

EAT THE MEAPETS

Time for this Meapet News

Flash:

We're Delicious!

Local eateries are relying on the efforts of Meapet hunters to keep up with the demand.

"Dad, what's a Meappet?"

"Well, it's not quite a meat and not quite of a puppet, and man do they taste good."

By: Emmett O'Brian

Nobody's exactly sure when the Meapets arrived maybe it was the 70s or the 60s. Some think it might have had something to do with all that LSD but important people have poo poed that idea. It couldn't be that.

Meapets exist somewhere between the liminal and subliminal worlds. They exist and are solid, but there's something not quite awake about them.

When they're around even adults sometimes forget how to recite the alphabet or how to tie their shoes. No one's really sure since a scientific study is hard to do when you can't remember how to count to five. Almost like the Meapets steal the idea from their mind and then teach it back to them.

Meapets exist in a dreamlike state when they enter this world, they take on a form that reflects something around them. Each one is unique.

Nobody really cared though, the Meapets are funny and wonderful friends that we'll cherish forever.

We thought that until someone ate a Meapet. Then we learned that they were the most delicious food you could ever imagine. Even the vegans could eat some of them because they were vegetables!

Now, the only hope is to get to the last safe place. Safe-for-me Street. Can you tell me how to get there?

Pick a Meapet type

FURRY MONSTER

This type of Meappet is usually covered in fuzzy fur, sometimes with horns. Many are bright colors like blue, green or red. Pick a trait of Cute or Scary.

HUMAN-LIKE

Although much smaller than a human and often having simple features such as oval noses and unusual skin color, this kind of Meapet is often seen as a regular human to those around them. If viewed on television they are not mistaken for humans.

ANIMAL-LIKE

Many Meappets resemble animals like pigs, bears and rodents. They think of themselves as being the animal they look like and are mistaken for that kind of animal by people around them. Again if watched on TV it is clear they are only animal-like. It's thought that this is part of the Meapet effect where humans forget simple facts.

PLANT-LIKE

The rarest of the Meapet types, plant like Meapets can appear to be trees, vegetables or other food items. Plant-like Meapets aren't able to move while others observe them but appear in different places when no one is looking.

NAME

Pick a name based on your type. If you pick a human name it has to be a rare or old sounding name.

SPECIAL ABILITY

Pick a special ability that you can use once this game.

Imagination - The Meapet can enter a flashback or a story and bring something back.

Reality Bending - Science ain't exactly a science with this Meapet.

Kindergarten Rules - They can scold someone with basic good behavior and everyone listens.

Alphabetic Familiar - A big foam letter appears when they want. Performs an action for them once a game.

TRAITS

Write out the traits on 3x5 cards and deal them out to the players keep dealing them out until there aren't any left.

Encouraging - Able to inspire others to success.

Violent - More dangerous than they look. Never cause permanent harm.

Entertainer - Can sing, dance or tell jokes.

Obsessive - Singularly focused on something related to their name.

Strong - Unusually strong maybe unusually large.

Brave - Succeeds when they put others needs ahead of their own.

Beauty - People treat the Meapet as if they're dazzlingly beautiful.

Friendly - Always able to help a friend succeed but maybe not themselves.

Odd - Normal just won't cut it, do it weird.

Clever - Can out talk people that oppose them.

ACTION!

Whenever a player attempts an action they flip the card on top. If that trait describes the kind of action they attempted, they succeed and get to keep the card. They can always succeed at that trait once they have it.

If the player needs an action to succeed, like escaping from a hunter's cage, they can "freak out." They act in a frantic manic way and it succeeds but they don't get a card.

If the action does not match it fails, discard the trait into a pile. When a player runs out of cards they are shuffled and dealt.

Each time a card is claimed the characters find a clue to find Safe-for-me Street.

When all the Meapet traits are claimed, the characters find Safe-for-me Street, a place in between the dream world and the real world. They are now safe.