

Coming to **KICKSTARTER** Soon!



More from
QT Games

Playtesting soon!

MELLO™

A Cozy RPG for Adorable Monsters

WELCOME TO THE TOWN OF MELLO!

Mello is a rules-light role-playing game (RPG) about the small-town adventures of cute monsters living in a cozy sky realm controlled by ancient AI gods. The game is set in my lush Toonaria universe. Assume the role of an everyday citizen of Mello, a sleepy town with dark secrets. On any given day, you might help a neighbor solve a spooky mystery, enter a pie-baking contest with exotic ingredients, film a movie, expose a government cover-up, spend the afternoon in the Dreamery, chase fish flying through the park, open a business, or even run for Mayor.

Even if you've never played a role-playing game before, you'll find Mello takes an easy-going approach, making it a comfy fit for all ages and levels of experience.

Nestled in a quiet corner of the Harmony Empire on the floating island of Cloudevil, the isolated town of Mello is a friendly place where everyone knows your name — at least six days a week.

There's a ton of lore, but the game doesn't inundate you with it, because the residents of Mello are forgetful. After all, the AI gods release Chemical XP37 into the atmosphere daily. Between Pink Syndrome, memory implants, and memory loss, it's no wonder! Don't worry — your doctor and therapist have you covered and will make you feel right as rain.



OVERVIEW

- Dive into a rules-light, GM-optional game that's easy to learn and play.
- Create an adorable monster.
- Move into Mello, a sleepy, technomagical, dystopian town, reminiscent of 1950s America.
- Shape the town, key NPCs, and forces of nature in your own image.
- Stroll through the wilderness without combat, classes, or levels.
- Hold odd jobs, organize festivals, open a business, or run for Mayor.
- Investigate memory loss, scams, and Matrix-level cover-ups!
- Discover more about yourself, your friends, and your community.

♫ Do what's right, do not fight, never go outside at night!
Be happy. Happy all the time! ♫

ADVENTURES IN TOONARIA™

WELCOME TO TOONARIA!

Adventures in Toonaria is a stand-alone role-playing game that expands on the concepts found in the Mello RPG. It is still a work in progress, but I have been writing stories, designing critters, and other cool games set in the Toonaria universe most of my life, alongside the Cosmoverse (the universe of my novels). I can't wait to share them with you!

While Mello and Adventures in Toonaria are both set on Cloudveil and lean into the cute and cozy, the games diverge in significant ways, providing different experiences and opportunities. Here are the core differences:

Mello RPG

- Rules-light
- Simplified Memory system.
- No Combat
- GM-optional
- Explore Mello and surroundings
- Open a business/run for Mayor.
- Customize and control key NPCs, locations, and forces of nature.

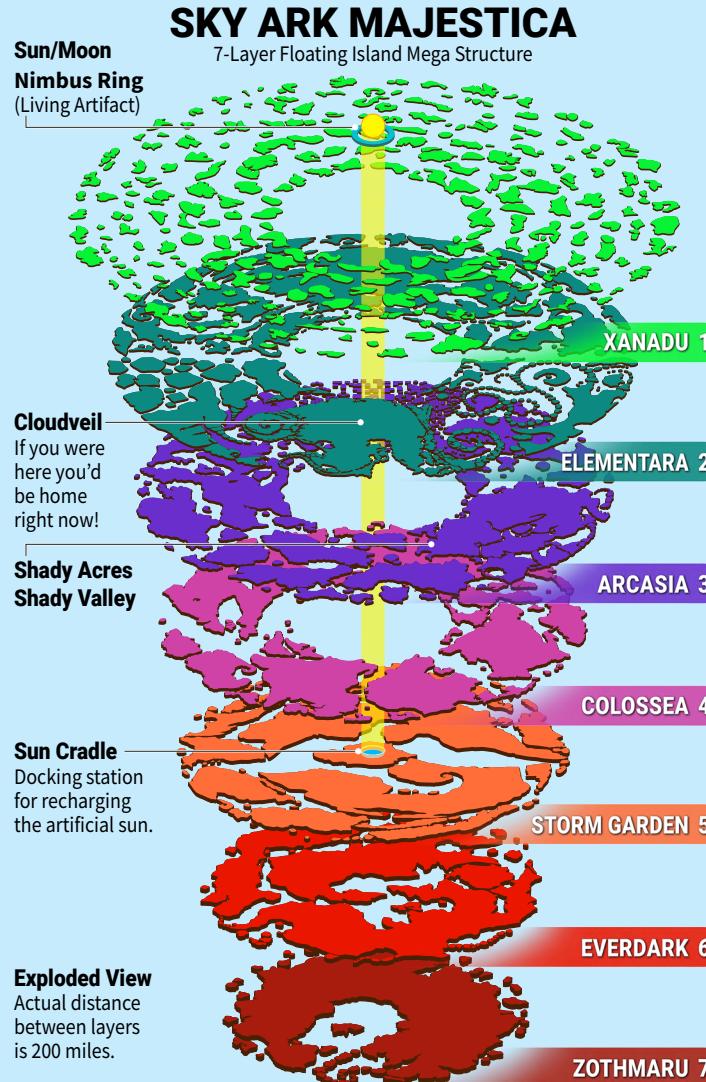


Adventures in Toonaria

- Rules-light with more options
- Expanded Memory Loss System.
- Combat, including combat talents.
- GM-driven.
- Explore Cloudveil and beyond.
- Secret missions and mechs.
- VR, dimensions, colossals, and gods.
- Detailed Talent system.
- Expanded Pink Syndrome talents, weapons and monsters.
- Redd Syndrome talents, weapons, and monsters
- Destiny Push Your Luck system.
- Gain a tiny, cute companion to help you on your journeys.

Having more features doesn't make Adventures in Toonaria better. The games serve different purposes.

Most of the action takes place on Sky Ark Majestica, a 7-layer floating island mega structure (See next page)! You'll find Cloudveil on layer 2 (Elementara.) As you may have guessed from checking out the Cloudveil map, there's so much to explore in that one region! I'm going to release a source book for it that covers the cultures, customs, colossal creatures, important NPCs, secrets, lore, and unique locations, plus an overview of the rest of Elementara. Future sourcebooks will do the same for the other layers!

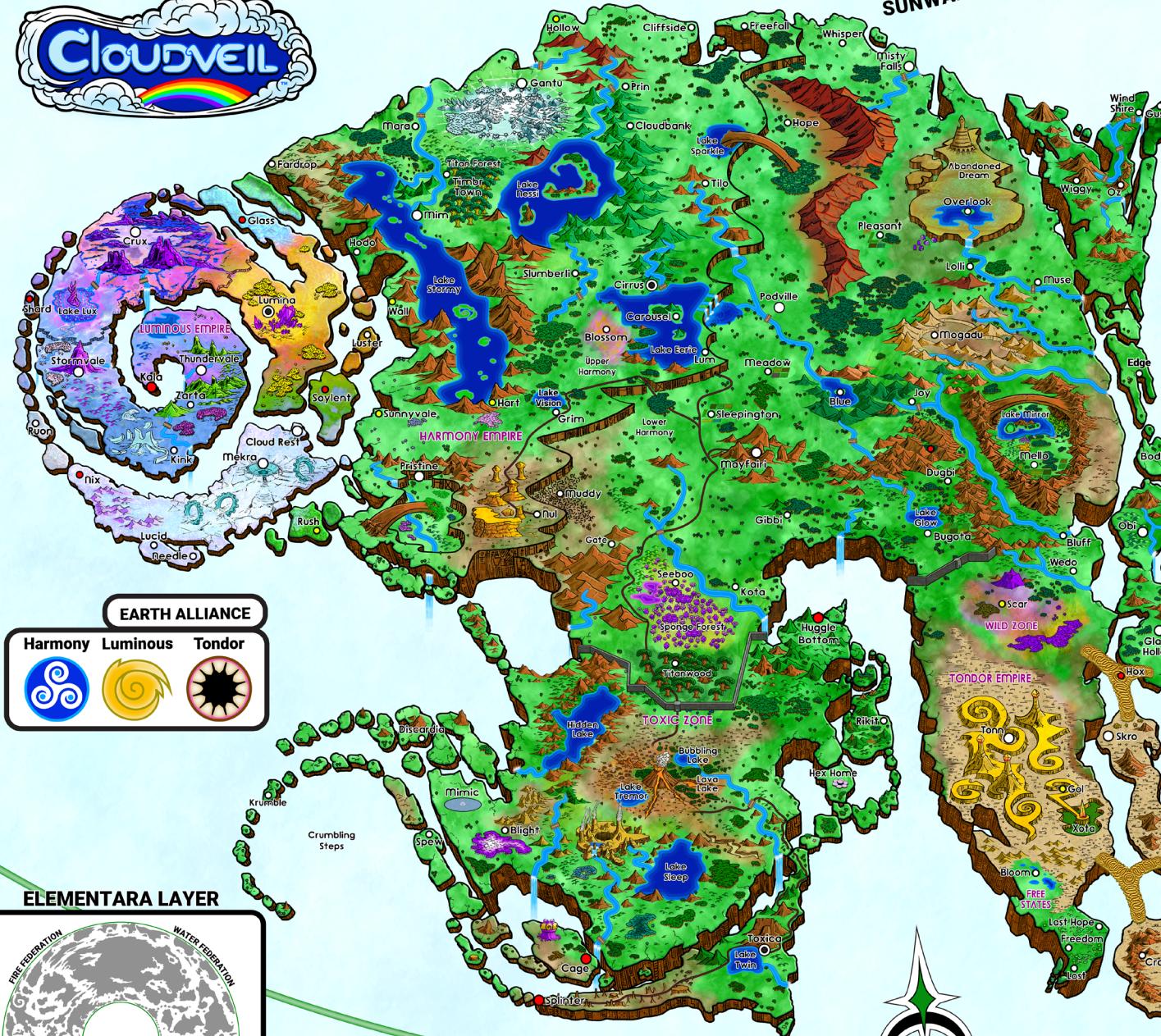


In Adventures in Toonaria, you'll find details about the dimensions, fallen gods, small folk, and colossal creatures that roam the floating islands! Join the Battle Academy to Defend Toonaria or take a stand with the Underground to help Rejects escape to free lands and fight against the machine!

Pink and Redd Syndromes are also part of life in Toonaria and drastically affect how reality is perceived. Pink Syndrome is the condition caused by breathing in Chemical XP37. Redd Syndrome, a failed cure invented by Dr. Julian Redd, is rarely seen in Mello because the region is isolated. Adventures in Toonaria will provide talents, combat and monsters for both Pink and Redd Syndromes in their own books. Including Redd Syndrome in your adventures is optional.



SUNWARD RIM



EARTH ALLIANCE



ELEMENTARA LAYER



0 20 50 100 200 300 400 500 MILES

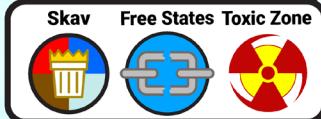
ADVENTURES IN TOONARIA™

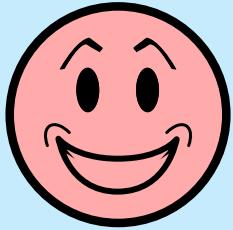
- Capital city
- City
- Town or Special location
- Location (Dangerous)
- Location (Caution advised)
- Lake
- Enchanted Lake
- River
- Enchanted River
- Wall
- Ancient Road
- Lava
- Kaiju Bridge
- Mountains
- Hills
- Meadows/Grasslands
- Forest/Jungle
- Desert
- Swamp
- Mud/Black Muck
- Warped lands
- Sand Dunes

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ELEMENTARA OUTER RIM

AIR ALLIANCE





PINK SYNDROME
[Cute and Cozy]

You believe the world is sick, but with the help of your therapist, doctor, and sanctioned medicine, you can perceive reality correctly! Notions such as violence, pain, and suffering are surely exaggerated. Chase away Dark thoughts with Harmony meds, rationalizations, and reinterpretations. Life is about community, a good day's work, hanging out with friends, and watching your favorite show on the Portal Vision (PV). The past is the past, and today is a new day!



IN ADVENTURES IN TOONARIA, you'll find details about the dimensions, fallen gods, small folk, and colossal creatures that roam the floating islands! Join the Battle Academy to Defend Toonaria or take a stand with the Underground to help Rejects escape to free lands and fight against the machine!

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REDD SYNDROME
[Cute Horror and Complex Themes]

You believe the world is sick — that dark forces behind the scenes are making us sick. The lies and meds they force us to swallow? The air we breathe? Their treating us like lab rats, making us compliant, docile, ineffective. Enough propaganda! No more surveillance, censorship, memory implants, and memory loss! They've unleashed a hoard of nightmarish creatures to stop us. It's time to wake up, take a stand, and expose the truth!



Let's continue the discussion on my Facebook groups! Make sure you don't miss art, news, and other updates by joining my monthly newsletter at QTGames.com.



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Game Design / Illustrations / Graphic Design

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Art & Design Consultation

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