

Christopher Clark's

ICG7107

FUZZY HEROES™ 2ND EDITION

Compatible with all Fuzzy Hero supplements!

Fearless...
Gallant...
Mighty...
Stuffed!

A game of strategic, tactical and role playing combat for stuffed animals and toys.

Inner City Games
Designs

FUZZY HEROES™ 2ND EDITION



EDITING

Marcia Clark

AUTHOR

Christopher Clark

COVER ART

Jim Mitchell

GRAPHIC DESIGN

Christopher Clark

INTERIOR ART

Jim Mitchell

Jon Niccum

Christopher Clark

WITH SPECIAL THANKS TO:

Fred Poutre, Bill Mickley, Wendy Lord,
Michael Leeke, Robert Bout, James
Thomsen, Bruce and Teri Gulke and Martin
Siesto

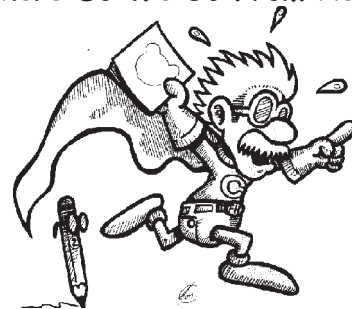


Copyright 1989, 1992, and 2009 by Inner City Games Designs and Christopher Clark. All Rights Reserved. No portion of this book may be reproduced, in any format, without the express written permission of Christopher Clark and Inner City Games Designs. Fuzzy Heroes, Fuzzy Sooper Heroes, Under the Covers, Heroes In Space, The Lost Toys, Plastic Ships and Fuzzy Men, and The Land of FrolicHaven are all trademarks of Inner City Games Designs and may not be used without written permission from the trademark holder. Made and Printed in the United States of America. That's all, you can play now. Go on...

TABLE OF INCREDIBLY STUFFED CONTENTS

<i>Strange Cur in a Strange Land</i>	3
What Have I Gotten Myself Into?	4
<i>A War of Words</i>	5
The Basics	7
The Basics.....	8
What You'll Need.....	8
Making Combat Cards.....	8
Example of "Statting" (determining Combat Statistics) for a Fuzzy Hero.....	11
<i>Con-Text</i>	12
Setting Up for Play.....	12
Deciding on a Scenario.....	12
Turn Sequence and Combat.....	13
Sample Combat.....	14
<i>The Terry Orist Cell</i>	15
The Escape From Renegade Prison-Basic Fuzzy Hero Scenario.....	16
Advanced Rules	19
<i>Foam-Band Security</i>	20
Using the Advanced Rules.....	21
Terrain Effects.....	21
<i>Plain Talk</i>	23
Fortifications.....	23
From Little Stuff Like Foxholes to Big Stuff Like Castles.....	24
Other Attack and Defense Modifiers.....	25
<i>A Cold Day's Intel</i>	26
Movement-based Add-ons.....	26
<i>Constructive Criticism</i>	29
Weapons and Items.....	30
<i>The Fast and the Furriest</i>	35
<i>The Eye Has It</i>	37
Innate Abilities.....	37
Innate Categories.....	39
<i>The Plans of Mice and Action Figures</i>	44
Balancing Your Fuzzy Heroes Battle.....	45
<i>Don't Toy With Me, Santa!</i>	47
Advanced Fuzzy Heroes Battle: They Kidnapped Santa!.....	48

<i>The Return of (oops, that's covered by copyright)</i>	54
Adding Role Playing	55
What is Role Playing?.....	56
Preparing for Play.....	56
Character Generation.....	57
Getting Started.....	57
Picking Attributes.....	58
Adding Professions From the Supplemental Books.....	72
Items and Their Effects.....	73
<i>Eye King Has a Brand New Bag</i>	74
Optional Rule: Robot Characters.....	76
<i>Siesta Eye</i>	78
The Game Master.....	79
Adventure Seeds.....	79
Encounters.....	80
Typical Challenges - Traps.....	82
Awarding Treasure.....	83
Rewarding Successful Play With Bonus Points.....	84
Using Bonus Points.....	85
<i>Scared Like Rabbits</i>	86
Role Playing Adventure: Mouse Trap.....	86
Aftermath.....	93
Where Do We Go From Here?	93



To Dan, Gary, Dave, Sandy, Herman,
and all those who have gone before.
Have no worries, and fear for naught.
The games go on.
As for the rest of you, stick around
for a while yet. There's still lots to
do.
Let the Games Begin!



Strange Cur in a Strange Land

It was dark, almost pitch-black, and quiet. He was lying on something soft but unyielding, and he felt the sudden urge to move. He crawled, moving until a hard surface, a wall perhaps, stopped him from moving forward. He began to feel the surface of the wall, trying to gain an understanding of his surroundings. He bumped into some unknown object, and it fell, making a slight noise. He found an edge mounted on the wall, an edge that felt like a door.

“Mom, there’s a noise in my closet again,” he heard a voice complain. The voice obviously belonged to something far larger than he was, and incredibly scarier.

“Go to bed!” came the even larger reply. This was becoming dangerous!

The edge was definitely a small door, about twice his size, but with no apparent handle. He pushed against it with all of his weight, eager to escape the owners of the voices before they discovered his presence. The door gave suddenly, spilling him forward into a miasma of color, and closing behind him with an audible snap. He rolled forward and opened his eyes.

“Puppy, Blue is my name,” barked a large 4-legged creature that appeared before him as his vision cleared. The creature was gingham blue, about his size and addressed him with an extended paw. Surrounding the creature was a rolling field of green and red squares. It was bright here, and there were unidentifiable sounds in the distance. One persistent sound barked at him yet again.

“I’m known for my keen eyesight, and for my bark. What’s your name?”

He gazed back at the blue creature (‘puppy’, evidently) but could think of nothing to say. He only stared dumbfounded as the creature set him on his feet, and grabbed for a small cloth tag at his hip. He had not realized that he had a tag before. It was torn, and the top was missing, but it was definitely a part of him. The ‘Puppy’ began to read aloud from it.

“Taiwan, it says here,” the creature barked yet again, “and there’s more... ‘A Swine That’s All Heart’. Guess your name is Taiwan.”

“You don’t have to bark at me,” he finally stammered.

“Actually, I do,” the creature barked again, “I’m a puppy, and it is kind of expected of us. Using my keen eyesight, I can see that you have no experience with puppies?”

“Ok, Blue Puppy, I’ll take your word... err... bark for it,” he replied. “because your bark is pretty big.”

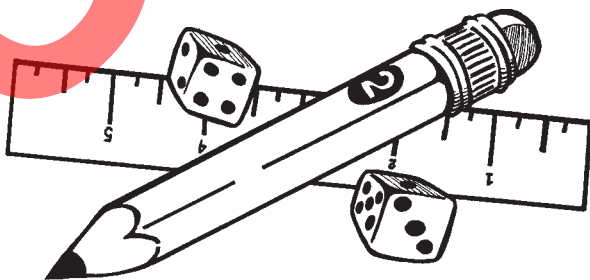
“I have been working on that, but my eyesight is still better,” the puppy admitted.

“So your bark is worse than your sight?” he asked.

“I have a feeling this will get worse before it gets better, at the very least. Come and meet the rest of the gang. I need to move anyway, there’s a penny stuck under my right rear paw.” And with that the blue puppy led him towards a large range of hills that seemed to be made of pillows. He could see that there were other figures there. His senses awhirl, he followed, as, after all, this hound was certainly on the cent.

What have I gotten myself into? (About this Game Called Fuzzy Heroes)

Fuzzy Heroes uses stuffed animals and toys of all kinds as the characters and combatants in miniature and role-playing battles. These toys gain the energy to move and pursue their noble goals from the land of FrolicHaven, a mystic land which only toys can access through secret doorways that exist in the back of every closet (which is why kids are always hearing noises in the back of the closet).

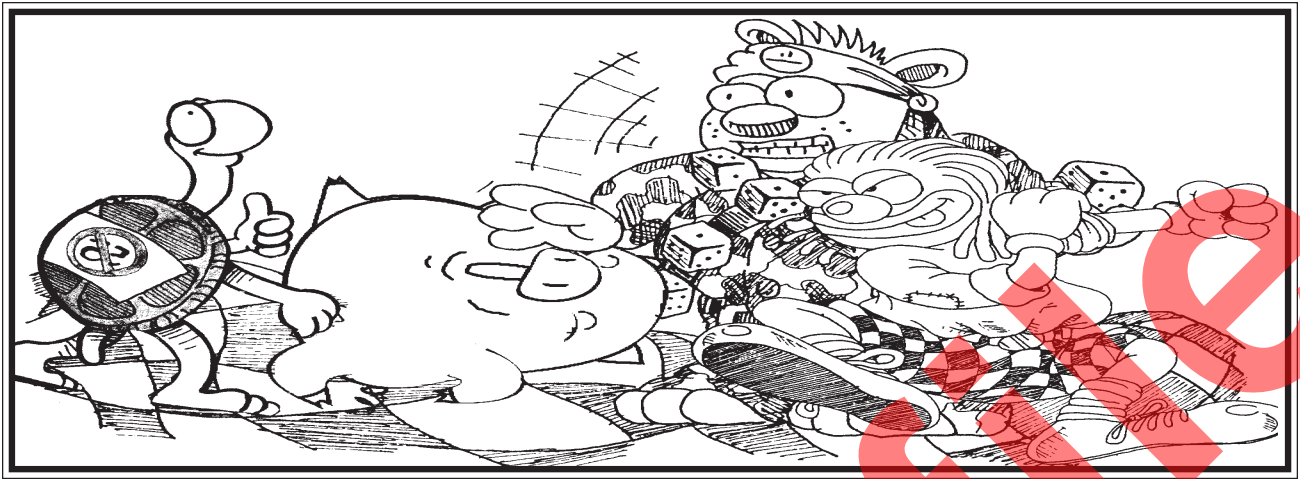


As they engage in combat, this violent activity causes them to lose this energy, eventually falling asleep. If these toys are carefully put away, however, the Fuzzy Heroes will regain this energy and may come back to fight another day.

Fuzzy Heroes is designed to be played by two or more people using actual toys, whether as a role-playing or a miniatures game, and so you’re going to need some space. The living room floor, the dining room table, or the top of a bed make ample playing surfaces; all are suitably large for good Fuzzy Heroes gaming. Each player should have and will need at least one toy, but what toys are used is unimportant, other than to the person that will have to play the part of that toy in the upcoming game.

I know, this rulebook is scary due to its size, but fear not, this book contains all of the rules you’ll need to engage in Fuzzy Heroes Role-Playing, basic, and advanced miniature games, and a complete section on how to design role-playing adventures and to run a role-playing game.

Before that panics you further, understand that most of these rules are NOT required to start play. They are intended to be added as the players see fit, and to allow the game to grow with the players over time. In addition, the story of the early days of FrolicHaven is nested within these rules, and those portions may be skipped by players that are ‘eager to get playing’! Before beginning your first game you need only to read pages 7 through 18, and all of the story lines have been printed in italics so that you can skip the italics sections if you wish. Alternately, if you’d like to finish reading the story before beginning to play, you can just read the italics sections. The table of contents, further, should provide a ready guide to only those sections you feel you are ready to add, and as you expand your enjoyment of the game, these sections may be played separately as well. Under no circumstance is it necessary to read the entire rules before beginning play, rest assured.



A War of Words

There were three of them, and he was getting used to them addressing him as Taiwan. Still, the name didn't feel quite right.

"Hello Taiwan," began a small grey stuffed mouse, "I'm Energy Mouse. I make stuff."

"Hello Energy Mouse," Taiwan replied, shifting uncomfortably under the weight of his uncomfortable name. "You make stuffing?"

"No stuff, things, gizmos, what-have-you," the mouse replied, slightly irritated.

"I have stuffing, thanks for asking," Taiwan smiled. "But if I ever need more, you're my mouse." A yellow-colored bunny interrupted the mouse's imminent retort.

"Hello," he interjected, "I'm Yellow Bunny. I sew."

"I'm Taiwan," answered Taiwan, "If your eyes are sore, have you tried putting drops in them?"

"No," snapped the bunny, "I sew! I repair when necessary."

"Well I suppose your eyes could be repaired," answered Taiwan with sympathy, "but let's hope it doesn't come to that." A large, heavy-shelled turtle strode forward to help end the confusion, or at least forestall further comments.

"I'm Tank," he said lifting a claw, "you?..."

"My name is Taiwan and I'm welcoming you, although I'm not sure what I have done to earn your thanks," answered Taiwan, grasping the extended claw.

"He's worse than a Renegade," whispered Energy Mouse to Blue Puppy.

"Funny you should say that," came a strange voice from the ridge above. Tank, Taiwan, Blue Puppy, Yellow Bunny and Energy Mouse all looked upwards with a start. A large number of action figures looked down at them, and all of them held weapons!

"Perhaps you should simply surrender," the action figure smirked. The other toys shrugged whatever they had that passed for shoulders. It seemed the action figures had the advantage.

"But why should we?" asked Taiwan, still unsure of the customary reply.

"I give up," answered the action figure with a disbelieving look.

"They gave up!" cried Taiwan. "We win!" Taiwan, the Swine that's all Heart, sank quickly into a restful sleep as all of the action figures, simultaneously, slapped him for what had to be his worst pun so far.

The Legend of the Fuzzy Heroes

The Land of FrolicHaven is fueled by the love that children have for their toys, and is populated by those toys that have 'mysteriously gone missing', or that go missing for periods of time before inevitably 'being found' again. These toys vary as widely as do their owners, and have differing beliefs as well. The inhabitants of FrolicHaven are, in fact, split into two main camps: The Renegades, and the Fuzzy Heroes.

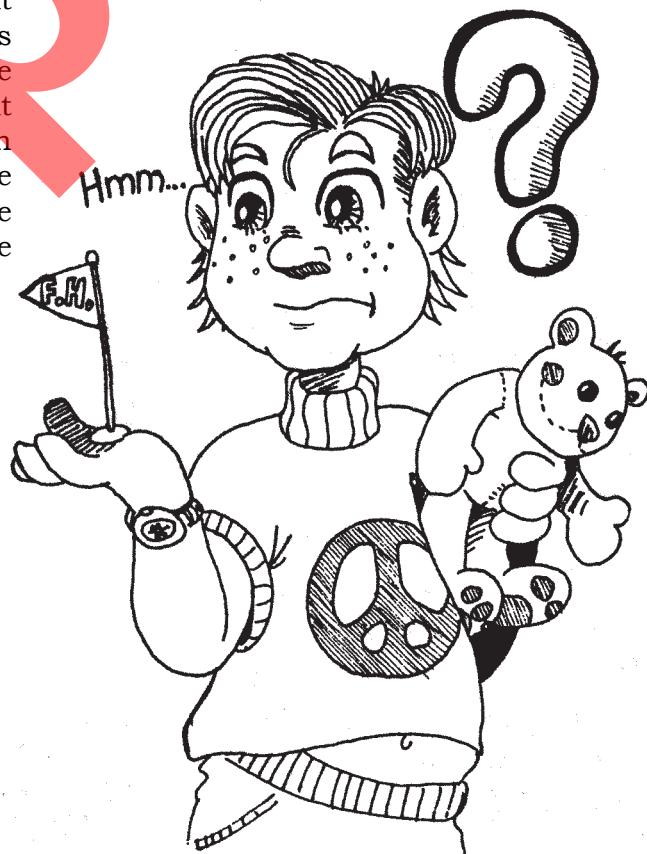
Fuzzy Heroes are toys that are staunchly loyal to their owners. These toys sneak back into the real world to help their owners keep their rooms clean, to place lost eyeglasses and retainers where they will be easily found, and, of course, to thwart the plots of the naughty Renegade toys. Most stuffed toys are Fuzzy Heroes, although some plastic toys are Fuzzy Heroes as well. The only enemies they share with the Renegades are the wayward pets (dogs mostly) that consider them to be chew toys.

The Renegades are naughty, denying that they owe any loyalty to their former owners and believing that toys should be independent of ownership. They argue that toys should be able to pursue their own dreams and goals. 'Freedom!' is their battle cry. Most action figures and plastic toys are Renegades, although some stuffed toys are Renegades as well.

The Renegades hope to eventually conquer the real world, guaranteeing freedom for all toys everywhere. The Renegades are often responsible for the dirtying of children's bedrooms (for which the children get blamed) and intrusions into offices and nurseries, thus getting children banned from these areas. Once a room is little used, it provides a perfect forward base for operations to these naughty Renegades.

The recent success of several Renegade schemes has given rise to the creation of this book; a secret book that explains the tactics and strategies of the Fuzzy Heroes and the Renegades. This book has been given to only a select few, those who would do their best to help the Fuzzy Heroes, although it is rumored that several copies have made their way into the hands of the Renegades as well.

We can but hope that you will use this book both wisely, and well.





The Basic Game

Basic Fuzzy Heroes is a game of tactical miniatures combat that uses toys of all kinds as the combatants. It is played on any large surface that won't get you into trouble such as the floor, a bed, a dorm room, or the kitchen table. Each player will play one or more toys (Fuzzy Heroes) and will direct the actions of these toys as they engage in combat with each other. Once you have finished reading this section, you'll be ready to play.

What You'll Need

Every Fuzzy Heroes game will require:

- 1) a flexible measuring device such as a paper ruler, tailor's tape, or a tape measure,
- 2) several six-sided dice,
- 3) some scratch paper (index cards work best)
- 4) some pencils to keep track of the action
- 5) At least one toy of some kind for each player. In a pinch you can make crude toys out of Styrofoam cups, wads of paper, or any other items of similar size that happen to be lying around.

Now, make sure everyone has a toy, a measuring device (or access to one), a pencil and a paper or index card. We're ready to begin.

Making Combat Cards

In both basic and advanced Fuzzy Heroes combat, each toy used for play will need a Combat Card. These cards contain the combat statistics for the toy and keep track of any damage/energy loss the toy experiences during play. Each combat card will need the following statistics listed for the toy they represent:

Energy Points

Defensive Classification

Number of Attacks

Damage Dice

Avoidance Roll

Movement

In a basic Fuzzy Heroes game, these are the only statistics used. A short description of how these statistics are determined, what they are used for, and their commonly used abbreviations follows:

Energy Points (EP):

This is the amount of damage the Fuzzy Hero can sustain in combat before falling asleep (and being removed from the game). To determine the number of Energy Points any toy will have in a Fuzzy Heroes contest, measure their longest linear length. It is up to the person that will control the toy, but if they wish, it's ok to stretch stuffed toys a bit when measuring. Determine the length, in inches, of the toys longest overall length, and then consult the chart below:

Max. Linear Measurement	Energy Points	Defensive Classification
1"-3"	3	16
4"-5"	4	15
6"-7"	5	14
8"-9"	6	13
10"-12"	7	12
13"-15"	8	11
16"-18"	9	10
19"-23"	10	9
24"-29"	11	8
30"+	12	7

We can also use this measurement to help determine the next combat statistic.

Defensive Classification (DC):

The Defensive Classification of a Fuzzy Hero is the measure of how hard it is to effectively attack them in combat. It represents the armor, ability to avoid blows, and general hardness of the Fuzzy Hero. It also represents a target number that any opponent will need to equal or exceed in order to successfully attack the Fuzzy Hero, but that will be discussed further under Combat. For now, consult the chart above for the base (not final) Defensive Classification of your toy based on the measurement we have already taken.