

# Meddling Kids Errata

*(or, HA-HA!! We Messed Up! But, We'll Fix It!)*

The paragraph on page 39 should read:

First, the right Stat to use must be determined. Since both of these characters are running, the player and the GM controlling Ol' Fishface will both use their Moves Stat. Each will roll 3d6, add their Stat, and add any Ability modifier they might have that would be appropriate (such as Sprint or Sporty). Whoever has the highest number wins! If the monster got the higher number, the GM might say that he caught the Goof. If the Goof got the higher number, the GM might say that he got away. It's really that simple!

And the paragraph on Page 40 should read:

To review, the rule for conflict is: Roll 3d6, add the appropriate Stat, and add any useful Abilities; whoever gets the highest number wins. In case of a tie, the character with the highest raw Stat wins. In case those numbers are the same, keep rolling until one character finally gets the higher roll.

Then on Page 41, the paragraph should read:

But what about the smelly fish? Okay, let's see what happens if Clutch gets hit with a smelly fish. Let's say that Clutch has made Cap'n Bingo really mad, and the Cap'n smacks him on the head with a fish that he found. It's just like resolving any conflict. You take Clutch's Moves plus 3d6 and compare it to Cap'n Bingo's Moves plus 3d6, and if the Cap'n has a higher total, he hits! Now, to determine how many Health Points Clutch takes, take his Strength and add 1d6, and add them together. Since Cap'n Bingo has a Strength of 9, even with a roll of 1, he is going to beat Clutch's Health Points, so Clutch gets Bonked!