.

After Hit Points are lost, the Attacker and the Defender switch roles, and a new round begins.

In the case of large combats featuring multiple attackers and multiple defenders, try to split the groups up into as many one on ones as possible.

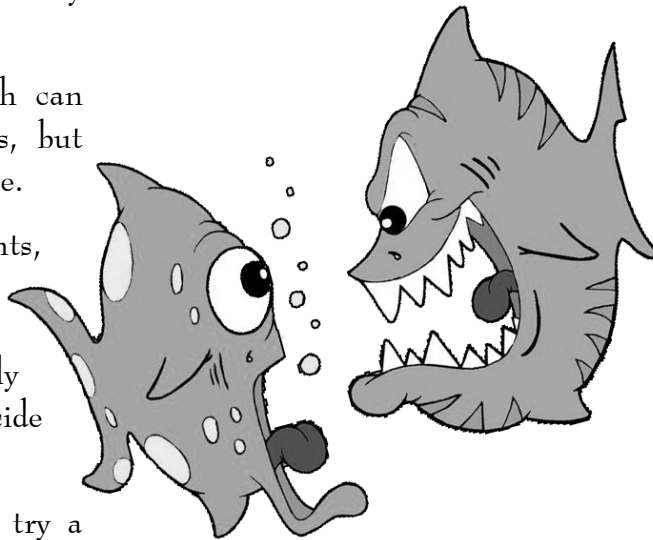
In the case of a many-on-one, the attackers all attack at the same time and the defender defends against all of them at once. But when the roles

switch, the single attacker can only attack one defending fish.

A good rule of fin is that fish can defend against multiple attacks, but can only attack one fish at a time.

When a fish loses all its Hit points, it is incapacitated and out of the Combat. Combat ends when one side is completely incapacitated, or both sides decide to stop fighting.

Prospective TMs may want to try a few test fights with each other using the system as a way to learn how it works.



Fish Shticks

Each fish has a number of special abilities called Fish Shticks. A list of Fish Shticks starts on page 12.

Fish Shticks trump all other rules. They allow fish to leave the Tank, to evade the Hands, to become better fighters, and do all sorts of other interesting things.

When adjudicating Shticks, or indeed, any player request, be fair. Keep the following questions in mind:

- ✧ Will this unbalance the game?
- ✧ Will this cause players to be happy/unhappy?
- ✧ Is the idea *fun*?

Remember, PRAWN is a fun game. Let your players have fun. Run faster and looser than you would with a more serious game. Enjoy yourself!

Creating a Character

Type of Fish

All PRAWN characters have the following restrictions:

- The character must be smaller than a large person. Only miniature whales are allowed. Remember, you have to fit in the Tank.
- The character must be seafood. Mermaids, for example, are out. It is left up to the TMs to decide if dolphins are seafood.
- The character must live in the water. Both freshwater and saltwater sealife are allowed. It is up to the TM to decide if amphibians count. (One of the pregenerated characters is a frog, though.)

There are a number of famous fish out there. Remember that using a copyrighted character can get you into legal trouble. Companies **must** defend their copyrights or risk losing them. You've been warned.

History/Background

The best way to start creating a character is to come up with a history for the character. Keep in mind that PRAWN is a lighthearted two-hour game. Characters should be simple and light. An overly dark, brooding character won't work well in the game concept.

When creating a character, start to think of what the character can do. There are several issues to keep in

mind when defining a character: where did it come from, what does it want to do here, how does it feel about the other fish, and what can it do?

The history and background issues should be worked out with the TM. "What can it do?" can be handled entirely in the next few pages; however, your character's Hit Points and Fish Shticks should be approved by the TMs before the game starts.

Hit Points

Characters start with seven Hit Points. Players can always have their characters start with fewer Hit Points, although they gain nothing for this.

Players who want their characters to start with additional Hit Points should buy the appropriate Shtick.

Fish Shticks

It is important to keep play balance in mind when creating a PRAWN character. PRAWN characters have either two or three Shticks.

A Fish Shtick is a special ability that allows the player to bend the rules. We have separated Shticks into card-like boxes that can be photocopied and cut and given to players as Shtick cards.

Hint: Photocopy your Shtick Cards onto overhead transparencies and punch holes in them. Then Run a safety pin through the holes. That way, players have their now-waterproofed Shtick cards available at any time during the game.

The number of Shticks a starting character can have is based on the following menu:

Three from Column A

OR

*One From Column B &
One From Column A*

OR

Two From Column B

OR

*One From Column C &
One From Column A*

A player can always choose to have fewer Shticks. There is no benefit to this, however.

Players can also choose to take more than one of the same Shtick, if available. For example, a player could take three "A Big 'Un"s and start with six extra Hit Points.

Column A

A Big 'Un

You start the game with two extra Hit Points.



Clever Fish

You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know, then that question didn't count. **You can only do this once.**



Feint

You take one Hit Point less damage in combat this round. **You can only do this once.**



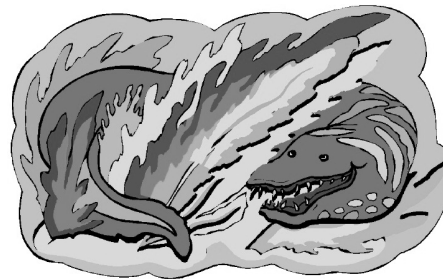
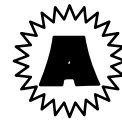
Fighting Fish

You may always hold up to five fingers in combat no matter how many Hit Points you have.



Fish Food

Every time you eat an incapacitated fish, you gain a Hit Point.



Hide

You can hide so that no other fish can see you (but the Hands still can). Show this Shtick to any Fish who sees you. This lasts for five minutes or if you join a fight or if you are grabbed by the Hands. **You can only do this once.**



Poisonous

If you become incapacitated in a fight, all your opponents take 1 Hit Point Damage. **You can only do this once.**

**Regenerate**

Five minutes after a combat ends, if you have been left incapacitated, you gain back 1 Hit Point. Get it from the TM. **You can only do this once.**

**Sporting Duel**

You may challenge a specific fish to a duel. No other fish may interfere when fighting the duel. **You can only do this once.**

**Sticky Tongue**

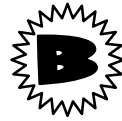
You are able to catch at least one food per feeding. If you did not get any food during a feeding, have the TM hand you a food after the frenzy has died down. **You can only do this once.**

**Sting**

You may do an unstoppable attack that does 1 Hit Point of damage before the combat starts. **You can only do this once.**

**Column B****Assist**

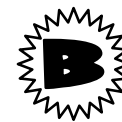
You may play this Shtick to count as the use of someone else's "You can only do this once" Shtick. That fish gets one more use of its Shtick. **You can only do this once.**

**Clamp**

You do one point of damage in a finger fling if the defender holds up the same number of fingers you do. **You can only do this for one combat, but it lasts the entire combat.**

**Dodge**

When you defend in combat, if you hold up 1 finger different from your opponent, you take no damage.

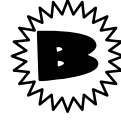


Healing

You can heal any other fish who has lost all of its Hit Points back up to one Hit Point. Get a Hit Point from a TM.

**Secret Stash**

You have a secret stash of food. You can turn this Shtick in to a TM for two pieces of food. You **can only do this once.**

**Low Metabolic Rate**

You do not lose Hit Points if you do not eat a food after a specific feeding. You **can only do this once.**

**Shell**

You take no damage from anyone this round in combat. You **can only do this once.**

**Pinch**

You may do an unstoppable attack that does 1 Hit Point of damage before the combat starts.

**Smart Fish**

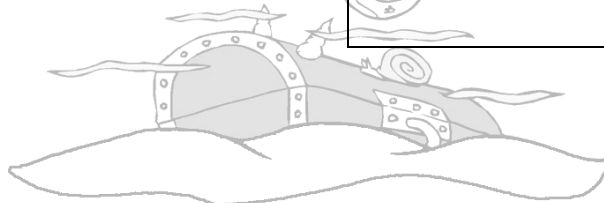
After speaking with another fish for five minutes, you may ask that fish one yes/no question that must be answered truthfully. If the fish doesn't know, then that question didn't count. You **can only do this once.**

**Power Attack**

You may attempt a special attack. You must announce this before fingers are flung. If the difference is one, you do two Hit Points of damage. If the difference is two or more, you do three Hit Points of damage. You do no damage if the difference is zero. You **can only attempt this once per combat.**

**Spines**

If you take two or more Hit Points of damage in one round of fighting, your attackers all take 1 Hit Point of damage. You **can only do this once.**



Waterspout

This round of combat, you may attack as many characters as you want. They all defend at the same time. **You can only do this once.**



Column C

Denied!

You may keep another character from using one of his or her Shticks. If the other Shtick can only be done once, then that doesn't count as their use of the Shtick. **You can only do this once.**



Eerie Mental Powers

You may make a request of another character and that character *must* do as you ask as long as it doesn't mean leaving The Tank. **You can only do this once.**



Feeding Frenzy

You are able to catch at least one food per feeding. Have the TM hand you a food after the feeding frenzy has died down, even if you caught food this time.



Leave The Tank

You may leave the Tank and survive for five minutes. **You can only do this once.**



Shock

You may make a special, unstoppable, attack that does five Hit Points of damage. Do this instead of doing Finger Flings for your attack. **You can only do this once.**



Slippery

You can slip out of the Hands if you are grabbed. **You can only do this once.**



Understand Humans

You understand what those strange creatures who live outside of the Tank are saying! They will still talk gibberish, but you can always ask for a translation.



Creating New Shticks

You can easily create new Shticks for your game. The difficult part is making them balanced. Don't sweat too hard. Remember that PRAWN is a lighthearted game that lasts for only two hours. There is nothing in this game worth agonizing about for several hours.

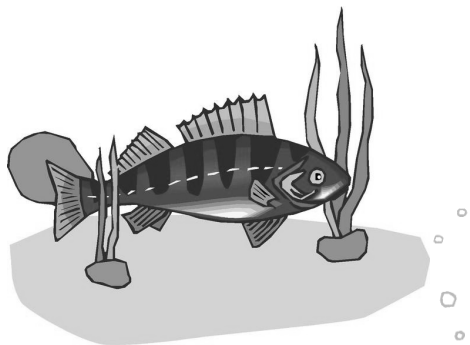
Because the game is in water, it can be difficult to keep track of uses of shticks or when they are active. Thus, most shticks are always on or one use only.

Likewise, shticks should be kept simple. If you cannot explain the shtick in more than two sentences, you are trying too hard.

Try to get a feel for the power of the shtick. If it greatly affects one or more fish, or it gives the owner a good deal of knowledge or power, it is a C.

If it only affects the owner, or it seems to not have a large affect on the game, then it is an A.

If it is between the two, then it is a B.



Use the existent Shticks as a guide. Try to judge the level of power of the new Shtick verses the ones that already exist.

In general, however, the power level of shticks is pretty low. Even if a fish had an overbalancing amount of powerful shticks, it could still be taken out by a few other fish working together.

Keep that spirit or cooperation alive. Don't make powerful loners, make powerful groups.

A PRAWN Campaign

Is it possible? Sure. The plots in PRAWN do not lend themselves well to a continuing campaign, but it could be done. You'll have to make your own plots though.

PRAWN shticks that have one use are gone once they are used. They do not come back at the start of new episodes of the campaign.

At the end of an episode of the PRAWN campaign, fish get experience. If they just show up, they can take an A shtick. (For example, they could take "A Big 'Un" to gain 2 more Hit Points).

If they do a good job, or they succeed in their goals, they can take an A or a B shtick.

If they do a spectacular job, one to be praised by all, then they may take a C shtick, a B shtick, or an A shtick.

Fish cannot save experience from one episode to another. This saves you the TM from having to keep track of the experience. You're welcome.



Welcome to The Tank.

You have lived in **The Tank** for as long as you can remember. Of course, being a fish, your memory isn't that great...

The tank is an odd place. You are surrounded on four sides with solid water. It looks just like normal water, but when you try to swim through it, you bump your nose. Sometimes you can see the images of ghost fish on the other side of the solid water reflecting your movements and mocking you. The top of The Tank opens into the horrible air above, and the bottom is solid. You can, if you wish, leap out of the top of The Tank, over the solid water. If you choose to do this, please see a Tank Master (TM).

A day in The Tank is full of wonder and excitement. Giant beings surround The Tank and constantly disrupt your world. Sometimes they bring food – mmmm food. Sometimes they grab and one of your fishy brethren are taken away never to be seen again.

There are those that speak of a life beyond The Tank. Good fish are taken away to a place called "The See," where there is no solid water to confine you. Bad fish are taken to a

place of torture. Rumors have alternately called this place "The Pot" where the water is too hot and fish are boiled alive, or "The Oven," a burning box filled with hot, dry air and no life-giving water to be seen. Some say that these are just stories used by the older fish to keep the new'uns in line, but the warning, "be good or The Pot'll get you," still carries its share of weight.

Other Fish.

You live in The Tank with many other different types of fish and underwater life (also called fish, even if they are technically amphibious or something else). Some fish have formed gangs. The Sharks and the Jets have been fighting for control of The Tank for some time now. Some fish are neutral, and don't belong to any gang.

Big Boss "Da Squid" also has formed his own Organization. Da Squid and his enforcers bully the weaker fish for food during feeding time. And since they are so strong and there are three of them, it's been impossible to do anything about them.

But, for the most part, the fish get along peacefully, except during feeding time, when it's every fish for itself.

Fish Fight.

Sometimes a fish has gotta do what a fish has gotta do. When you want to attack another fish, point your hand, er, fin at your target, and pronounce in a loud, clear voice, "I'm attacking you."

The next step is for you and your opponent to close your eyes or turn your backs. Count to 3, and then raise a hand (or fin) in the air, holding up between 0 and 5 fingers. (Actually, you cannot hold up more fingers than you have hit points.) Take the difference between the two hands. If the difference is 0, defender takes no damage. If it is 1 or 2, defender takes 1 damage. Difference of 3 or more? Defender takes 2 damage. Defender then gets to attack the attacker.

In the case of multiple attackers/defenders, you all hold up your hands at the same time and calculate all the damage done at once. Why not get a GM to help you make the combat go quickly? That's why he's there.

Speaking of hit points, you're going to start the game with them clearly attached to your costume via hopefully rustproof safety pins. When you lose a hit point, remove it from your costume and toss it out of the tank. If you lose all your hit points, you are at the mercy of whoever is around you. They can take all your items, push you around, or kill you. Should you die, you should float belly up until you are removed from The Tank.

Those Strange Hand Thingies.

On the other side of the solid water walls of The Tank, you can see large, bizarre shapes moving about. These things often communicate to each

other, quite unintelligibly, although they seem to know what's going on.

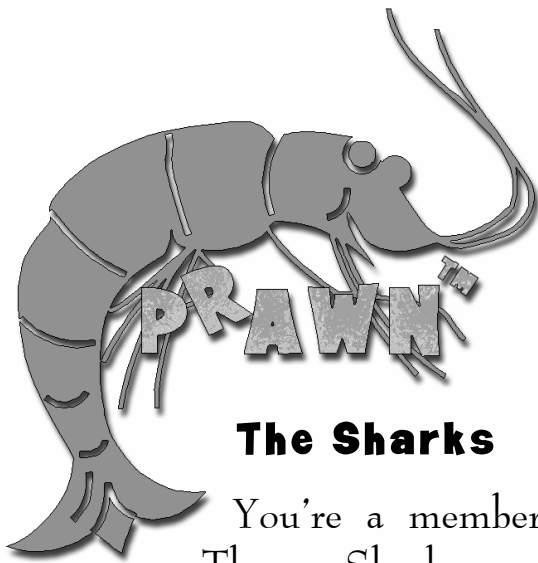
Every once in a while, these unbelievably huge, strange creatures reach into The Tank with appendages known as "hands." If you are touched by one of these "hands," you are caught and you must follow the "hand" even if it takes you out of The Tank. Fish caught by these "hands" are never seen again.

Mmmmmmm. Food.

However, sometimes these "hands" bring a source of joy and pleasure: food. Every fish needs food. Without it, you will die. And the more food you have, the better. Food is always tossed into The Tank near the "hands," so it is impossible to know if the "hand" is there to give food or to drag you from The Tank never to be seen again.

All food will have Hit Points attached to it. If you manage to grab a food (and you must grab it, *actually* grab it) and remove the Hit Point from it, you can attach the Hit Point to yourself. There is no limit to the number of Hit Points you can gain in this way. Throw the "eaten" food out of The Tank when you are done.

If, after a feeding, you don't gain any food, you must take one of your Hit Points and toss it out of The Tank. So you'd better get the food, while the feeding is good. It's okay to try to snatch food from other fish, but try to avoid too much horseplay in The Tank.



The Sharks

You're a member of The Sharks, the toughest and most feared gang in The Tank.

When you're a Shark, you're a Shark all the way. The Sharks control the tank, boy. And they fight to keep it that way.

Not all of the fish are Sharks, just the coolest and the toughest. They stick together, and nobody ever disrespects a Shark.

Your dreaded enemy as a Shark is the lowlife gang, the Jets. The Jets don't even have the decency to name their gang after a fish. You are always prepared to kick their sorry fins at any time.

Anyone not involved with the Sharks or the Jets is a lower form of life. And whenever there's fresh bait in The Tank,

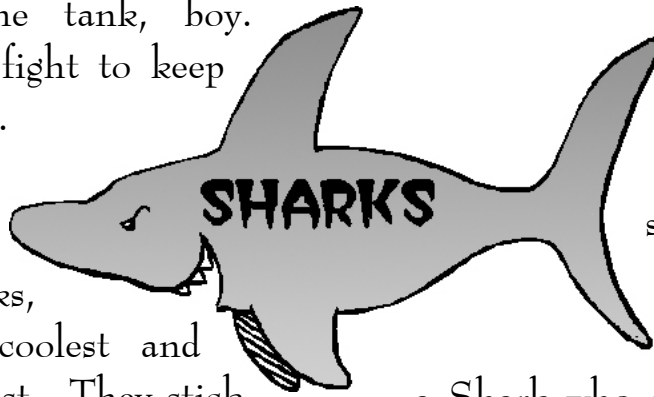
both gangs size up and test the newcomer and if he's found worthy, he's asked to join.

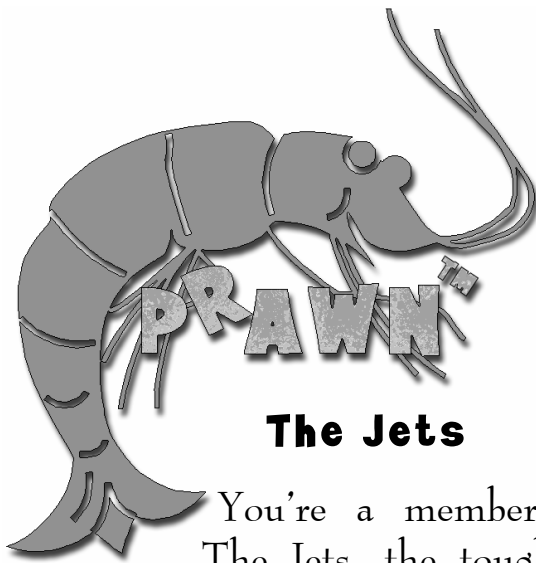
Right now, of course, The Sharks rule The Tank. This is cool because it gives you a bit more food and because it makes the other fish fear you.

Of course, anyone could claim to be a Shark. That's why you have a special gang recognition signal. When you slip fins (shake hands) with another Shark, you put your other fin on your head like a shark's dorsal fin.

Anyone claiming to be a Shark who doesn't do this is an obvious fake.

However, you do know that the following fish are all Sharks:





The Jets

You're a member of The Jets, the toughest and most feared gang in The Tank.

When you're a Jet, you're a Jet all the way. The Jets control the tank, boy. And they fight to keep it that way.

Not all of the fish are Jets, just the coolest and the toughest.

They stick together, and nobody ever disrespects a Jet.

Your dreaded enemy as a Jet is the lowlife gang, the Sharks. The Sharks are the lowest form of fish, always preying on the smaller fish who can't look after themselves. You are always prepared to kick their sorry fins at any time.

Anyone not involved with the Jets or the Sharks is a lower form of life. And whenever

there's fresh bait in The Tank, both gangs size up and test the newcomer and if he's found worthy, he's asked to join.

Right now The Sharks rule The Tank, but this will change. The gang that rules The Tank gets extra food at feeding time and has the fear and respect of the other fish.

That's why the Jets are planning a rumble. You plan on warning the Sharks after the first feeding and then rumbling soon after so you can get the next feeding.

Of course, anyone could claim to be a Jet. That's why you have a special gang recognition signal. When you slip fins with another Jet, you hum or make a jet noise.

Anyone claiming to be a Jet who doesn't do this is an obvious fake.

However, you do know that the following fish are all Jets:



The Friends of Katie-Lou

It is said that in the sunken treasure chest at the bottom of the Tank there sleeps an entity known as Katie-Lou (all hail Katie-Lou).

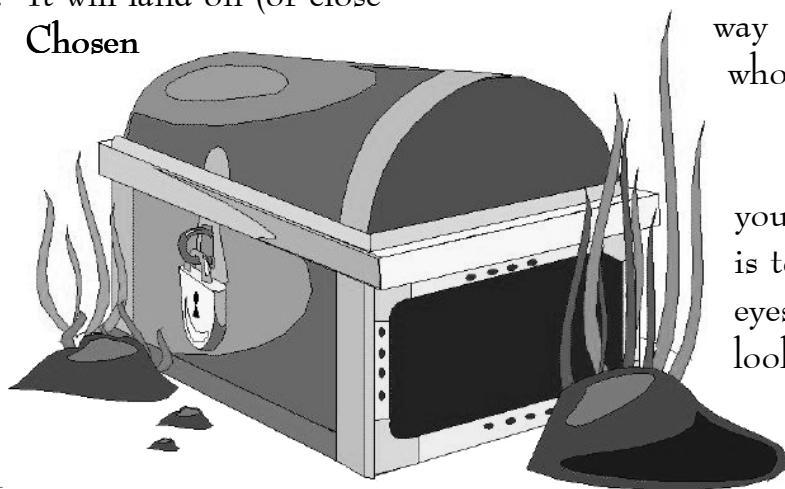
It is said that when the starfish are just right, cute Katie-Lou will wake from her sleep and rise from the treasure chest and go on to rule the Tank and help all her fishy friends.

And you believe it.

You are a friend of Katie-Lou and you want to help her awaken. To this end, you and the rest of your friends have devised this ritual.

First, you must wait until a large starfish falls from the sky above the Tank. It will land on (or close to) **The Chosen One**.

Once
The Chosen One
has
been
picked,
you must



surround **The Chosen One** and dance and chant:

*"Bloop Bloop Diddam Daddum
Waddum Chew.*

*Bloop Bloop Diddam Daddum
Waddum Chew.*

*Bloop Bloop Diddam Daddum
Waddum Chew.*

*And They Swam, And They
Swam, All Over The Dam."*

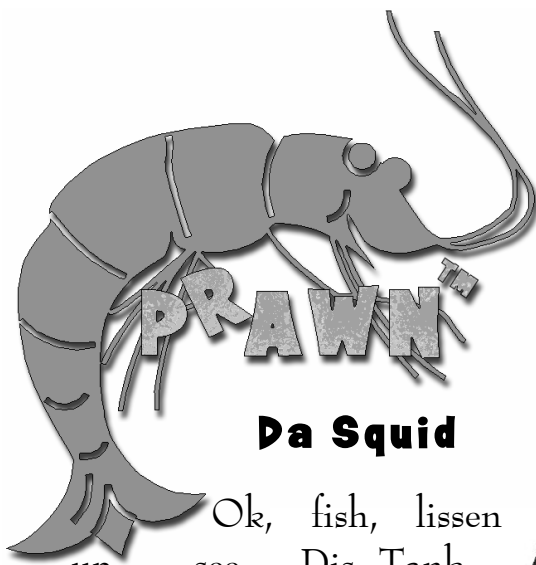
You must chant this three times, all together, like you really mean it, and you have to hold fins, and move in a circle. Remember, the louder you are, the more chance Katie-Lou will hear you.

Then you must all attack **The Chosen One** and kill him or her. (Don't worry, a better life awaits him or her in the See, where all good fish go when they die.) Then you simply have to wait and Katie-Lou will rise from the sunken treasure chest. Hooray!

Because membership in the Friends is a *secret*, you have no

way of knowing
who else is a
member.

Therefore,
your best bet
is to keep your
eyes open and
look for other
outcast
fish.



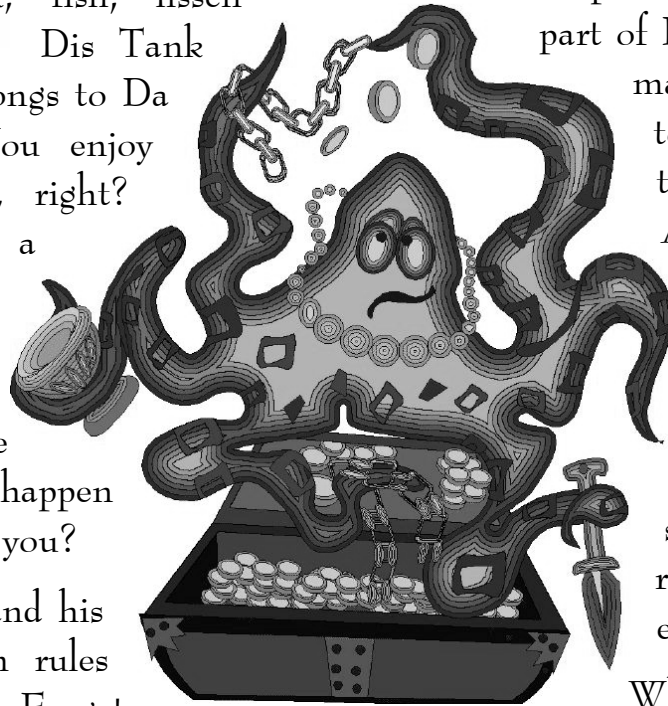
Da Squid

Ok, fish, lissen up, see. Dis Tank here, it belongs to Da Squid. You enjoy living here, right? You have a nice life here. Wouldn't want to see anything happen to it, would you?

Da Squid and his organization rules the Tank. Forget about those wimpy gangs you may have heard of. Da Squid has the real power, with tentacles in every slimy dealing in the Tank.

After each feeding, Da Squid and his enforcers demand a food from each of the weaker fish. And if a fish cannot pay, the enforcers take it out of his hide.

And while Da Squid is feared by all fish, he is not well loved.



That's why it came as little surprise to find out that someone killed Da Squid last night. Oh, everyone is talking about it.

Many fish have a reason to want Da Squid dead. Those who were being extorted want the extortion to stop. Those who were part of Da Squid's gang may have wanted to move up in the organization. And there may even have been some goody-goody fish vigilantes who wanted to see Da Squid's reign of terror ended.

Where do you fall?

Enforcers for Da Squid:

Victims of Da Squid:

This fish found Da Squid's body:

Plot Hand Outs

The following plot hand outs can be given to players who want to create their own characters. This gives them a bit more to do than be a Shark or a Jet or scrounge for food.

Make sure to cast all the parts in a plot or the plot won't work. Also note that some of the pregenerated characters are involved in these plots. Try not to double cast a plotted role. The plots below list their characters, and the pregenerated characters' history hand outs contain their plot information.

The Lost Pearl

Summary: A shellfish built a pearl and it was stolen. The thief hid the pearl, but another fish found it. The finder gave the pearl to a secret love who does not know who gave it to her.

Shelly: Lost pearl

Ole Man Salmon: Stole pearl

Sharkey: Found pearl

Angelfish: Received pearl

Lost Pearl

Oh no! You had been building a pearl for quite some time, trying to keep it safe from harm. It was very dear to you.

But last night, while you slept, someone stole the pearl. You want your pearl back and want the thief brought to justice.

This may require some detective work. Surely someone saw something, right?

Stole Pearl

For a while, you've been watching _____ build a pearl.

Last night while everyone was sleeping, you snuck over and stole the pearl.

You hid it behind the treasure chest at the bottom of the Tank, but when you went to look at it this morning, it was gone!

Someone stole your stolen treasure. That just doesn't seem fair.

Found Pearl

You couldn't sleep last night, so you decided to swim around the Tank. You found a beautiful pearl by the treasure chest.

You have been in love with _____ for quite some time.

You dare not admit your love, so you left the pearl as an anonymous gift. You hope it's appreciated and that some day your love will be returned.

Received Pearl

When you work up this morning, you found that someone gifted you with a beautiful pearl.

You don't know who gave you the pearl, but you will show it off and keep it for your very own.

The pearl is yours now, it was a gift fair and square and you will keep it and show it off all you want!

West Tank Story

Molly: Jet who loves Shark

Ricky: Shark who loves Jet

Jet who loves Shark

You are a fish with a quandary. You are caught between the deviled fish and the deep blue sea. You are a fish in love.

It was love at first sight when you saw _____ of the Sharks. The two of you carried on your clandestine romance for quite some time.

But now things are coming to a head! You cannot deny your love publicly any more. You must choose.

Dare you choose your friends, The Jets, or the love of your life, one of their hated enemies, a Shark? Oh, the angst is almost more than you can bear.

Shark who loves Jet

You are in love and it is a wonderful, horrible, feeling. You see, the true love of your life is _____ of the Sharks. But you are a Jet and your gangs hate each other.

You have been secretly dating for some time, but you cannot take it any longer. You must choose.

Do you deny your friends or your love? Can you deny either? Is there a way for your friends to accept that you love one of their hated enemy? Oh, the angst!

Who Killed Da Squid?

Summary: Da Squid and his gang have been stealing food from innocent fish. Last night, one of his enforcers killed Da Squid and threw the body out of the Tank. This is a mystery. Ideally, the murderer has the "Shock" shtick. If so, tell the detective that Da Squid was found with burn marks on his body.

Shelly The Oyster: Victim

Rock Lobster: Enforcer

Murray the Eel: Murderer

Bloop Bloop: Found the body.

Toomar: Detective

Hey, give these folks the Da Squid Information Sheet too, so they know what's going on.

Da Squid's Victim

You are a victim of the infamous Da Squid's extortion campaign. If you do not give him one of your food after each feeding, he takes it out of your hide.

Da Squid has evil enforcers who help him. They are listed on the information sheet.

Da Squid's Enforcer

You work for Da Squid. When he wants someone shaken down for food, it's your job to do the shaking. You have a few partners in crime. They're listed on the information sheet.

Well, this was true until he was found dead this morning. You'd like to take the lead in his organization now.

Da Squid's Murderer

You work for Da Squid. When he wants someone shaken down for food, it's your job to do the shaking. You have a few partners in crime. They're listed on the information sheet.

Well, this was true until last night. You killed Da Squid and threw his body out of the Tank. Now you rule the Tank. Life is good.

Found Da Squid's Body

This can only be given to someone who has the "Leave The Tank" shtick.

When you work up this morning, you took a walk outside the Tank. There you found the dead body of crime boss, Da Squid.

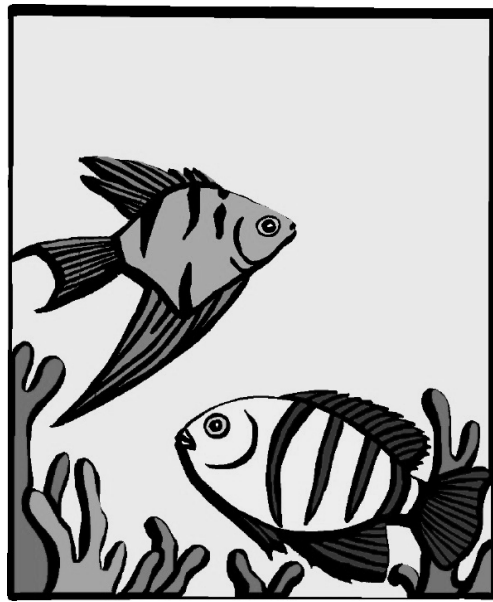
You told everyone that you could, but now they think you did it. You're innocent. How can you prove it, though?

Detective on Da Squid's Case

You have just heard of a heinous crime. Somebody has killed Da Squid. Now, while you were not his biggest fan, murder is wrong.

Who could it be? An extortion victim? How did they get close? The one who found him? Why? One of his enforcers? What was the motive? Puzzling.

You must put this wrong to right, find the killer and put him or her behind bars. (Yes, we know there are no bars; you think of an appropriate punishment, okay?)



Avenging Grouper

Summary: Last time the Sharks and the Jets fought, a fish named Grouper was eaten by one of the Sharks. The friend of Grouper's wants to find which one and avenge his friend.

Flynn: Grouper's Friend

Sharkey: Ate Grouper.

Grouper's Friend: Jet

You are a member of the Jets. At the last rumble, one of the Sharks ate your friend and fellow Jet, Grouper. You want to find the fish responsible and challenge him to a duel to set things right.

Ate Grouper: Shark

You are a member of the Sharks. At the last rumble, you were wounded and had to eat a wounded Jet named Grouper to stay alive. Now his friend is calling you out. What should you do?

Pregenerated Characters

The following pages contain a set of sixteen pregenerated characters. These characters already have their history and background and Shticks.

In fact, these characters make a fine base set for a game of PRAWN. If your players do not want to create characters or you do not want to add characters to your game, the pregenerated characters are for you!





While all of the pregenerated characters use Shticks from the menu, some of the names have been changed. This is to add a bit more flavor to the game.

For example, a player may want to do an unstoppable attack before combat that does one Hit Point of damage, but the character does not sting. You can always name the shtick Water Jet, Squirt, Clamp, or so forth, depending on the character concept. The Shtick still does the same thing, but now the character has a touch more flavor.





Information Sheets

The following fish get the following information sheets. Remember to write the names of the fish on the Sharks, Jets, and Da Squid information sheets in the appropriate areas.





Sharks

-  Angel the Angelfish
-  Hammerhead (leader)
-  Ricky the Rail Thin Lobster
-  Sharkey








Jets

-  Molly the Octopus
-  Buddy the Frog
-  Flynn
-  Toomar, King of the Mollusks (leader)

Friends of Katie-Lou

-  Golden Carp
-  Shelly the Oyster
-  Vlad, the Vampire Squid from Hell
-  Bloop Bloop, the Walking Catfish

Da Squid

-  Rock Lobster (enforcer)
-  Murray the Eel (enforcer)
-  Shelly the Oyster (victim)
-  Ole Man Salmon (victim)
-  Bloop Bloop, the Walking Catfish (victim)
-  Buddy The Frog (found the body)
-  Vlad, the Vampire Squid from Hell

Note that Angel the Angelfish starts with the pearl.



Angel the Angelfish

You are, perhaps, the most beautiful fish in the entire Tank. You cannot think of a fish as pretty and kind as you.

And the rest of The Tank is in awe of your great beauty. They will do what you ask and are always nice to you. And if they aren't, they soon learn that you can be difficult to deal with when crossed. You always get what you want.

What you want is Hammerhed. He might not be the brightest bulb in The Tank, but you admire his rugged good looks (he is almost as handsome as you are beautiful). But all he cares about is his stupid gang, The Sharks. He doesn't even notice you.

You even joined The Sharks hoping that would get his attention, but he just considers you a friend. That is, when he

isn't hanging out with the guys or planning the next rumble. Then, it's as if he doesn't know you exist.

But somebody must know you exist, because you found a gift from an anonymous admirer: a large pearl. You don't know who sent you this gift – it might even be Hammerhed – but it is very lovely.

You'd like to find out who sent you the pearl. It might be useful to make Hammerhed jealous, and you could always use another fish to wind around your fin.

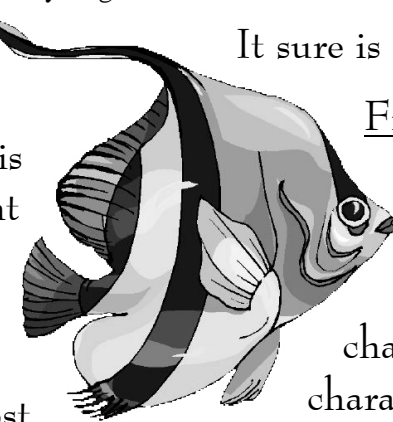
It sure is a mystery.

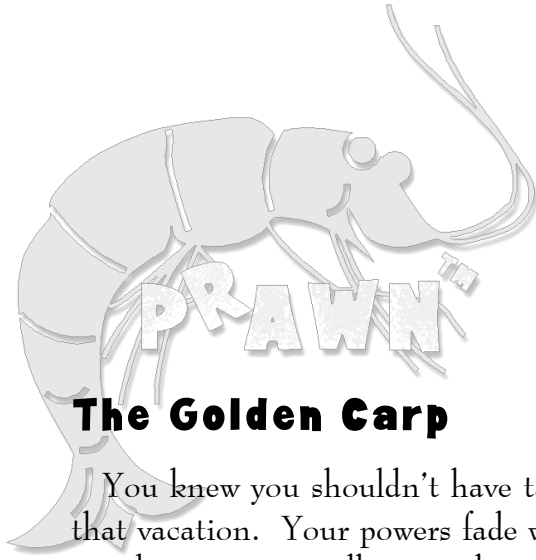
Fish Shticks:

Batting Eyes:

You may make a request of another character and that character *must* do as you ask as long as it doesn't mean leaving The Tank. **You can only do this once.**

Tantrum: You may do an unblockable attack that does 1 hit point of damage before the combat starts. **You can only do this once.**





The Golden Carp

You knew you shouldn't have taken that vacation. Your powers fade when you leave your small magical pool in China. You usually live in your magical pool and grant wishes to those who come near, not always in their best interests mind you. You like to make people's lives interesting.

But you occasionally take a vacation. You travel to other lands and other places. You do not dally long for you lose your magic if you are away from your pool.

You've been in The Tank for a long time now. You decided to take another vacation a few years ago and got caught in a net. Before you knew what was going on, you were taken ashore and dumped into this place. You would have wished yourself home, but your wishes only work for others and nobody would wish you home.

You've watched fish come and go. You try to help them, teach them to be good and that a better life awaits them after they have died. You, yourself, have been cooked and eaten many times. But you can feel your power fading. You will probably not survive your next death – your immortality is gone.

However, you discovered, after being in The Tank for so long, that there

was another powerful entity in The Tank. You cannot tell if she is human or fish.

All you can tell is that her name is Katie-Lou and that she sleeps in the treasure chest in the bottom of The Tank.

You have devised a way to wake her and have been projecting this into the dreams of other fish. You haven't been entirely successful, so you don't know which fish have been receiving the dreams. So you sent a signal:

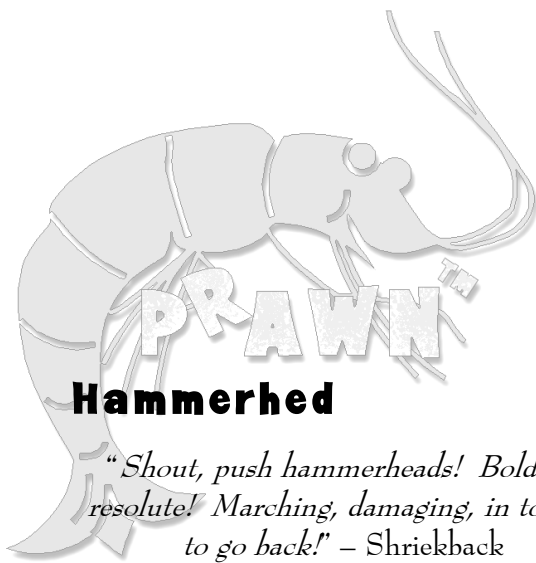
When the starfish are just right, cute Katie-Lou will wake from her sleep and rise from the treasure chest and go on to rule the Tank and help all her fishy friends. That is, there is a large starfish hanging over The Tank and the signal is when it falls into The Tank.

And you suspect that it will be soon. Hopefully Katie-Lou will be so grateful that you've broken her sleeping enchantment that she sends you back home.

Fish Shticks:

Understand Humans: You can understand what those strange creatures who live outside of the Take are saying! They will still talk gibberish, but you can always ask for a translation.

Clever Fish: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know then that question didn't count. **You can only do this once.**



You rule The Tank. Well, that isn't strictly speaking true. You rule The Sharks and The Sharks rule The Tank.

The Sharks are one of two gangs here in The Tank. The other gang, the Jets, are highly inferior and need to be squelched. They keep trying to take The Tank over from The Sharks. But you get goodies when The Tank is your turf, so you always make them fight. And they usually lose.

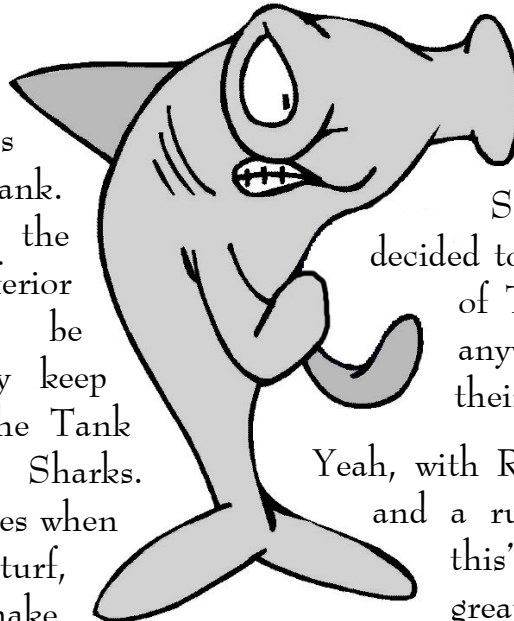
You've got a good crew on your side too. You are especially proud of Ricky, The Rail-Thin Lobster. You both arrived in The Tank on the same day, and you became really close because of it.

You tend to think of Ricky as your little brother. Sometimes you even forget that he's a Shark in name only and is really a lobster.

That's 'cause you aren't too bright.

You and Ricky form the perfect team. With your brawn and his brains, you were able to go far. In fact, you've decided to make Ricky your second in command in The Sharks. You just haven't told him yet.

In fact, you've decided to hold a special celebration for this important occasion, and what



could be better than a rumble. Even though The Tank is already Sharks' turf, you've decided to challenge the leader of The Jets to a rumble anyway to put them in their place.

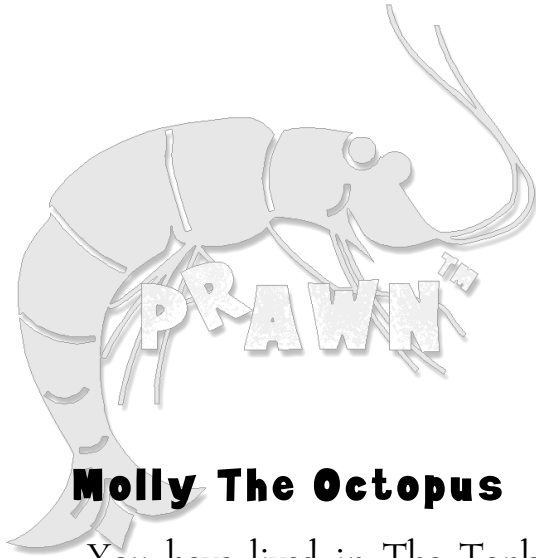
Yeah, with Ricky being promoted and a rumble in the works, this'll turn out to be a great day.

Fish Shticks:

A Big 'Un: You start the game with two extra Hit Points.

Fish Food: Every time you eat an incapacitated fish, you gain a Hit Point.

Fighting Fish: You may always hold up to five fingers in combat no matter how many Hit Points you have.



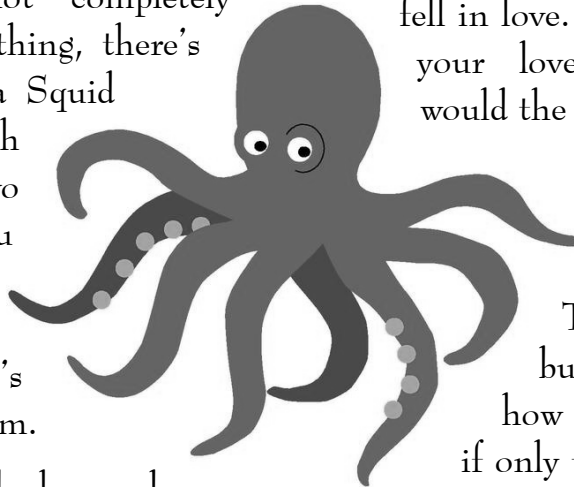
Molly The Octopus

You have lived in The Tank for quite some time. You like it here, actually. Except for a few altercations, The Tank is a calm, happy place to live.

Well, that's not completely true. For one thing, there's that dreadful Da Squid who beats up fish with his two lieutenants. You often have to heal up fish after that mob's through with them.

Yes, you are lucky and dexterous enough to have learned how to heal. You can only do it when a fish is near death, but you've kept enough fish alive long enough that you've become a valuable member of the community.

You'll even heal up those nasty Sharks if they ask nicely enough. You are a member of The Jets and while you are supposed to hate The Sharks, you don't like to turn down a wounded fish.



You understand that The Sharks and The Jets may be having a rumble today. The Tank should be Jets turf, but The Sharks want it too. You've tried suggesting that they share, but nobody listens.

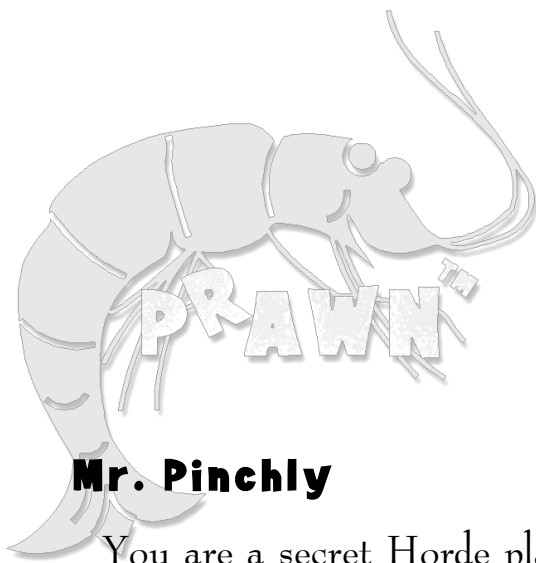
Actually, the main reason that you have tried to make peace is because you and Ricky the Rail-Thin Lobster of The Sharks are secretly in love. You met him after a rumble when you had to patch him up, and the two of you fell in love. You have to keep your love secret. What would the gang leaders do?

Ricky has often suggested leaving The Tank for The See, but you don't know how to get there. Oh, if only there was a way for everyone to recognize your love, but sometimes things just aren't meant to be.

Fish Shticks:

A Big 'Un: You start the game with two extra Hit Points.

Healing: You can heal any other fish who has lost all of its Hit Points back up to one Hit Point. Get a Hit Point from a TM.



Mr. Pinchly

You are a secret Horde plant. Shhhhh. Don't let anyone know. Let the other players think you are a regular fish like them.

Your purpose is to show the futility of life in The Tank.

The first time The Hands come, they are coming for you. You are to make sure they catch you (while screaming for help the entire time).

You'll be taken out of The Tank and given a brief rest in the Pot or Oven if one exists. Then you go back to regular Horde for the rest of the game.

In the meantime, you should enjoy yourself. You are new here to the tank.

You are a small crab that was

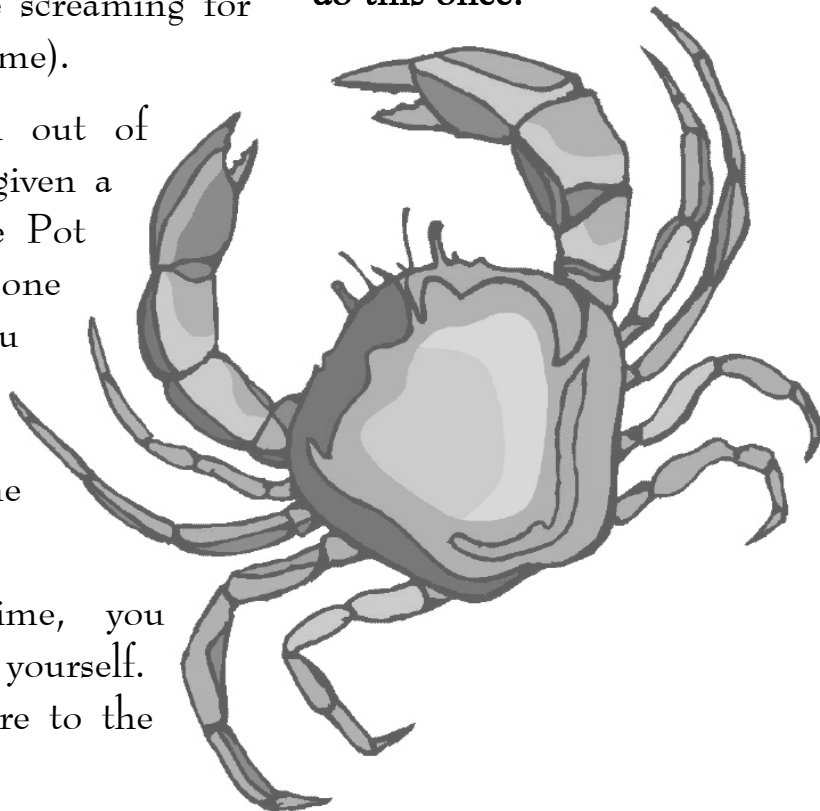
wandering too close to a strange box and you got caught and put in the Tank.

We've assigned a character to be your "big brother." Your big brother is the Rock Lobster. Look up to him. Make lots of friends. Cause pathos when you die.

Fish Shtick:

Claw: You may do an unstoppable attack that does 1 hit point of damage before the combat starts. **You can only do this once.**

Shell: You take no damage this round in combat. **You can only do this once.**





Ricky The Rail-Thin Lobster

You are torn between love and duty, between the deviled crab and the deep blue See. It isn't a particularly pleasant place for a young lobster to be.

On one side is your gang, The Sharks. You joined The Sharks at the request of your good friend Hammerhed. The two of you arrived at the Tank the same day. You always looked up to Hammerhed, and when he took over the leadership of The Sharks and asked you to join, you were honored.

The Sharks are pretty neat. The Tank is Shark's turf, or it should be. When it is, you rule here and nobody can touch you or your gang.

The problem is that those nasty Jets keep trying to take over The Tank. Sometimes you rumble over it. Sometimes you win, sometimes they do. It's exciting and you really enjoy it.

But a while back, when you were fighting, The Sharks lost badly.

You were badly hurt and had to be patched up. Your savior was Molly the Octopus. You took one look at her and fell instantly in love.

The problem is that Molly is a Jet. What can you do? The Jets are your sworn rivals. What would Hammerhed think? You so want to be with Molly. The two of you are so in love, it hurts.

But you can never be public with your love. You've often suggested running away, but where would you go and how would you get there?

Oh, if only there was some way of stopping the fighting, the fighting you used to enjoy. You could never fight Molly. Your heart is tearing apart. What will you do?

Fish Shticks:

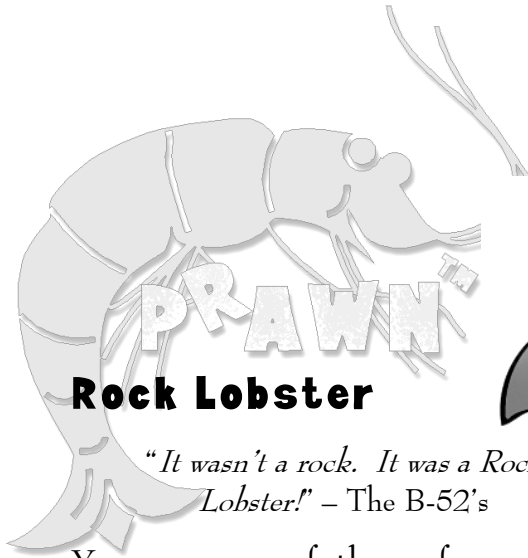
Claw: You may do an unstoppable attack that does 1 hit point of damage before the combat starts.

You can only do this once.

Feint: You take one Hit Point less damage in combat this round.

You can only do this once.

Clever Fish: You may ask a TM one yes/no question that must be answered truthfully. If the TM doesn't know then that question didn't count. **You can only do this once.**



Buddy the Frog can tell you more, since he discovered the body.



But in the meantime, you have to find a new enforcer. Murray the Eel has taken over

You are one of the enforcers for Da Squid, the boss man of your little “organization.” You and his other enforcer, Murray the Eel, run a cute little protection racket. The weaker fish must pay up at least 1 food during feeding or they get beaten up and you take the food anyway. It’s sweet.

But last night, while you slept, something odd happened. You woke up to the sound of Buddy the Frog croaking, “He’s dead! he’s dead.” Yeah, someone had sent Da Squid to sleep with the humans.

Now this is not an easy thing to do. Da Squid had a lot of Hit Points and could handle himself in a fight. It had to be done by someone who could fight dirty somehow. It mighta been one of those fish currently on the shakedown list.

You aren’t sure which one did it, ‘cause it’s tough to get to Da Squid during the night. Maybe

the leadership of the organization, so that leaves a job opening. You’ll have to scout around, look for a new tough fish or something.

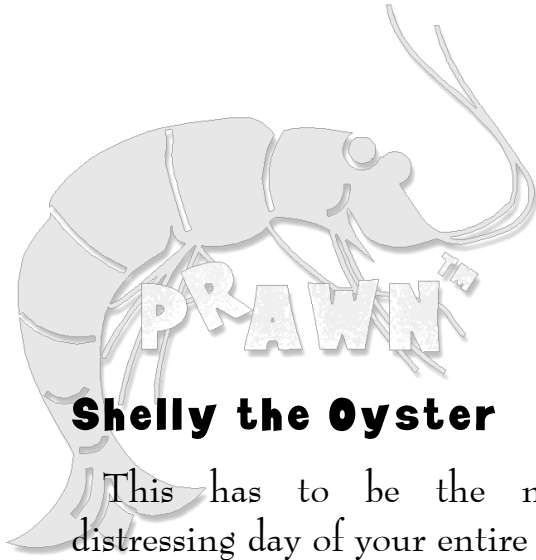
Then there’s your friend, Mr. Pinchly. Mr. Pinchly is a new arrival in The Tank and you’re still showing him the ropes.

Even though he is a crab and you are a Lobster, you kind of think of him as a younger brother and you look out for him. He might make a good enforcer if he wasn’t so small. You’ll have to talk to Murray the Eel about it. The organization could use some fresh meat, as it were.

Abilities:

Pinch: You may do an unstoppable attack that does 1 hit point of damage before the combat starts.

Dodge: When you defend in combat, if you hold up 1 finger different from your opponent, you take no damage.



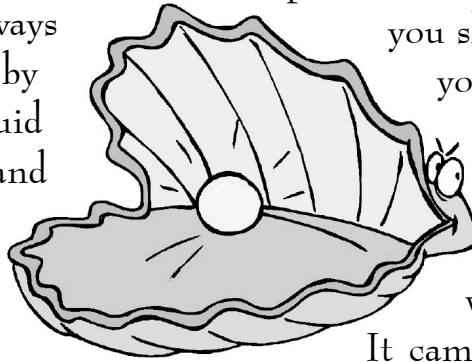
Shelly the Oyster

This has to be the most distressing day of your entire life. Everything was going so well until you woke up this morning.

It's not as though you've had a particularly wonderful life either. You were always getting beaten up by that evil Da Squid and his cronies and they'd steal your food. You didn't enjoy it, but since there were more of them than you, you had to give in.

However, you soon discovered that you were growing a pearl. You offered this pearl to Da Squid, and in exchange, he agreed never to bother you again. He agreed. He never told his two enforcers about the pearl. He was always a little suspicious that they'd want to take over his operation.

And last night, you knew that the pearl would be ready today. This morning, you were woken



up by a bright flash from the other side of the Tank and then you discovered that the pearl was gone! Someone has stolen your pearl. You have no idea who to turn to.

Your only other hope for finding your pearl is Katie-Lou. You don't know much about Katie-Lou, but you do know that she is asleep at the bottom of The Tank and that she is very powerful. You has dreams, as you slept at night, nestling your pearl, dreams of Katie-Lou rising from the Tank.

You know how to wake Katie-Lou up.

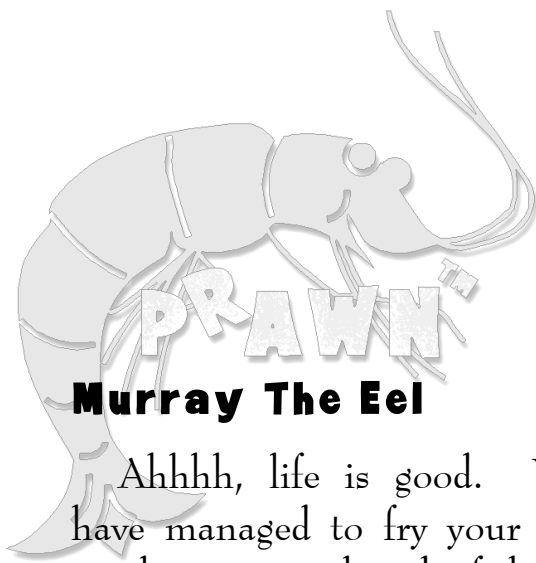
It came to you in a dream. But you have to wait until the Starfish are right. You might not have that much time. Da Squid will want his pearl today.

Oh, what are you going to do?

Fish Shticks:

Clamp: If you do 2 damage in a finger fling, from then on you do 1 point of damage if the defender holds up the same number of fingers you do.

Shell: You take no damage from anyone this round in combat. You can only do this once.



Murray The Eel

Ahhhh, life is good. You have managed to fry your way to the top in this dogfish eat dogfish Tank. You're the new boss now and when you say "flip," the other fish better say "how high?"

You used to be an enforcer for mob boss Da Squid, a cephalopod with tentacles in every slimy area of this deep, dark Tank. Da Squid, yourself, and the Rock Lobster would shake the weaker fish down for food, promising beatings if food wasn't plentiful. But last night, you got tired of being the number two fish.

So you snuck up behind Da Squid and while he was sleeping you fried him and threw him out of The Tank. Now you're the Big Fish in this small Tank. It's the perfect crime because nobody knows that you're electric.

Now you are in charge of the organization. The Rock

Lobster is your right fin fish. But you have to find another enforcer. While a pair of fish can always win against a single fish, three fish working together are completely unbeatable.

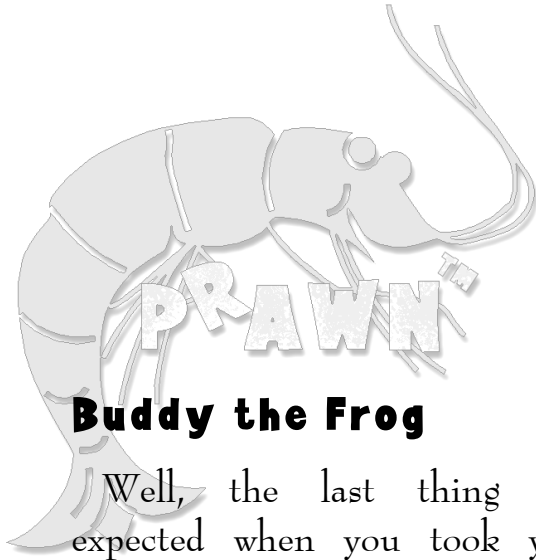
You also want to increase the number of fish you've been shaking down. Da Squid always kept the number low so they couldn't outnumber you too badly, but it never hurts to increase that profit margin. Check the shakedown list for fish who owe you a food after each feeding. If they don't hand over the food, you take it out of their hide.

Yes, life is good. You've committed the perfect crime, and you rule The Tank!

Fish Shticks:

Shock: You may make a special, unstoppable, attack that does five Hit Points of damage. Do this instead of doing Finger Flings for your attack. **You can only do this once.**

Fighting Fish: You may always hold up to five fingers in combat no matter how many Hit Points you have.



Buddy the Frog

Well, the last thing you expected when you took your morning hop around the Tank was that you'd suddenly become a suspect for murder. Sure, you never liked Da Squid – he was extorting food off the weaker fishes – but you had no reason to kill him.

What happened was this: you woke up and hopped out of the Tank. There you found Da Squid lying there with burn marks all over his body, dead.

And there was Bloop Bloop The Walking Catfish standing there over Da Squid's body. You don't know why Bloop Bloop would want Da Squid dead, but there he was.

Well, you raised all sorts of ruckus, and folks are only beginning to sort that out now. You're certain that someone will appoint himself "detective" and ask you about it, so you might as well get your story straight.



Then there's the problem of those uppity Sharks. You joined a gang, the Jets for protection – hey like-minded folks need to stick together, right? But the Sharks claim that The Tank is their turf. You expect there to be a rumble today, so you might want to get ready. You'll have to talk to the rest of the Jets and see what the plan is.

Fish Shticks:

Survive Out of the Tank: You may leave the Tank and survive for five minutes. **You can only do this once.**

Sticky Tongue: You are able to catch at least one food per feeding. If you did not get any food during a feeding, have the TM hand you a food after the frenzy has died down. **You can only do this once.**



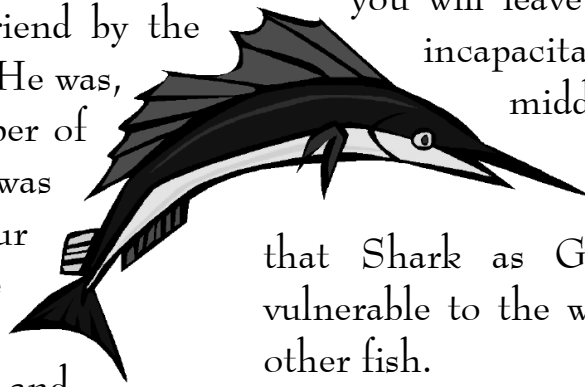
Flynn The Swordfish

You are outraged. Your sense of honor has been offended. Someone has done something very unsporting.

You had a close friend by the name of Grouper. He was, as are you, a member of The Jets. Grouper was your second and your squire. You were teaching him the ways of swordplay and fighting.

And then, in the last fight with those loathsome Sharks, one of the blighters actually ate Grouper. How could they do that? No matter how bad the rivalry between your two gangs might be, eating a citizen of The Tank is just wrong.

You have taken it upon yourself to find out who wronged your friend. You know it was one of those blasted Sharks, but you are unsure which one. You were fending off three of them at the time.



This is an important responsibility as Grouper was your squire and you failed when you should have been looking out for him.

You will find out which of those loathsome Sharks ate Grouper and you will make him or her pay. You will challenge that shark to a duel of honor and you will leave him or her incapacitated in the middle of The Tank, leaving

that Shark as Grouper was, vulnerable to the whims of the other fish.

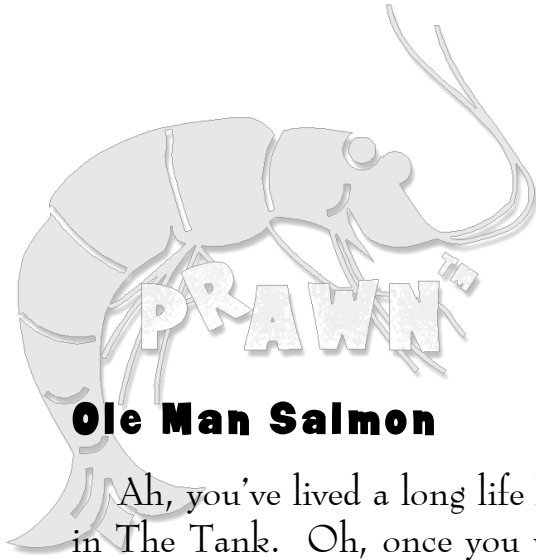
Then, and only then, will justice be served.

Fish Shticks:

Fighting Fish: You may always hold up to 5 fingers when you attack in combat regardless of your hit points.

Sporting Duel: You may challenge a specific fish to a duel. No other fish may interfere when fighting the duel. **You can only do this once.**

A Big 'Un: You start the game with two extra hit Points.



Ole Man Salmon

Ah, you've lived a long life here in The Tank. Oh, once you were a young salmon flashing your fins as you thrust yourself up the rivers and streams, making a hard shift to pass through the floodgates, and yerking through the water when times called for it.

But time passed and you have been too long away. Your chin has grown gristle. Ah, t'were you free, you could cast off the hairs upon your chin and swim as if you were a youth.

And while you are relaxed here in the Tank, you know that soon you will pass this life on to a better one should you stay for much longer. There are times when you miss the churning action of the river, for the salmon is not a passive fish, but your bones are old and you feel, too, the tug of rest upon your weary frame.

Still, you do hearken back to your younger days. You do attempt to keep in practice at hiding eggs and such. You found an egg – or at least something that looked like an egg, big and white it was – at the bottom of The Tank last night,

right next to Shelly the Oyster, so you squared it away where none could see.

You dispense advice, in your way, and try to keep fish on the right course. And nothing pleases you more when someone asks “Why?” and you can discourse as gentlefish do, discussing the gentle philosophies of life.

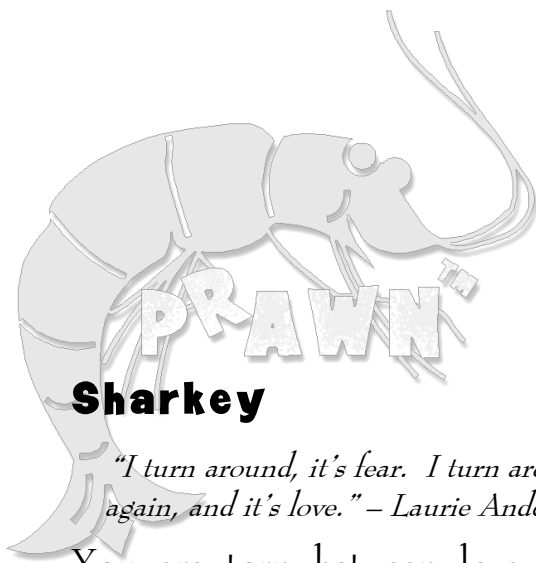
Alas, there is one who has made your life difficult of late. Da Squid and his gang of ne'er-do-wells often interrupt your quiet contemplation. They force you to give a food to them after each feeding. You have barely enough for yourself. Sometimes you contemplate taking action against them, but what could one fish do?

You abhor violence. You also wish the horrid Sharks and Jets would stop fighting each other. Why can we not all get along? You wish there were more intellectual, peaceful fish in the Tank. Maybe that new fish, Mr. Pinchly, will be easy to talk to.

Fish Shticks:

Secret Stash: You have a secret stash of food. You can turn this Shtick in to a TM for two pieces of food. **You can only do this once.**

Yerk: You take no damage from anyone this round in combat. **You can only do this once.**



Sharkey

"I turn around, it's fear. I turn around again, and it's love." – Laurie Anderson

You are torn between love and duty, between the deviled crab and the deep blue See. It isn't a particularly pleasant place for a young shark to be.

On one side is your gang, The Sharks. You joined The Sharks because when you arrived all the other sharks were members. You always looked up to Hammerhed, and when he asked you to join, you were honored.

The Sharks are pretty neat. The Tank is Shark's Turf, or it should be. When it is, you rule here and nobody can touch you or your gang. The problem is that those nasty Jets keep trying to take over The Tank. Sometimes you rumble over it. Sometimes you win; sometimes they do. It's exciting and you really enjoy it.

But a while back, when you were fighting, The Sharks lost badly. You were badly hurt, so badly hurt that you had to secretly eat one of the downed Jets, a small

fish named Grouper, just to stay alive.

Now one of the Jets, a swordfish named Flynn, is trying to find out who ate Grouper. You feel bad about it, but you had no choice. It was him or you.

You also have been neglecting your Sharkly duties because of Angel the Angelfish. She is so beautiful, but she is in love with Hammerhed. He doesn't know she exists though.

Last night, you saw Ole Man Salmon hide something away and when he left you went to investigate. It was a big white pearl. Its beauty reminded you of Angel, so you took it and gave it to her while she was sleeping.

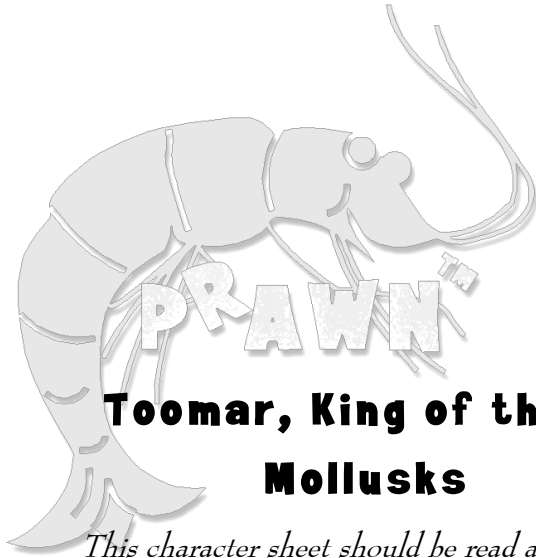
She doesn't know the gift was from you, but you plan to tell her and confess your love. If you don't become a chicken of the See instead.

Fish Shticks:

Fish Food: Every time you eat an incapacitated fish, you gain a Hit Point.

Big 'Un: You start the game with two extra Hit Points.

Feint: You take one Hit Point less damage in combat this round. **You can only do this once.**



This character sheet should be read aloud in a dramatic, heroic narrator voice.

You are the mighty, powerful, Toomar, King of the Mollusks! Abandoned at a beach as a small human child, you were found by a family of clams and raised as one of them. You grew to have all the powers and abilities of the mollusk and grew to live a life of dashing adventure.

During your daring adventures with Captain Sturgeon, you actually were turned from a human into a real, actual mollusk. And you went on to lead your people to glory and make the oceans of the world safe for bivalve life everywhere.

But times have changed and through a series of events too complex to relate here (it had to deal with the evil Molly Malone – you still cringe when you hear that song), you have come to The Tank to save and lead all forms of sea life to glory!

You have managed to start a small empire here which you call The Jets, after the small, soothing, jets of water your adopted mother would shoot out at you before you went to sleep.

It is highly important that the other denizens of this Tank accept you as the true leader. Right now The Tank is highly fractionalized. The main adversarial factor is the loathsome Sharks who also claim The Tank as their own. Sometimes your two groups come to blows. You expect that to happen today in fact. You should prepare.

In your fight for righteousness and goodness, you have discovered not one, but two crimes in The Tank today!

First, someone has killed Da Squid. Now, Da Squid was not the nicest of creatures, extorting food from the weaker fish, but murder is wrong and you want to see justice done.

Secondly, someone has stolen a pearl from Shelly the Oyster. You will see this stolen property recovered and make sure that the true criminal faces justice.

Fish Shticks:

Bivalve Power!: You may attempt a special attack once each combat. You must announce this before fingers are flung. If the difference is one, you do two Hit Points of damage. If the difference is two or more, you do three Hit Points of damage. You still do no damage if the difference is zero. **You can only attempt this once per combat.**

Mighty Shell: When you defend in combat, if you hold up 1 finger different from your opponent, you take no damage.



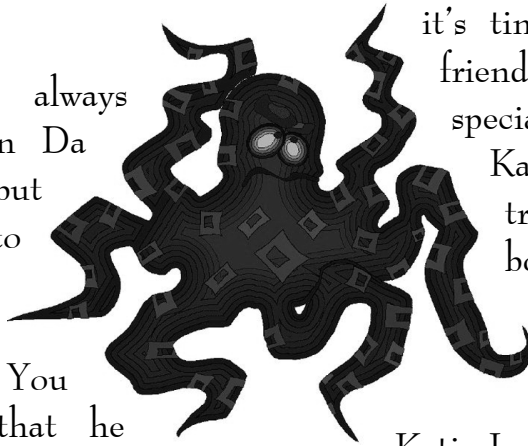
Vlad, The Vampire Squid From Hell

Today is a day brimming with opportunity. This morning, the head of the Tank's underwater underworld, Da Squid, was found dead.

You have always wanted to join Da Squid's gang, but he wanted to keep it small and manageable. You don't think that he trusted his two lieutenants, Murray the Eel and the Rock Lobster.

But now Da Squid is dead. This means that there is a job opening for an enforcer. You'll have to talk to the two lieutenants and show them how able you can be in a fight.

You were thinking of using a simulated victim and mock the fight. Murray the Eel and the Rock Lobster would think it was real, but nobody would get hurt.



However, the fish with whom you were practicing this with, Grouper, was eaten by Sharkey recently.

Maybe a different one of your fellow Jets can fill the role. Sharks and squid are natural enemies so it was only natural for you to join The Jets and fight it out. It's important, too, that The Sharks know their place. You are going to make sure that the Tank becomes Jets turf.

But enough about your enemies, it's time to talk about your friends. You have a very special friend, Katie-Lou.

Katie-Lou sleeps in the treasure chest at the bottom of The Tank. At

some point, the Starfish will be right, and you can help

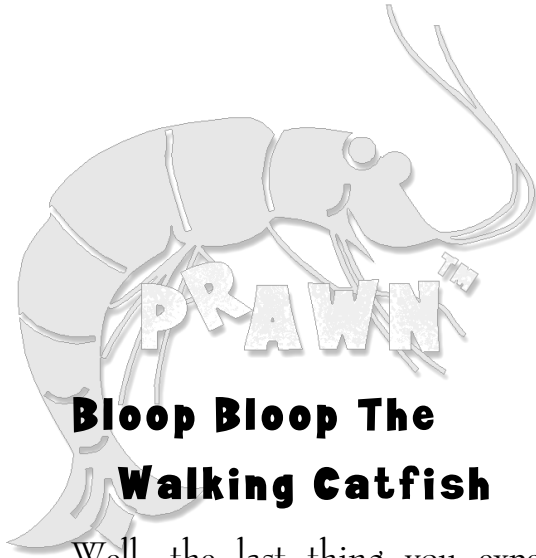
Katie-Lou wake up and then you'll have a new friend.

In the meantime, you'll have to find out how you can be a part of the new "organization."

Fish Shticks:

Dazzling Light Show: You take no damage from anyone this round in combat. **You can only do this once.**

Low Metabolic Rate: You do not lose Hit Points if you do not eat a food after a specific feeding. **You can only do this once.**



Bloop Bloop The Walking Catfish

Well, the last thing you expected when you took your morning walk around the tank would be that you suddenly become a suspect for murder. Sure, you never liked Da Squid – he was extorting food off the weaker fishes – but you had no reason to kill him.

What happened was this: you woke up and leapt out of The Tank. There you found Da Squid lying there with burn marks all over his body, dead. You cried out “Da Squid’s dead!” and hopped back into The Tank.

Unfortunately, Buddy The Frog also saw you during his morning walk around The Tank. Now he thinks you killed Da Squid.

Well, that raised all sorts of ruckus, and only now are folks beginning to sort that out. You’re certain that Da Squid’s enforcers will ask you about it, so you might as well get your story straight as to whodunnit.

Your money (so to speak) is on The Rock Lobster. Rock could move up in the mob with the death of Da Squid, becoming the new right fin

man of Murray the Eel (who claims to have taken over).

You just can’t figure out how Lobster did it. But you do know that Rock Lobster was Da Squid’s personal bodyguard, and he’s the only one who could have gotten close enough while Da Squid slept.

It might have been another fish, one of the ones that Da Squid extorted food from. You may want to check with them to try to clear your name.

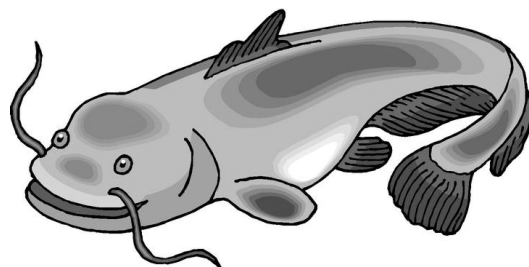
And it isn’t like you can turn to anyone for help in this matter. Your closest and only friend is Katie-Lou, and she’s asleep. You’ve never actually met Katie-Lou, but you know that she’s asleep in the chest at the bottom on The Tank and you want to wake her up. You’ve got to wait until the Starfish are right, though.

Still, it would be nice to have some friends in The Tank. Maybe if you talked more to the other fish, they’d be your friends.

Fish Shticks:

Leave The Tank: You may leave the Tank and survive for five minutes. **You can only do this once.**

A Big ‘Un: You start the game with two extra Hit Points.



About the Author

Pictured holding a giant hand from an early run of PRAWN.

Mike Young started playing LARPs in January of 1989. He wrote his first LARP about six months later, and has gone on to run some of the largest and most well-known theater-style games in the Maryland/Virginia area.

Mike tried to minor in weirdness in college, but got his application into the Interdisciplinary Studies department too late. They loved the idea, though. Mike collects assorted eccentricities, or they are just naturally drawn to him.



Mike has had several of his smaller LARPs published in the pages of *Metagame* magazine. These are now available online at our web site, www.interactivitiesink.com.

He has recently sold *The Galactic Emperor is Dead* to Skotos, Incorporated (www.skotos.net) to be run online.

Mike's proudest achievement is that he has had two of his entries in the Bulwer-Lytton Fiction Writing Contest published in their *Dark and Stormy Night* series of books.

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