

# Paul Blart: Mall Cop 2

A Role-Playing Game About A Shitty Movie  
By Michael Burdick

In *Paul Blart: Mall Cop 2*, players will play a team of horrible jerks who must come together to solve a crisis, a crisis posed by one of them who controls all non-player characters, a role known as The Blart Master (BM).

To play *Paul Blart: Mall Cop 2*, players need writing utensils, something to keep track of their character sheet on (notecards should do), and a bunch of d12s. Yes, this game uses d12s; the most annoying dice for the most annoying movie.

## Character Creation

To create your character, select five of the following words or phrases to become your Aspects. You are more effective at anything relating to your Aspects.

<b>Mall Cop</b>	<b>Valet</b>	<b>Dead Mom</b>
<b>Empty Nester</b>	<b>Pianist</b>	<b>Oatmeal</b>
<b>Sleepy</b>	<b>Fit In Luggage</b>	<b>Swimsuit</b>
<b>Ghost</b>	<b>Hypoglycemic</b>	<b>Las Vegas</b>
<b>Bird Fighter</b>	<b>Segway Pro</b>	<b>Van Gogh</b>
<b>Crack Shot</b>	<b>Father</b>	<b>Angel Wings</b>
<b>Hungry</b>	<b>Immortal</b>	<b>Acrobat</b>
<b>Big</b>	<b>Gambler</b>	<b>USB Drive</b>
<b>Drunk</b>	<b>Disguised</b>	<b>College</b>
<b>Attractive</b>	<b>Allergic</b>	<b>Horse</b>
<b>Resilient</b>	<b>Overprotective</b>	<b>Fart</b>
<b>Criminal</b>	<b>Old Banana</b>	<b>Hit Old Lady</b>

What these Aspects specifically mean in relation to your character can be worked out now, or determined through play. Give your character a name too.

Write down four things that your character loves. These could be family, friends, objects, statuses or

roles, or even ideas. Once you're done, cross one off. That's already been taken from you by a cruel God. Figure out how. Once you have Loves done, you're ready to play.

## The Blartventure

In *Paul Blart: Mall Cop 2*, the player characters are all united in an unusual setting to confront a threat beyond the normal call of duty, one which will test their skills, their heart, and their willingness to put it all on the line. To determine the Blartventure, roll on the following three tables.

### The Setting For The Blartventure

1	Las Vegas
2	New York City
3	Paris
4	Tokyo
5	Cold War Berlin
6	The Moon

### What Brings Our Heroes Together

1	Trade Show
2	Awards Ceremony
3	Summoned By Mysterious Benefactor
4	Won All-Expenses Paid Vacation
5	Funeral Of A Common Friend
6	Foretold By Ancient Prophecy

### What Crisis Will Emerge

1	There's An Art Heist Happening!
2	You've All Been Framed For Murder!
3	Everyone In This Building Is Trapped!
4	Evil Birds Are Attacking The City!
5	Villains Are Going To Blow The Dam!
6	The Shadow Man Has Raised The Dead!

## Product Placement

Before the game begins, as a table, decide upon three brands, products, or companies. These three phrases are *Product Placement*, and can be invoked just like Aspects by any character.

If you ever Blart It after having used a Product Placement as an Aspect, cross that Product out. You've violated the brand standards, and can no longer use the Product Placement.

## Resolving Action

Any time a player character's effectiveness at an action is in question, their success is resolved via the **Secure Every Good'un Which Aids You** System, or SEGWAY System. To resolve an action, gather a d12, then add another d12 for every Aspect of your being you can invoke with the action. Roll all of these d12s, and count the number of them that are higher than 7. These are your total Successes. The BM never rolls dice.

Accomplishing your goal always takes 1 Success, every following Success can be spent adding an additional condition to your goal. If you set out to hit a henchman with a bean bag gun, it costs one Success to hit him with the beanbag gun. You could spend additional Successes to, say, break his gun, or knock him into a pool behind him.

If a character rolls dice and none of them come up successes, they've **Blarted It**. The BM should describe them failing in excessive and inept fashion.

## Losing What You Love

If a player character Blarts It and the BM decides that there should be significant consequences, the BM may decide that the character must lose something they love. The player crosses one thing they love off their character sheet, and describes how that thing they love vanishes from their life. The connection between the failed check and the lost love can be tenuous, but should be at least slightly logical.

If a character ever needs to cross off a Love, but has no uncrossed Loves left, the character's mental state shatters, and their soul, unable to handle the trauma, leaves their body and becomes trapped between planes. This is referred to as being in the **Lane Plane**. Characters in the Lane Plane are still

present in the story as phantom beings, but may only directly interact with other player characters.

## Playing *Paul Blart: Mall Cop 2*

*Paul Blart: Mall Cop 2* is played in a series of six scenes, because if it goes for too long everyone's going to realize how bad an idea this is and just go play *Mario Kart* or something.

It is up to the BM to set up each scene, describe how every player character begins the scene, and play every non-player character.

Every scene continues until it reaches a natural conclusion. This is to the BM's discretion, but for ease of play, a sample conclusion has been provided for each scene.

The scenes are:

1. All Of The Characters Come Into Town  
*Conclusion: Everyone meets each other*
2. The Common Thing That Brought You Together  
*Conclusion: The common thing ends disastrously*
3. The Crisis Reveals Itself!  
*Conclusion: The party escapes an incredible danger!*
4. The Party Investigates The Crisis  
*Conclusion: The party knows how to defeat the crisis*
5. Inexplicable Battle Against Unrelated Wildlife  
*Conclusion: The party defeats the wildlife threat*
6. The Party Battles And Defeats The Crisis  
*Conclusion: The Crisis is beaten, or everyone dies*

## Disastrous Failure

If every single player character enters the Lane Plane, thus rendering the party incapable of interacting with the outside world, then the universe is brought out of balance and the world plunges into darkness.

At this point, the game is over and you should go do something else, but first, take a moment to, as a group, reflect that you are less successful than *Paul Blart*, a dumb idiot that once got kicked into a minivan by a horse.

## Success!

If you complete the last scene successfully, you win! Describe your characters getting everything you ever wanted, then, as a table, make a big fart noise, to symbolize how you've wasted the last two hours.