

MENKS™

(Mike's Extremely Noisy Kombat System)

MENKS is a great little combat system designed for cinematic and silly live action roleplaying games. It was originally written and designed for the LARP: *Tales From The Floating Vagabond Square Root of PI*, a game that – for innumerable reasons – we will never publish.

MENKS is silly. If you are running a deadly serious game, then this is **not** the system for you. We assume, by the way, that if you are reading this, you are at least passingly familiar with live action roleplaying games. If not, well, learn and come back. We'll wait.

Setup

First, print out the next five pages. They are formatted for business cards, but you can use coverstock or index stock and cut the cards out. You can use paper, but it's flimsy and see-through. You can get coverstock, index stock, and form feed business cards at any good office supply store.

Printing all five pages will give you fifty cards: ten sets of the four basic cards and two sets of the four advanced cards. An average person would have between 8 and 10 cards, so print more sets if you have more than 5 players in your game. It's OK to have cards left over.

Give each of the players in your game a random set of MENKS cards. A poor fighter would have 5-7 cards, an average person has 8-10 cards and a good fighter has 11-13 cards. Don't give out too many cards; the players will have trouble keeping track of them all and the fights will take longer. Make sure that your players have some way to keeping track of how many cards they start with. This will be important after the fight.

Take any extra cards and put them in a bag or box available to the players. A shoebox works swell

Combat

We're not going to tell you how to start the fight. Nor are we going to tell you what happens when the fight is resolved. MENKS is only good for resolving the fight. After the fight is over, you will have to decide what happens to the winners and the losers.

This is how it works. The person who started the fight plays one of the four basic cards: CRASH, BAM, BIFF or POW. If the player doesn't have any of the basic cards then he cannot start the fight; he's too weak or something.

After that, players alternate playing cards. The cards state clearly on them what cards they can be played on.

For example, if you have CRASH, BAM, and ZOWIE, and your opponent plays a POW, then you could play your CRASH or your ZOWIE, but not your BAM. When playing the card, make sure to say the sound effect out loud, otherwise it isn't noisy.

If you can not – or choose not to – play a card, then you lose the fight. So the object is to play cards in such a way that your opponent cannot play a card. Of course, since hands are kept private, this can be difficult.

There are five special cards:

BOOM – After playing this, you can take any card, other than a BOOM, that has already been played in the combat and put it in your hand.

ZOWIE – Your opponent must play two cards in a row. The first card must be played on the ZOWIE. The second card is played on the first card, as if you played the first card.

OOF – Your opponent must discard a card of his or her choice. Place the card at the bottom of the already played cards pile. That card can be taken with a BOOM (unless it is a BOOM itself).

THUMP – When you play THUMP, choose a card name (CRASH, BAM, BIFF, POW, BOOM, ZOWIE, OOF, THUMP, or WAHOO). Your opponent may not play any cards with that name for the rest of the combat. You can still play them, though.

WAHOO – This card can be played on any card, except WAHOO. Any basic card can be played on it. It is, in essence, a wild card. Strategy tip: Save your WAHOOS until you cannot play another card.

Multiplayer Combats

These should be avoided. Try to break multiplayer fights into as many one-on-ones as possible.

However, if two (or more) people want to attack someone, then that person should play multiple games of MENKS against the attackers at once.

So if Gordon and Adrienne are attacking Denis, Denis must use his cards to defend against Gordon and Adrienne simultaneously. These are considered two separate combats for the purposes of special cards/. He might get lucky and beat one or the other.

Or, if Denis knows that Gordon is weak, Denis might choose to lose automatically to Gordon so he can use all his cards in the fight against Adrienne. Remember, you lose if you cannot play a card or choose not to play a card, even if you can. You never *have* to play a card.

After the Combat

All cards played are put in the box with the extra cards. The box is then given a hefty shake and players draw out as many MENKS cards as they started with.

If you wish to discourage combat, you could have losses of MENKS cards be permanent, or have the loser draw fewer cards. In that case, you probably should give players more cards to start with.

MENKS

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This game is shareware. If you enjoyed it, use www.paypal.com to give \$1.00 to mike@interactivitiesink.com or send us a check.

CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BAM!

Play on:

**POW BIFF BOOM THUMP
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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BIFF!

Play on:

**CRASH BAM ZOWIE OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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POW!

Play on:

**BIFF CRASH THUMP OOF
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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CRASH!

Play on:

**BAM POW ZOWIE BOOM
WAHOO!**

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BOOM!

*Play on **BIFF**. You may take a card (other than a **BOOM!**) already played in this combat and put it in your hand!*

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BOOM!

*Play on **BIFF**. You may take a card (other than a **BOOM!**) already played in this combat and put it in your hand!*

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ZOWIE!

*Play on **POW**. Opponent must defend with two cards in a row!*

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ZOWIE!

*Play on **POW**. Opponent must defend with two cards in a row!*

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OOF!

*Play on **BAM**. Opponent must discard a card of his/her choice!*

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OOF!

*Play on **BAM**. Opponent must discard a card of his/her choice!*

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THUMP!

*Play on **CRASH**. Choose a card name. For the rest of this combat, opponent may not play a card of that name!*

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THUMP!

*Play on **CRASH**. Choose a card name. For the rest of this combat, opponent may not play a card of that name!*

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WAH00!

Play on:

**BAM POW BIFF CRASH
ZOWIE BOOM OOF THUMP**

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WAH00!

Play on:

**BAM POW BIFF CRASH
ZOWIE BOOM OOF THUMP**

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