
Amazing disappearing Yum Yums

Posted by ianengle - 2008/05/07 14:48

Yum Yum hoarders (Yes, I'm one too,) don't you just hate them? Don't you just want to slap them into Earth B? But in QAGS terms, what can you do to convince them of the error of their ways? (i.e. Use the freaking Yum Yums and advance the game rather than sit there like they're trying to hatch a Yum Yum Bird.)

How about if after an hour of game play, the GM said "Everyone, give me one of your Yum Yums."

Yeah, first they'd go ballistic, but maybe, just maybe, it might spur the players on to do those "cinematic" hero things that earn them more Yum Yums (I am an optimist, you see.) Or at least use their Yum Yums before the evaporate.

Eh, it's just an idea.

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Re:Amazing disappearing Yum Yums

Posted by jlhburnett - 2008/05/13 15:42

I'm almost certain I replied to this.
Did my post get eaten?

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Re:Amazing disappearing Yum Yums

Posted by ianengle - 2008/05/13 17:25

I don't remember seeing one, so I guess yeah, it did.

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Re:Amazing disappearing Yum Yums

Posted by jlhburnett - 2008/05/26 17:17

Ha! I answered it on the old board. I knew I wasn't going crazy.

anyway... cut... paste....

Put them in a situation where they need to spend Yum Yums. For instance, lock them (the characters, not the players) in a vault that is rapidly filling with deadly gas. If they want to find anything useful to escape, they'll have to spend that precious candy.

-JLHB

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Re:Amazing disappearing Yum Yums

Posted by ianengle - 2008/05/26 18:50

Aye, that could work belike. As it turned out, I never had to do it at Marcon.

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Re:Amazing disappearing Yum Yums

Posted by Loco Gigantes - 2008/06/09 14:13

I would get up and wander the table randomly while running and simply take a Yum Yum periodically and say absolutely nothing.

This way they don't know what the hell is going on.

Or you could introduce the Yum Yum monster who periodically appears and eats Yum Yums.

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Re:Amazing disappearing Yum Yums

Posted by Great_Scott - 2008/07/07 00:38

I think there is always something to hurling a flaming mummy that can only be killed by completely dismembering him at the pc's, its worked for me in the past anyway.

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