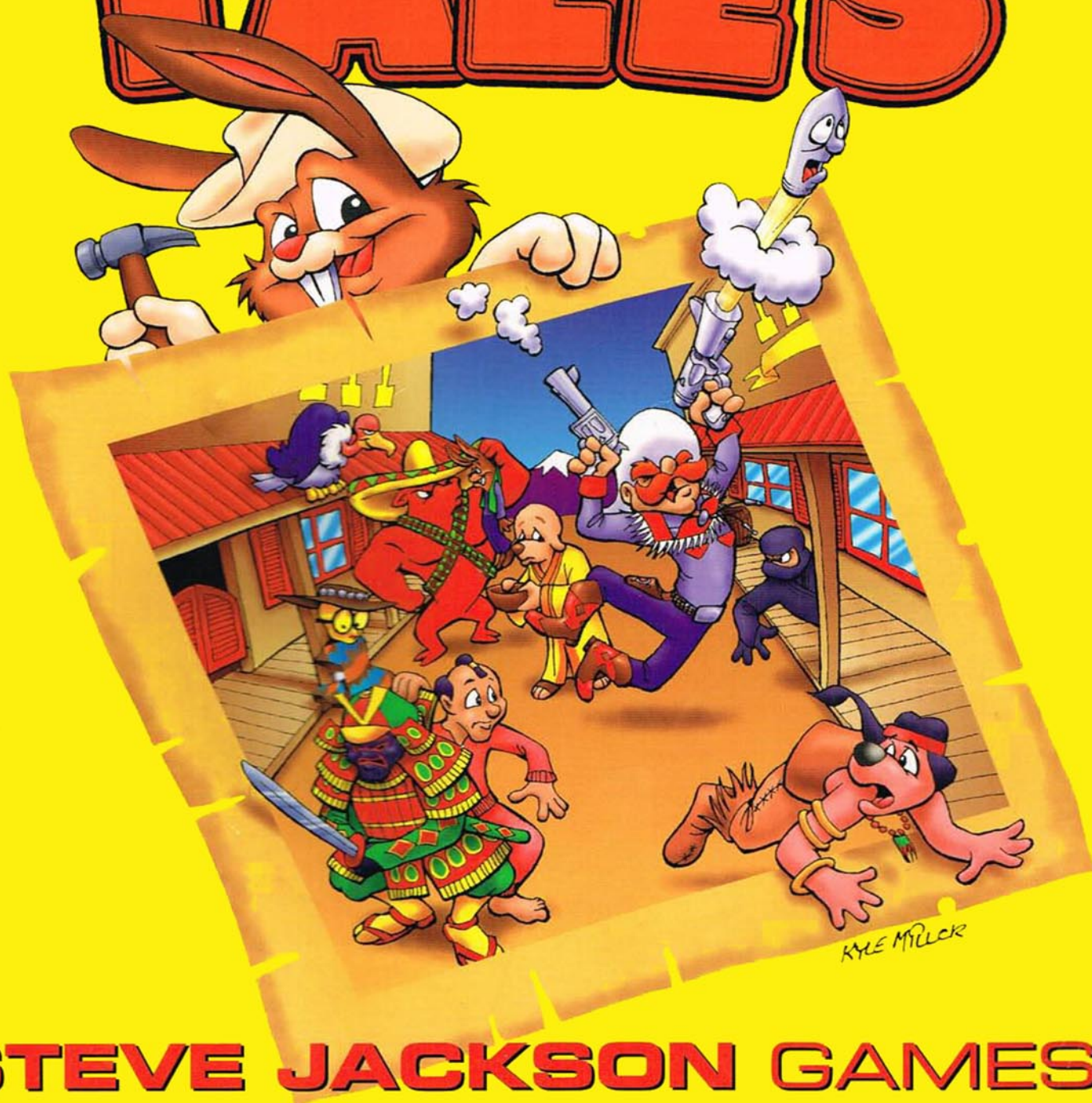


TOON TALES[®]



STEVE JACKSON GAMES

TOON TALES

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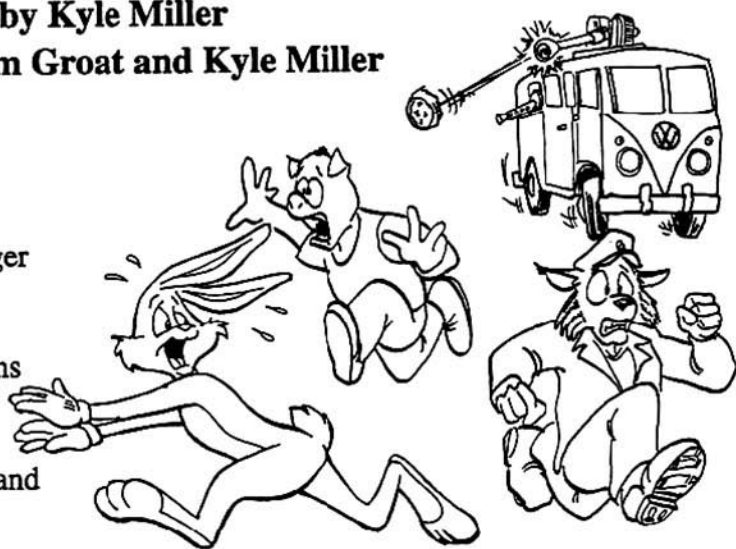
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ISBN 1-55634-268-3

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STEVE JACKSON GAMES

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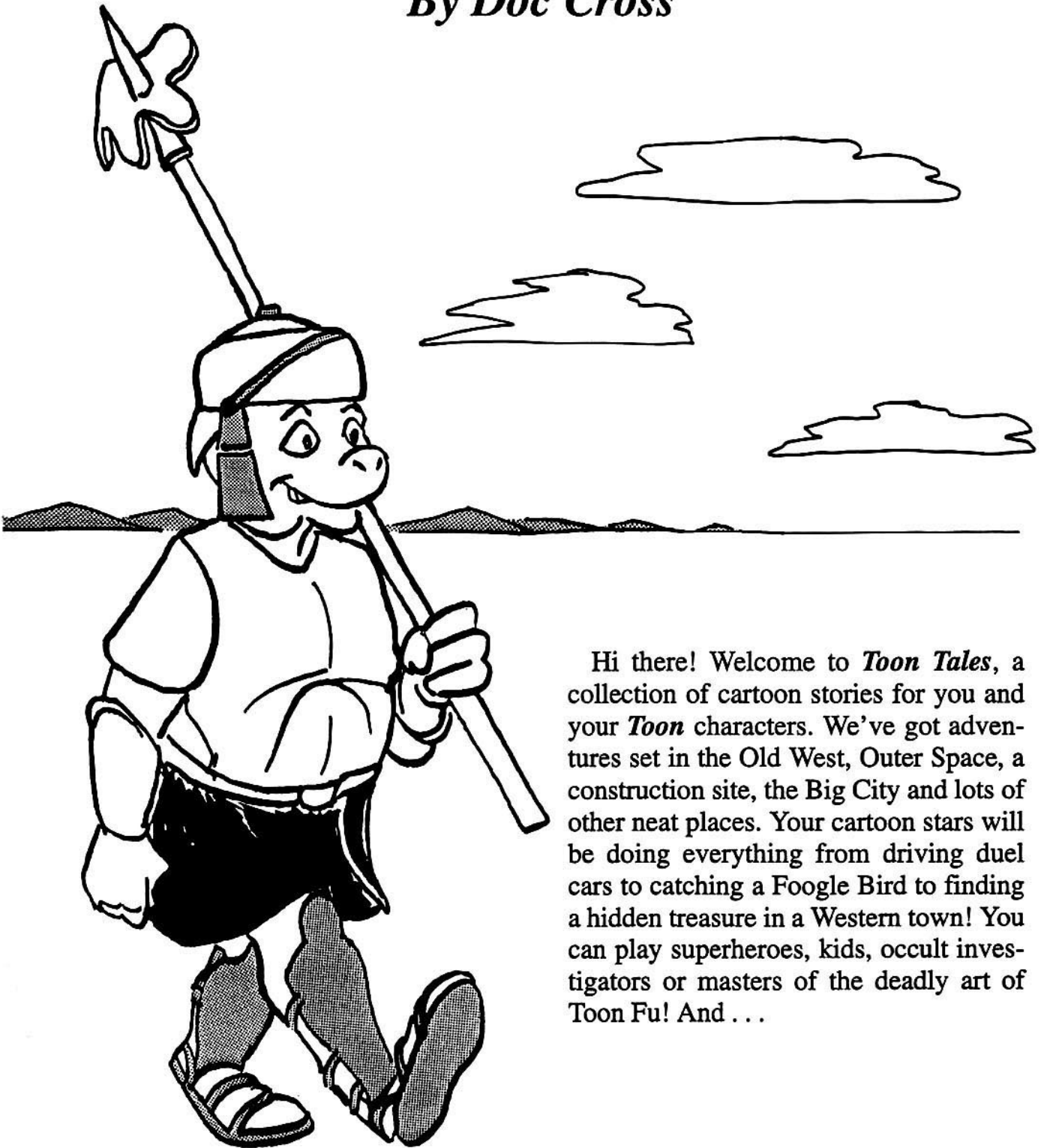
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Introduction

By Doc Cross



Hi there! Welcome to *Toon Tales*, a collection of cartoon stories for you and your *Toon* characters. We've got adventures set in the Old West, Outer Space, a construction site, the Big City and lots of other neat places. Your cartoon stars will be doing everything from driving duel cars to catching a Foogle Bird to finding a hidden treasure in a Western town! You can play superheroes, kids, occult investigators or masters of the deadly art of Toon Fu! And . . .



These Adventures Are Different!

In just about any other book of roleplaying adventures, the stories are set up in a *linear* manner. You start out at point A, do something, and then move on to point B. This happens again and again until you complete your adventure at point Z. Most of the time, if you don't do things in *exactly* the right order, you can't finish the adventure or even go to the next location. This can slow the game down – and who needs that?

Since linear adventures can be a problem for *other* RPGs, you can imagine how terrible they would be for *Toon!* Heck, even not-so-linear adventures get weird when you play *Toon!* Things are way too chaotic and fast-paced to try sticking to a set path. Besides, *other* games are based on *adventuring*, but *Toon* is based on *comedy*! *Toon* players care more about getting laughs than getting from point A to point Z. A *really* good *Toon* game may ignore the basic plot idea completely...

Because of *Toon's* wacky and unpredictable nature, the adventures in this book are much more *open-ended*. We've given you a starting point, a (suggested) finish or two, and a lot of points to hit in between... if you want to. But your players can go anywhere and do anything they think is funny and still not mess up the adventure! In fact, you'll probably have even more fun that way...

About the Authors

Mark S. Denman lives in Toronto, Canada and is a correctional officer at the Don Jail. His hobbies include skiing, writing and going to gaming conventions in the United States. He is also an expert on the fictional (and really dumb) Schwemp family, a couple of whom appear in this book.

Tony Lee was born and raised in Taiwan, but has lived in Los Angeles for the past few years. When he isn't writing, gaming, writing games or writing *about* games, he has been known to hang around at gaming cons. Despite his protests to the contrary, he is a Master of Toon Fu.

Tammy Reed lives in Harbor City, California, with her husband and two children. An avid roleplayer, Tammy is also a fan of cartoons and pro wrestling. Her contribution to *Wrassle Hassle!* is her first published gaming material.

Matthew F. Porter is married and lives in Maryland with his wife, Celeste, and son, Ian. Matt is an attorney, aspiring freelance game author and high-ranking member of the Porter Liberation Front. This is his first attempt at freelance writing, but hopefully not his last.

Tiffany and Curtis Whyson are married and live in Woodland, California. They have two daughters, Sarah and Angela, and share a house with Doc Cross. They have been gamers and game convention attendees for several years. This is their first professional effort.

Jeff Koke is currently Managing Editor for Steve Jackson Games and an incorrigible punster. He is the author of *Jupiter Blues*, a scenario appearing in *GURPS Super Adventures*, and *A Nile Elation*, which was published in *GURPS Time Travel Adventures*. He lives in Austin, Texas, with his wife, Angela, and his Siamese cat, Sheba.

Doc Cross lives in Woodland, California. He is an unrepentant *Toonaholic* and bandana collector (196 so far). Besides being the author of several adventures in this book, he is also guilty of writing the *Tooniversal Tour Guide* and running *Toon* demo games at cons. Even as you read this, he is hard at work on yet *another* *Toon* sourcebook. You've been warned.

It should also be noted that all of these people (except Jeff) are contributors to *Alarums and Excursions*, the best roleplaying APA in the known universe (in their humble opinions).

We're Looking for a Few Weird Writers!

We don't care if you're a cowboy, a cop, a cat, a cockatoo, or a Ferocious French Foogle Bird. If you like *Toon* so much that you've created your own adventures, backgrounds or gadgets, we want to hear about them. If we like them, we might use them in a new *Toon* book! (For instance, the *Toon Ace Catalog*, coming later this year, needs all kinds of demented devices, and we'd love to include *yours*.)

For small ideas and gadget submissions, we'll give a big thank-you and put your name in the book. For bigger submissions, we pay *money*... (Yes! We pay Doc Cross for being silly! Isn't life great?)

For a copy of our Writers' Guidelines, send a stamped self-addressed envelope to Steve Jackson Games, Box 18957, Austin, TX 78760. Specify that you're interested in *Toon*, and we'll include an information sheet written especially for silly people like you.

Go for it! You have nothing to lose but your dignity.

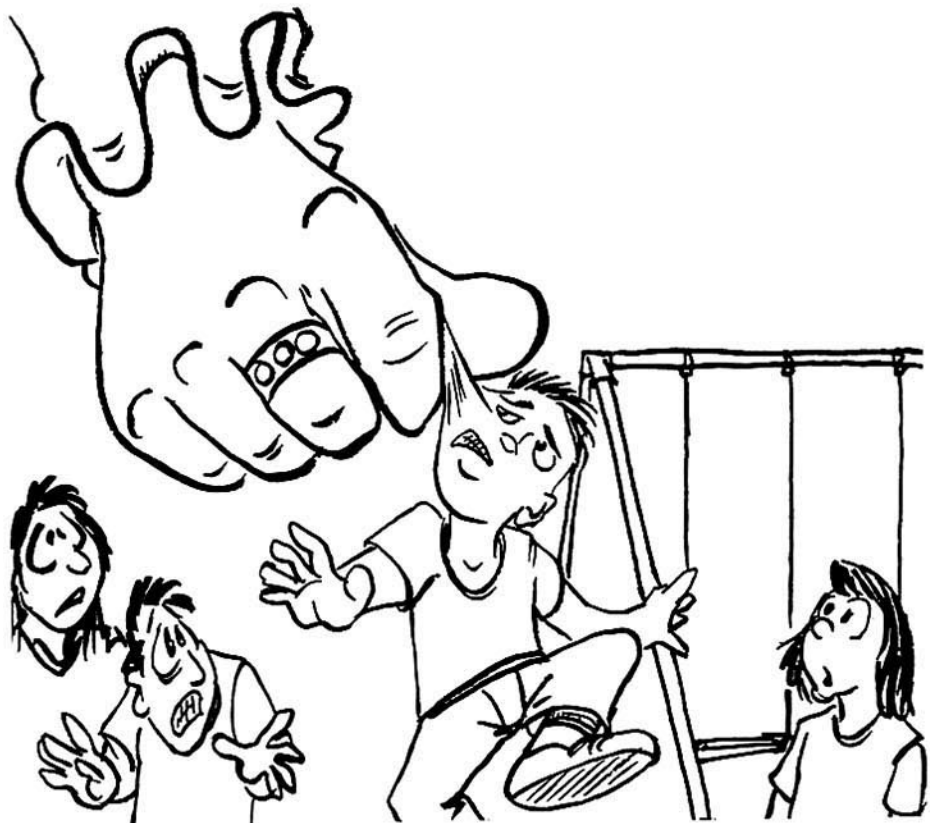
A Quick Note About Shticks

To simplify matters for Animators and Players alike, *almost* all the new shticks in this book cost 4 points to buy, and they *all* start at a skill level of 5. (Unless, of course, *you* as the godlike Animator want them to be lower.) And they *all* cost 4 Plot Points per level after that. And don't forget that you can buy any shtick as a One-Shot Shtick - see p. 46 of *Toon*!

And to make it even easier, on pages 205-206 you'll find a complete list of Shticks, new and old, neatly organized. (Organization in *Toon*? How shocking! But we won't tell if you won't.)

Fast! Easy to Use! Really Silly, Too!

Each adventure in this book is ready to play, right down to a set of pre-made characters. We want you to be able to jump right in and start playing! For some of them, you'll need a copy of the *Tooniversal Tour Guide* - others can be played using just the basic *Toon* rules. If you're a *really* experienced Toonster, you can probably even get by without *either* of those books. (But buy them anyway, because we need the money!)



Each of the adventure starts out with a basic introduction. Then comes the *Cast of Characters*, describing the sort of PCs that would be appropriate for the adventure. (Of course, inappropriate ones can be fun, too.) Each Feature Film includes sidebars with descriptions of a full set of PCs for the adventure, but Animators and players can change them around, or bring in their old favorites. This section also describes the NPCs that the Animator gets to play.

Next is a brief description of the *Location* where the adventure starts out, and the *Situation*. Then comes the *Object of the Adventure*. This is a very simple goal, like "Catch the Foogle Bird" or "Build a House" or "Get Revenge on the Evil Ninja Foogles Who Boggled Your Brother." If your players get totally out of hand, you can flip back to this section for a reminder about what's supposed to be going on. If you care!

The section on *Plot* describes how to start off the cartoon, and gives some suggestions about where it can go. Remember: Never in the history of the whole galaxy has a *Toon* game really followed the pre-planned plot. We just give you this so you'll have something to ignore.

The meat of the adventure is in the sections like *Places to Go*, where we describe the various places your characters might find themselves (rooms, shops, planets or just about anywhere else); *Gags*, full of more ideas for doing funny things; and *Stuff*, which lists all kinds of neat items to find and use. This section is meant mostly for Animators, so no peeking from you players! And remember: a *Toon* adventure without *stuff* is like a day without sunshine. (Hey, wait a minute! A day without sunshine is *night*! Oh, never mind.)

In *The Big Finish*, we describe a way (or a couple of ways) the cartoon can end. The important thing for an adventure wrap-up is that it be humorous, violent and silly. Always leave 'em laughing! And the *Plot Points* section is a guideline for character rewards.

Finally, we come to *Variations*. Here, we give you some ideas for running the adventure again and again, but with different twists each time. You can create a sequel, or two sequels, or a whole screaming bunch of sequels, and turn a single adventure into a cartoon series.

But Wait – There's More!

Yes, that's right, Toonatics, we weren't satisfied with just giving you a big book of reusable adventures! No sirree! We decided that *you*, the *Toon* playing public, deserved *more*! That's why this book *also* includes (at no extra charge) three *completely new* cartoon worlds like those in *Tooniversal Tour Guide*. But different. Be a ropin', ridin', straight-shootin' cowboy in *Way-Out West*! Solve crimes as a hard-boiled private eye or bulletproof cop in *Crime and Toonishment*! Practice the funny and destructive martial arts described in *Masters of Toon Fu*! Now how much would you pay? (Well, actually, all you have to do is buy the book.)

Animators Assemble!

As we said before, the adventures in this book are completely open-ended. If you think they're silly *now*, wait until *you* get through with them. (Don't even *think* about what your *players* will do to them.)

Go ahead and change things around! Throw in a character or two from another adventure or, even better, another *game*! ("What do you mean this isn't *GURPS Horror*? I was just . . . oh, I'm sorry. Wrong game. Heh heh heh . . .") Move stuff from one place to another! Change that NPC's Attributes and Skill levels! Mess around with their Beliefs & Goals! In short, feel free to monkey around with these adventures to your heart's content.

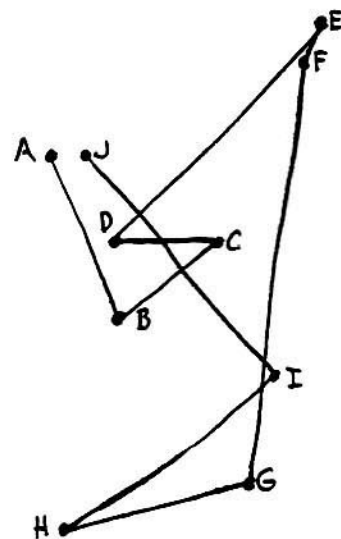
One Final Note

Remember that the object of *Toon* is to act goofy, think up screwy ways to do things and laugh yourself silly. Failure is as much fun as success – sometimes *more*! Act before you think and you'll be doing fine! Now let's get going on the first adventure . . .

The Multiversal Nexus

Here's a nifty idea for combining the adventures in *Toon Tales* into a dimension-hopping cartoon series. Take any adventure in the book as a starting point. Then, have each of the players select a PC from among the many we've provided (or from past games) . . . *but only allow one from each genre*. That should give you a pretty mixed-up group!

The show begins when the group appears in a dimly lit room where a mysterious figure greets them by name. This is *The Guardian of the Multiversal Nexus* and he tells the PCs that they have been chosen to fulfill a quest. They must travel from world to world seeking pieces of The Ultimate Jigsaw Puzzle. In each new world, they do whatever that adventure's Objective is. Each time they accomplish a goal (or come close enough to please the Animator), they will find another piece of the puzzle. Once they have it, a huge hole will open under them, and they'll drop into the middle of the next adventure. When it's funny enough, just have them find the last piece of the puzzle. The Guardian of the Multiversal Nexus will appear, thank them, and send them back to their home dimensions with \$6.49 in their Back Pockets. End of Cartoon Series. Until the The Guardian of the Multiversal Nexus grabs some new characters and sends them out looking for The Crayons of the Gods or The Eternal Toys or some other strange items. Believe us, it's tons of fun! (I've actually run parts of this series at several conventions over the past five years.)



Feature Film:

The House That Jerks Built

By Doc Cross

Adventure can happen anywhere, if you're silly enough. This one takes place on a vacant lot, full of vacant minds. Can a cast of clumsy chumps create a decent domicile? The chipmunks will offer some constructive criticism.



Cast of Characters

Anybody can build a house. (Well, maybe not, but anybody can *try*.) The PCs can bring in their favorite characters, or create new ones. If you can wind up with one or two Natural Enemy pairings on the building crew, so much the better. The sidebars describe more possible characters.

The Animator plays the NPCs. These are George Growler, the bad-tempered bear foreman; Mrs. Crow, whose nest is just over the building site; and Walter and Digby, two chipmunks whose home is directly *under* the building site.

Location

The whole plot of land on which the adventure takes place is called The Lot. It has forests on the right, left and rear sides. A street runs along the front. The Lot contains all of the areas listed in Places to Go.

Situation

The characters are trying to build a house. Simple, yes? No. The animals who live on The Lot who don't want a house built there, and they're going to use every trick they know to keep it from happening.

Object of the Adventure

The objective is simple. Get the house built before sundown. Players will quickly find secondary objectives which, if the Animator is doing his job, will totally distract them from the house. These include: Get Those Darned Chipmunks; Save My Lunch!!; and Cut Down The Tree. This last goal is doomed to failure.

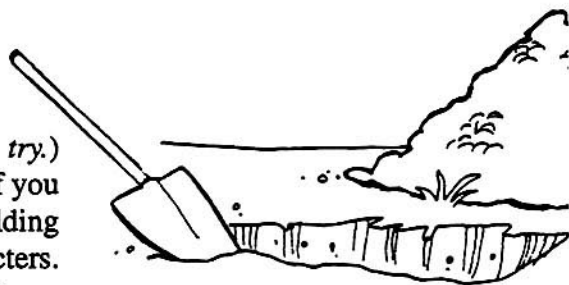
Plot

The adventure begins with the characters answering a Help Wanted ad and showing up at the site. George Growler, the grumpy bear foreman, meets them and says "Build a house. Here are the plans. There are the tools. There are the bricks and boards. The chalk lines on the ground are where the walls go. Now don't bother me." Then George goes back to his trailer; slams the door and starts snoring.

The happy builders start to work. Then things go wrong. If the builders don't make enough trouble for themselves, the chipmunks show up and create havoc. If the fracas spreads to include Mrs. Crow's tree, the builders will regret it.

Laying the driveway will require use of the steamroller, an adventure in itself. Planting the lawn will involve some *very* fast-growing grass. The Animator can create other tasks, each of which will require a trip to the tool shed and a chance of getting a disastrously wrong tool.

Eventually the house is finished. Sort of. Time for the Big Finish!



Sadie Snoid

Sadie is a 4-foot-tall female pig. Her hair is curly and dark. She wears white overalls with big pink polka-dots on them and a New York Yankee cap. Sadie speaks with a Brooklyn accent and is a non-stop talker. Some of her favorite topics are the Yankees, soap operas, the weather, politics, past plumbing jobs, bowling and her neighbors. Sadie always carries a handkerchief and a pipe wrench in her Back Pocket.

Beliefs & Goals: Nothing stops me from getting the job done. Don't let others mess with your tools. The Yankees rule! So do the Jets!

Hit Points: 9

Speed: 5

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 4

Pick Up Heavy Thing: 5

Throw: 5

Zip: 4

Dodge: 4

Drive Vehicle: 6

Fire Gun: 4

Jump: 4

Ride: 4

Run: 5

Swim: 7

Smarts: 6

Hide/Spot Hidden: 6

Identify Dangerous Thing: 7

Read: 7

Resist Fast-Talk: 6

See/Hear/Smell: 6

Set/Disarm Trap: 6

Track/Cover Tracks: 6

Chutzpah: 3

Fast-Talk: 6

Pass/Detect Shoddy Goods: 3

Sleight of Hand: 3

Sneak: 5

Shtick:

Incredible Strength: 5



Ted Noodleman

A 5-foot-tall, chubby, balding human with perpetually squinting eyes. He wears boots, jeans and a T-shirt with "Macho Man" on it. Ted thinks he is a regular Romeo, but he hasn't had a date in years. He is incredibly nearsighted, but won't admit it. He won't wear glasses because he thinks they make him look wimpy. When he makes a mistake due to his bad eyesight, he usually says, "I meant to do that."

Beliefs & Goals: Impress the babes! Try to look cool while I work. Remember where I put things so I don't have to fumble around looking for them. Kid Ned about being fat.

Hit Points: 11

Speed: 5

Muscle: 5

Break Down Door: 5

Climb: 7

Fight: 5

Pick Up Heavy Thing: 6

Throw: 5

Zip: 4

Dodge: 4

Drive Vehicle: 3

Fire Gun: 3

Jump: 5

Ride: 4

Run: 4

Swim: 5

Smarts: 5

Hide/Spot Hidden: 3

Identify Dangerous Thing: 3

Read: 3

Resist Fast-Talk: 5

See/Hear/Smell: See 3,

Hear and Smell 6

Set/Disarm Trap: 5

Track/Cover Tracks: 4

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 6

Sneak: 6

Shtick:

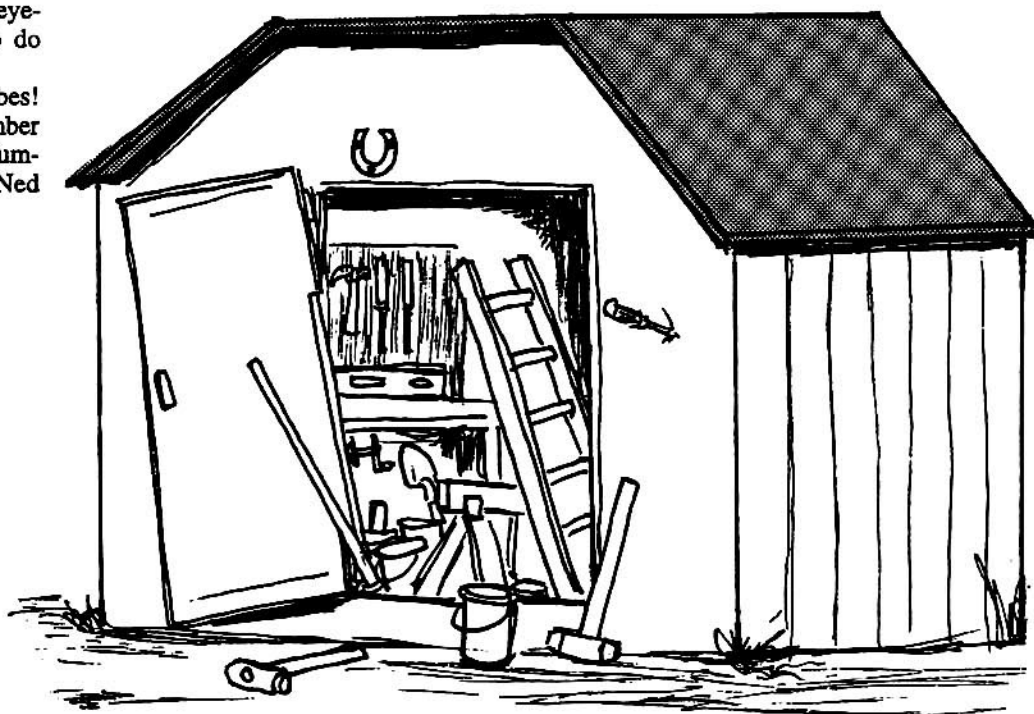
Coat of Arms: 4

Places to Go

The Foreman's Trailer

This is where George Growler spends most of his time. The trailer isn't very big, and only the wooden blocks by the wheels keep it from rolling. It would be very easy to push around. Inside the trailer, George has a refrigerator full of food and a bed. He spends a lot of his time napping.

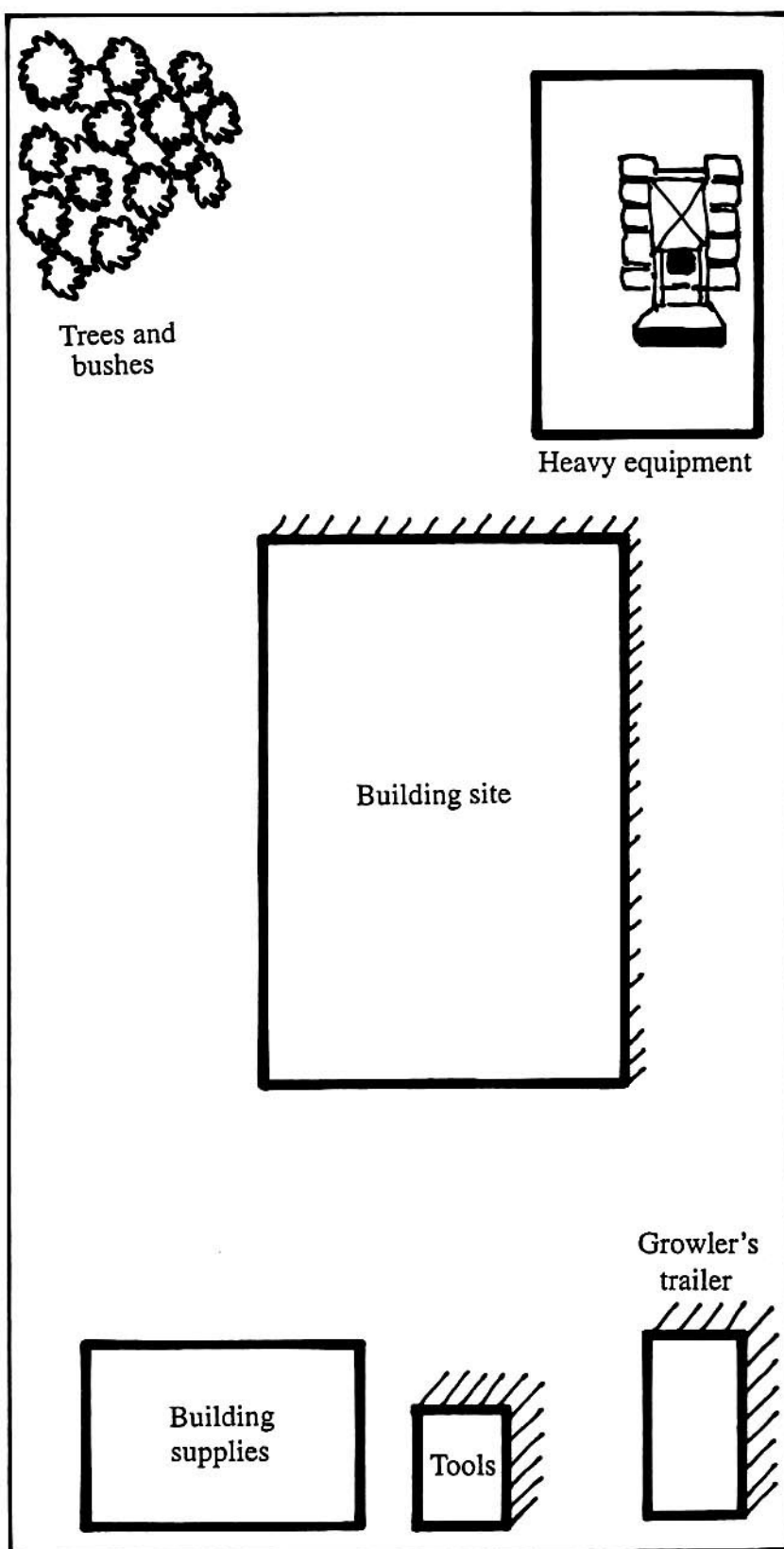
George hates to be disturbed. If anybody bothers him, George will *start* by bonking the closest person when he comes out (1d damage). And that's if he's in a *good* mood. Anybody who seems argumentative, stupid, or just in the wrong place will get bonked. The players should plan on Fast-Talking a lot when George comes out.



The Tool Shed

This is where all the tools you could ever imagine (and a few you might *never* imagine) are stored. Any of the builders (including NPCs) can get any tool he wants from this small shed, *as long as he makes his Smarts roll!* Anyone who fails his roll will still get a tool, but it won't be the one he wanted. Even worse, he won't realize it until he makes *another* successful Smarts roll! Once anybody has a tool, he will use it for the task at hand, even though it might be completely wrong! Animators should get *very* creative when handing out tools. A tool company catalog will give you plenty of nifty ideas, but we've also included a Random Tool Table on p. 20 that is just full of funny and dangerous tools.

Map of the Building Site





Ned Noodleman

Ned looks just like Ted, but has more hair and is fatter. He is just as nearsighted as his brother. He wears the same sort of clothing, but Ned's shirt says "Stud" on the front. Ned always carries sunglasses and a bottle of cheap cologne in his Back Pocket.

Beliefs & Goals: Act cool and the chicks won't leave me alone! Kid Ted about his bald head. Don't let folks know how bad my vision is. Eat at least five times a day to keep my strength up.

Hit Points: 11 **Speed:** 4

Muscle: 5

Break Down Door: 7
Climb: 5
Fight: 5
Pick Up Heavy Thing: 6
Throw: 4

Zip: 3

Dodge: 3
Drive Vehicle: 3
Fire Gun: 3
Jump: 4
Ride: 3
Run: 4
Swim: 4

Smarts: 5

Hide/Spot Hidden: 3
Identify Dangerous Thing: 3
Read: 3
Resist Fast-Talk: 6
See/Hear/Smell: See 3,
Hear and Smell 6
Set/Disarm Trap: 4
Track/Cover Tracks: 4

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 6
Sneak: 5

Shtick:

Hypnosis: 3

The Building Supplies Pile

The workers can come here for wood, nails, screws, window glass, bricks, cement, doors and anything else they may need. Unlike the Tool Shed, a Smarts roll isn't needed when getting building supplies. *Using* them correctly might be a different story, if the Animator chooses or the character is very stupid. Animators may force characters to crawl over (or under) piles of lumber or supplies to get what they want. If they fail their Climb or Zip rolls while scrambling around, they might fall or have something fall on them. Wouldn't that be a shame?



The Heavy Equipment Yard

Nothing creates panic, destruction and laughs as fast as someone at the controls of a piece of heavy machinery! This area holds a dump truck, a bulldozer, a crane, a steamroller and two identical tanker trucks. One tanker holds 25,000 gallons of water and the other 25,000 gallons of gasoline. Mixups are bound to occur.

Operating a piece of heavy equipment requires a Drive Vehicle roll at -3. Operating one improperly is much easier! Animators should know that both Lou Bonechase and George Growler will become very upset by unauthorized use of this equipment.

The Home Site

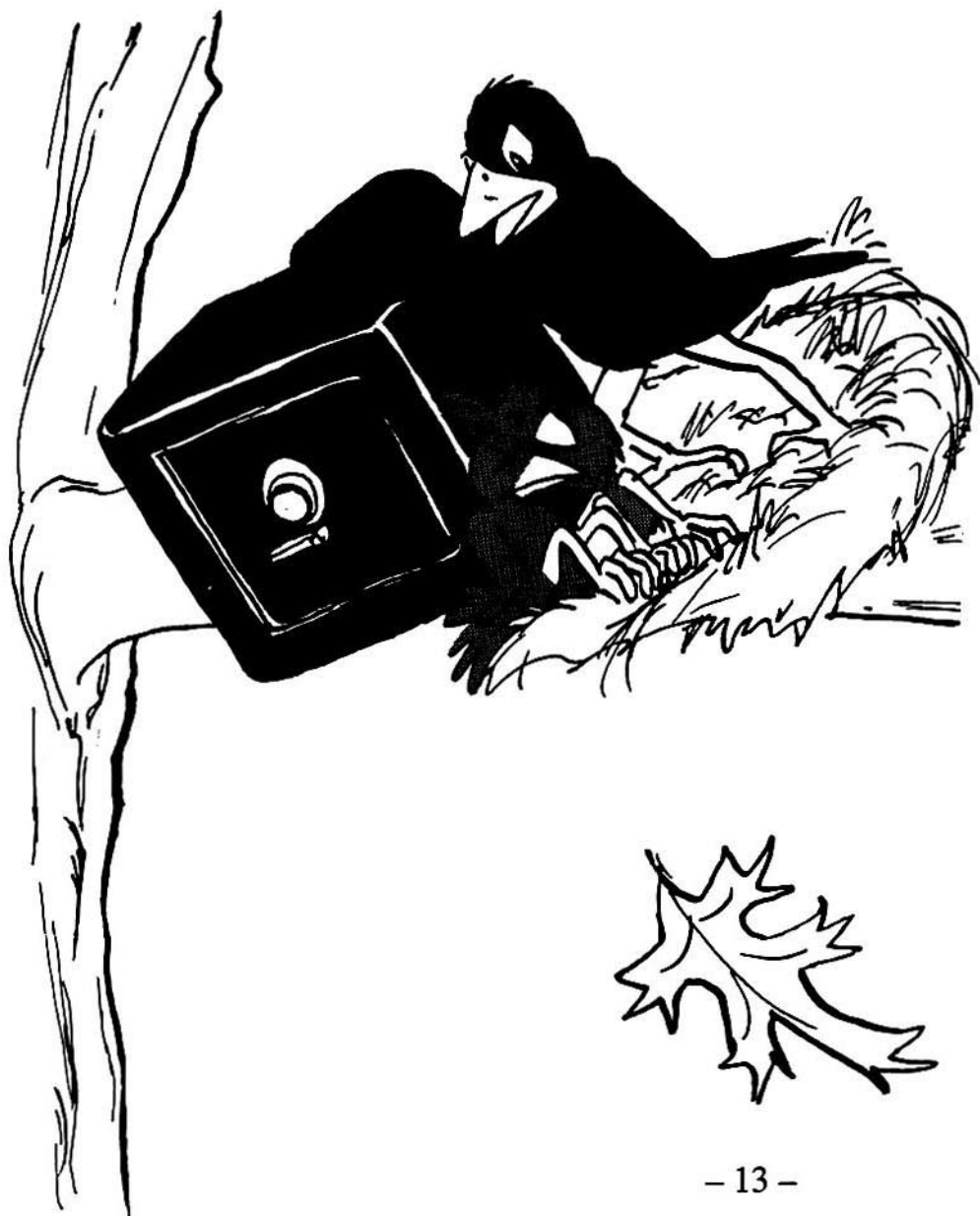
This is where the house and swimming pool are supposed to be built. The areas have been marked off with chalk lines. Have we mentioned how easy it is for chalk lines to be blurred by the wind or washed away by water?

Mrs. Crow's Tree

This is a big old oak tree that the builders can chase each other into and around. Mrs. Crow's nest is at the very top, 100 feet above the ground. She has six hungry babies.

The home site plan shows clearly that the tree is *not* to be bothered. But if the lines get re-drawn, the builders may decide that they have to cut it down. Or somebody may want to cut it down just on general principles . . . a beaver character, for instance.

Mrs. Crow believes in "live and let live," as long as her tree is not disturbed. If somebody climbs up toward her nest, she'll bonk them with her frying pan. She might also bonk somebody who threatens her friends



Lou Bonechase

Lou is a big, burly bulldog. He wears boots, a hard hat, black pants and a San Francisco 49ers sweatshirt. He smokes a cigar. Lou is usually pretty easygoing unless somebody messes with one of his machines or he gets into a sports argument with Sadie. (Sadie is a Jets fan.) Lou carries a quart of motor oil and a grease rag in his Back Pocket.

Beliefs & Goals: Do yer job well. Don't let nobody mess wit' da machinery! If dey do, punch dere lights out! Never miss a ball game on TV. Get into arguments wit dat motormouth Sadie!

Hit Points: 12 **Speed:** 6

Muscle: 6

Break Down Door: 9

Climb: 7

Fight: 9

Pick Up Heavy Thing: 9

Throw: 9

Zip: 5

Dodge: 6

Drive Vehicle: 9

Fire Gun: 5

Jump: 7

Ride: 5

Run: 7

Swim: 6

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 6

Read: 5

Resist Fast-Talk: 6

See/Hear/Smell: 6

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 5

Fast-Talk: 5

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 5

Shtick:

Incredible Strength: 7

Bill Schwemp

Bill Schwemp is a 5' 8" human with short black hair and a big nose. He usually wears old overalls that have lots of patches and holes. He also wears sneakers and a beat-up cowboy hat. He is a nice guy, but really stupid. Lunchtime is his favorite time of the day. He carries an unlimited supply of grape sodas in his Back Pocket.

Beliefs & Goals: Uh, do the job well and try not to mess up. Take a little nap every now and then. Uh, and keep an eye out for ways to help the other workers.

Continued on next page . . .

the chipmunks, if they're actually in the tree. But mostly, she'll mind her own business. *Unless* the tree is threatened.

In that case, she will use her Cosmic Shift power, which works only to protect her tree, nest and babies. Her tree *cannot* be cut down. Anything the players try – anything at all – will fail and backfire in the most violent and amusing way the Animator can imagine.

The Tunnel

Digby and Walter, the chipmunks, live in a tunnel underneath the home site. There are two entrances, located wherever it would be funny to have them. But the chipmunks can create more tunnels any time they want them.

The chipmunks are only a foot tall; nobody larger than that can enter their tunnels without magic, super-powers or a Cosmic Shift. However, their underground home is a huge, luxurious rodent mansion! If the PCs somehow get down there, you can just grab the map on p. 26 and use that. The chipmunks might even have a *dungeon* underneath their regular house – who knows?



Stuff

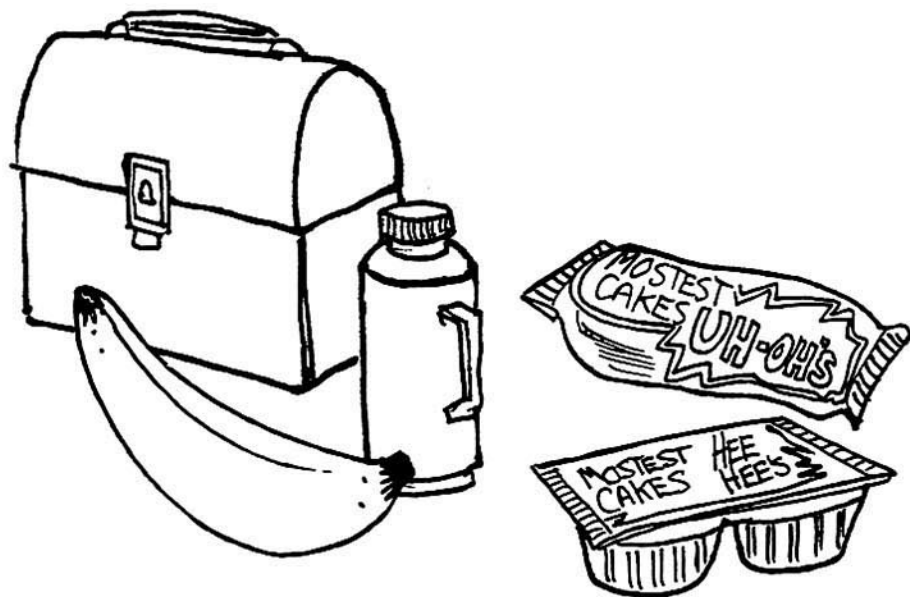
Besides the tools and things we've already mentioned, there is other stuff lying around The Lot. No doubt creative Animators and players will think up more

Turf Luck, Buddy!

There are two 100-pound bags of Kwick-Gro Instant Grass Seed stacked next to the Tool Shed. If a handful (or more) of the seeds are placed on any surface (including characters) and then watered, they will instantly sprout into a thick carpet of grass. It will last as long as it's funny or until it is mowed or cut off. Who knows what might happen if all 200 pounds of seed got soaking wet.

Fire Hose

This 150-foot-long hose is located right next to the Kwick Gro Grass Seed. How thoughtful! The hose will shoot a high-pressure stream of water 60 feet. Getting hit with the stream does 1d+2 damage and will knock the victim back 10 or more feet. It takes a Muscle roll of 7 or better to control the hose. Losing control means that the hose will whip around violently, spraying water everywhere and beating the holder (1d damage per turn until a Muscle roll is made or the holder Falls Down). The Animator will decide what and how often the hose hits. The fire hose is turned on and off by a valve on the Tool Shed wall.



Lunchboxes

Each PC has a lunchbox filled with yummy things to eat. The Animator should have them write out what food and drink their lunchboxes contain. They may also *booby-trap* their lunchboxes in any manner the Animator allows. This should be done secretly, so the PCs don't know how each box is rigged. In true *Toon* fashion, any booby-traps *inside* of lunchboxes can be *much larger* than the box itself!



Bill Schwemp (Continued)

Hit Points: 10 Speed: 5

Muscle: 6
Break Down Door: 7
Climb: 6
Fight: 6
Pick Up Heavy Thing: 7
Throw: 6

Zip: 4
Dodge: 5
Drive Vehicle: 5
Fire Gun: 4
Jump: 5
Ride: 4
Run: 5
Swim: 4

Smarts: 1
Hide/Spot Hidden: 3
Identify Dangerous Thing: 2
Read: 1
Resist Fast-Talk: 3
See/Hear/Smell: 4
Set/Disarm Trap: 3
Track/Cover Tracks: 2

Chutzpah: 3
Fast-Talk: 3
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 3
Sneak: 4

Sticks:
Cosmic Shift: 7
Incredible Luck: 5

Raggedy Mandy

Mandy is a living rag doll. She stands 3 feet tall and has long red yarn for hair. Her eyes are big black buttons and she wears a red and white gingham dress. She speaks in a high-pitched little-girl voice.

Mandy is always cheerful and happy, so everyone likes her. Unfortunately, she is also incredibly clumsy and causes accidents that seldom hurt *her*, but often hurt *others*! Mandy carries jelly beans and electrical tape in her Back Pocket.

Beliefs & Goals: Be cheerful! Apologize if you smash someone flat or blow them up! Sing happy songs! Electricity is fun! Jelly beans are yummy!

Hit Points: 8 **Speed:** 5

Muscle: 3

Break Down Door: 3
Climb: 4
Fight: 4
Pick Up Heavy Thing: 4
Throw: 4

Zip: 3

Dodge: 3
Drive Vehicle: 3
Fire Gun: 4
Jump: 4
Ride: 5
Run: 4
Swim: 4

Smarts: 6

Hide/Spot Hidden: 7
Identify Dangerous Thing: 7
Read: 6
Resist Fast-Talk: 7
See/Hear/Smell: 6
Set/Disarm Trap: 6
Track/Cover Tracks: 6

Chutzpah: 4

Fast-Talk: 7
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 4
Sneak: 5

Shticks:

Invulnerability to Electricity: 10
Bag of Many Things: 5

"Lil' Windy" Leaf Blower

This is found near the Building Supplies Pile. It looks like a small backpack with a hose coming off of it. Any time someone turns it on, the blower will put out a wind that will knock things over, blow small things away and create a *big* dust cloud. If the person using the blower fails his Muscle roll, he is propelled around backward for as long as it's funny.

"Black Hole" Shop Vac

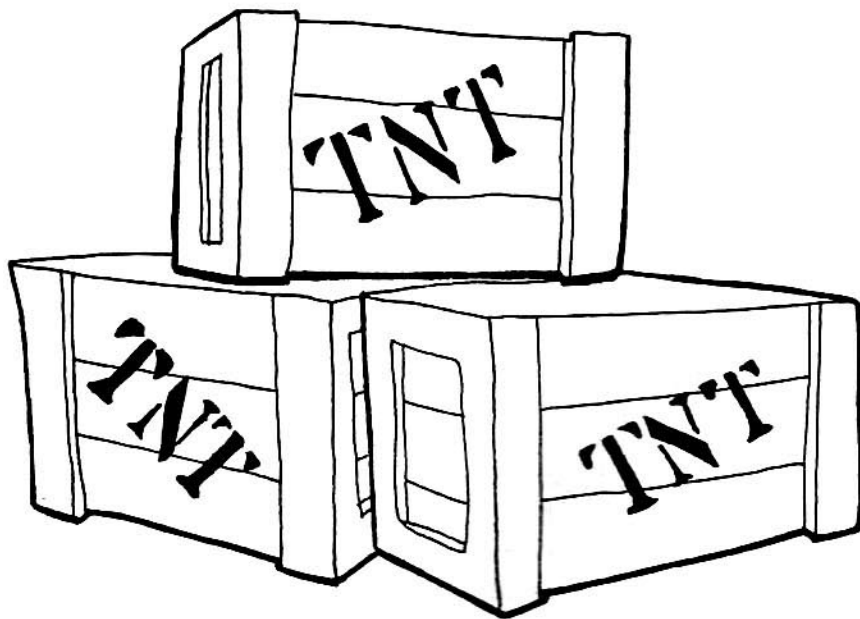
This small canister vacuum cleaner is just as powerful as the leaf blower, but sucks instead of blowing! A Zip-2 roll is required to resist getting sucked into it. Anyone who gets sucked in must make a Break Down Door roll at -3 to escape. After 6 turns of sucking things up, the vacuum cleaner will become overloaded and *explode*! This does 1d+2 damage to everybody within 20 feet. It will also make a really big mess. By the way, we have no idea what might happen if the shop vac sucked up the leaf blower, but it would probably be pretty awesome and dangerous!

High-Voltage Electrical Lines

There are big orange electrical cords lying all over The Lot. Spilling water on them is not a good idea, but you know how cartoon characters are around high voltage!

Dynamite

George Growler has 24 sticks of dynamite in a box next to his office. Workers are supposed to get his permission before using it, but . . . Dynamite does 2d+1 damage to all characters in a 20-foot circle.



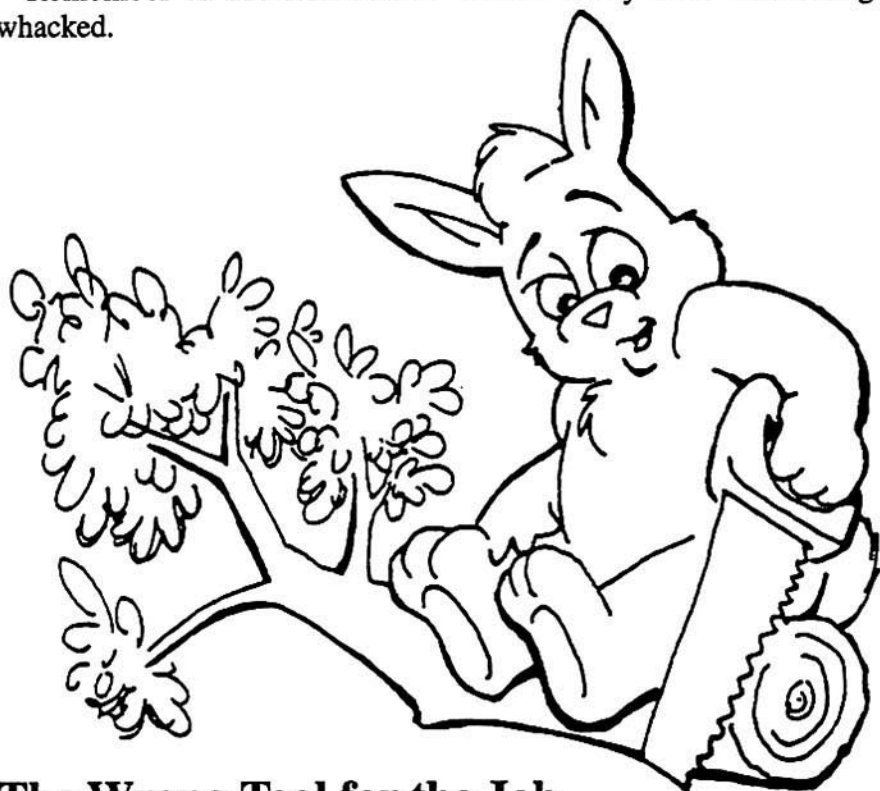
Gags

Konks

A clumsy builder can get hurt. But it's far more likely that a clumsy builder will hurt somebody *else*. This is likely to start a fight, especially if there's a Natural Enemy pair involved and the victim doesn't think it was really an accident. Most Konks do 1d damage, but a really good one (like collapsing the whole roof on somebody) can do more.

The classic bit is for a character to turn around really fast while balancing a 20-foot-long 2-by-4 on his shoulder. Others include Whoops, I Dropped the Hammer; Whoops, the Hammer Slipped Out of My Hand (make Throw roll); frenzy" among the characters. If George Growler sees a *real* fight going on, he'll come out and hit everybody, but as long as the characters are just exchanging fake accidents, he'll stay asleep. A really good Whoops is worth a Plot Point.

Remember to use konk sound effects every time someone gets whacked.



The Wrong Tool for the Job

At some point a character will get the wrong tool from the Tool Shed. The Animator should make sure that using it causes as much trouble and damage as possible. Some tools, like electric saws and jackhammers, can run amok and chase characters around. Nail guns will be able to fire unlimited numbers of nails with an incredible rate of fire, with nails doing one point of damage each. Anyone who improperly uses a blowtorch or welder will almost certainly start a fire. Attempts to put the fire out should just make things worse. One thing to remember is that a character who has Cosmic Shift can roll to use an improper tool properly. *Failed* Cosmic Shift rolls will cause something *really* screwy to happen!

George Growler

A 7-foot-tall grizzly bear wearing jeans, a black vest and a derby hat. George has a terrible temper and hates to be disturbed while he's in his trailer. Problems on the building site disturb him. So do loud noises. He never speaks in a calm voice – he yells. George's favorite food is honey and he will do anything to get some.

Beliefs & Goals: Get some sleep while those nitwits outside build the house! Solve problems by yelling and beating people up! Keep an eye out for any stray honey that might be lying around.

Hit Points: 12 **Speed:** 6

Muscle: 6

Break Down Door: 9
Climb: 7
Fight: 9
Pick Up Heavy Thing: 9
Throw: 8

Zip: 5

Dodge: 5
Drive Vehicle: 7
Fire Gun: 6
Jump: 5
Ride: 5
Run: 6
Swim: 5

Smarts: 4

Hide/Spot Hidden: 5
Identify Dangerous Thing: 5
Read: 4
Resist Fast-Talk: 4
See/Hear/Smell: 5
Set/Disarm Trap: 4
Track/Cover Tracks: 5

Chutzpah: 4

Fast-Talk: 6
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 4
Sneak: 5

Shtick:

Detect Honey: 9

Mrs. Crow

Mrs. Crow is a foot-tall black crow with a big yellow beak. She wears a blue and white apron. When she speaks, she mixes words with caws and squawks. She has a large nest with six little crows in it. Mrs. Crow's favorite weapon is a big cast-iron frying pan. It does 1d+1 damage. She also carries a can of worms in her Back Pocket.

Beliefs & Goals: Live and let live. Protect the babies, the nest and the tree! Find food for the babies.

Hit Points: 7

Speed: 6

Muscle: 3

Break Down Door: 3

Climb: 3

Fight: 6

Pick Up Heavy Thing: 3

Throw: 4

Zip: 5

Dodge: 7

Drive Vehicle: 5

Fire Gun: 5

Jump: 5

Ride: 5

Run: 6

Swim: 5

Smarts: 6

Hide/Spot Hidden: 7

Identify Dangerous Thing: 9

Read: 7

Resist Fast-Talk: 8

See/Hear/Smell: 7

Set/Disarm Trap: 9

Track/Cover Tracks: 7

Chutzpah: 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 7

Shticks:

Flying: 11

Cosmic Shift (Only to Protect Nest): 10



Freeform Construction

If the chalk lines outlining the house get messed up (and they *will*), a builder might redraw them from memory. Drawing them right takes a Smarts roll at -2. Failing the roll means the character will draw things differently. A good way to handle this is to copy the house diagram out of the book onto a piece of paper in pencil. Whenever a character messes up a chalk line, the Animator just erases that part of the drawing. Then, when a character redraws the chalk line, his player redraws it on the paper. Since the chalk lines will get drawn and redrawn many times in an average game, the whole look of the house will constantly change. Being dedicated workers, the PCs will build according to these new plans. This will *not* please George Growler!

Steamroller 10, Crew 0

When it's time to lay the driveway, someone has to operate the steamroller. Make a Drive Vehicle roll. Make lots of them. Getting run over by a steamroller is one of the great cartoon gags! It does 3d+1 damage and leaves the character flat as a pancake *and* Boggled. Naturally, the steamroller doesn't need to restrict itself to flattening PCs! It can flatten out tools, building supplies, buildings and innocent bystanders just as easily!

If somebody aims the steamroller at the tree, it will defy gravity and roll UP the tree, then upside-down along the bottom of the first large branch, then into thin air . . . Then it will fall, upside-down, doing 5d Falling Steamroller Damage to the driver (if any).

In Case of Comedy, Break Glass

Any time a character is carrying glass, putting in a window or in any way using a pane of glass, all sorts of things will occur to cause the glass to break. Only successful Skill or Shtick rolls will be able to keep the glass intact.

“Hey! Let’s Flood Them Out!”

Sooner or later, one of the PCs will try to flood Walter and Digby out of their underground home. This probably won't do much to the chipmunks, but it will cause geysers of water to pop up all over the lot and get just about everything wet. If the workers decide to flood the chipmunks out using the gasoline in the tanker truck, the adventure may come to an abrupt and explosive end.

Slippery (and Muddy) When Wet

Once the ground is nice and wet, Animators should make everyone roll at a -2 whenever they try to walk, run or otherwise move on it. Even standing still should be at -1 to their Zip roll. *Stopping* should be at a -3 to Zip rolls. Getting hit in the face *will* Boggle victims on a die roll of 5 or less. And remember that mud can clog up tools, guns and other things!

Animators should give penalties to any die rolls when characters use muddy equipment.

What's for Lunch?

Mrs. Crow might decide that her babies need a varied diet. In that case, she'll try to raid the builders' lunchboxes. Being honest, though, she'll leave a fair trade. Worms. Lots and lots of worms.

Once she flies off with somebody's lunch, they'll never get it back. They would do better to switch lunchboxes with somebody else. This is pretty easy, since all the lunchboxes look alike. Of course, if they're all booby-trapped, stealing a lunchbox is only half the battle. And if the PCs don't switch lunchboxes around, the chipmunks will.



The Big Finish

Somehow, despite all of the inevitable catastrophes that take place during the day, the house will end up getting built. If all else fails, George will come out of his trailer and roar in anger over the undone work. He'll finish the house in a frenzy, using the PCs as tools; a bird's beak becomes a drill, a porcupine might be sandpaper, anybody fuzzy becomes a paintbrush, and anybody at all can be a hammer. Ouch! This does 1d damage to each player character.

As the builders stand back and look at their creation, Mrs. Crow is also examining it from above. She shakes her head, plucks a feather from her tail and drops it from her nest to the roof of the new house. A second after the feather lands, the house collapses in a cloud of dust, leaving only a small outhouse with a creaky door.

Plot Points

Any really good Whoops – that is, an “accidental” attack on another builder – is worth a Plot Point, especially if the victim Falls Down.

A Plot Point goes to any character who makes a chipmunk Fall Down. Mrs. Crow will not attack anyone directly, and anyone who disturbs her tree or her babies *loses* a Plot Point.

Walter & Digby

Walter and Digby are foot-tall chipmunks who live *under* the building site. They look exactly alike, but Digby wears glasses and Walter doesn't. They don't wear any clothes. Walter and Digby always like to cause trouble, but when someone threatens their home they really go into high gear! Walter carries a jar of glue and a bunch of firecrackers in his Back Pocket. Digby carries a portable hole and a bag of Instant Tree Seeds.

Beliefs & Goals: Making people Fall Down is fun! So is Boggling them! Make mischief every day, but be nice to Mrs. Crow. Collect any interesting shiny things you see.

Hit Points: 7

Speed: 7

Muscle: 3

Break Down Door: 3

Climb: 9

Fight: 5

Pick Up Heavy Thing: 4

Throw: 5

Zip: 6

Dodge: 8

Drive Vehicle: 3

Fire Gun: 6

Jump: 7

Ride: 8

Run: 9

Swim: 6

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 8

Read: 6

Resist Fast-Talk: 9

See/Hear/Smell: 8

Set/Disarm Trap: 8

Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 7

Sneak: 8

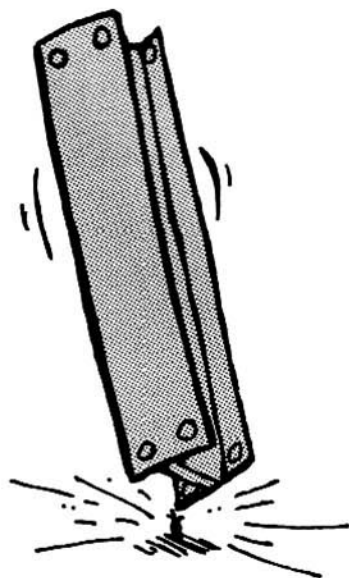
Shticks:

Incredible Speed: 7

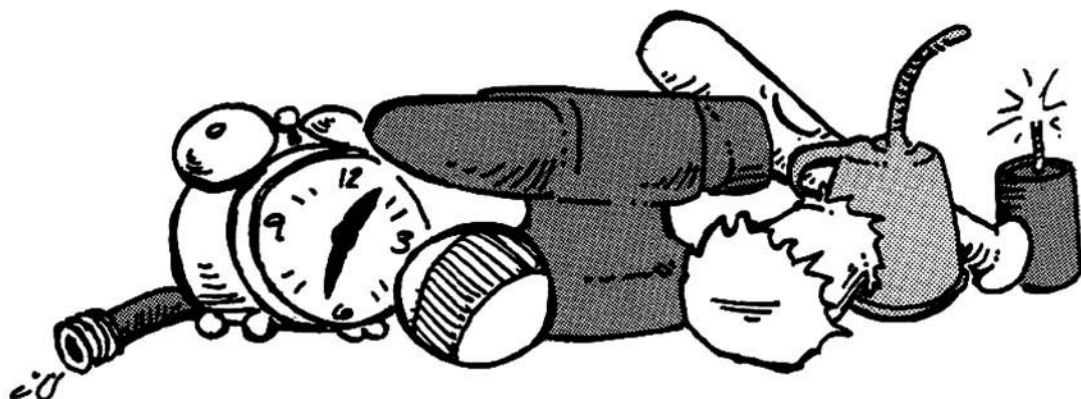
Mimic: 8

Random Tool Table

- 11 Hammer
- 12 Belt Sander
- 13 Shovel
- 14 Hot Glue Gun
- 15 Chainsaw
- 16 Screwdriver (phillips)
- 21 Hand Saw
- 22 Bolt Cutters
- 23 Level
- 24 Nail Gun
- 25 Pliers
- 26 Hacksaw
- 31 Jackhammer
- 32 Paintbrush
- 33 Screwdriver (flathead)
- 34 Power Saw
- 35 Drill
- 36 Rake
- 41 Blowtorch
- 42 Wire Cutters
- 43 Paint Sprayer
- 44 Adjustable Wrench
- 45 Sand Blaster
- 46 Sledgehammer
- 51 Hedge Trimmers
- 52 Clamps
- 53 Soldering Gun
- 54 Pipewrench
- 55 Glass Cutter
- 56 Posthole Digger
- 61 Pitchfork
- 62 Electric Lathe
- 63 Cement Mixer
- 64 Cutting Torch
- 65 File
- 66 Experimental Three-Speed Electric OmniTool (*you figure it out*)



Each builder gets a Plot Point if the house is finished without any help from the Animator. If George Growler is disturbed, give one Plot Point to a character who can calm him down before he makes anyone Fall Down.



Variations

Help Unwanted

In this version, Mrs. Crow and the chipmunks *want* the house built! They will do all sorts of things to help the PCs out. Unfortunately, they don't know what they're doing and the PCs are blaming the mistakes on each other. This will quickly lead to major fighting, which the volunteers will try to smooth out with more "help." Quite a recipe for chaos, don't you think?

Homewreckers?

For a slightly larger than normal group – say, eight players – just turn the NPCs into PCs and then divide everyone into two groups. Tell them that there is *already* a house on the property and one group is supposed to tear it down to make room for the new house. The other group mistakenly thinks that they are supposed to *repair and renovate* the old house! With a situation like this, you won't need NPCs to keep thing going.

This Old Shack

The NPCs are a camera crew for a television show called "This Old Shack." They want to film the PCs building the house. The big question is . . . who will be the star of the show, and how will they keep the cameras away from the others?

Feature Film:

A Foogoleproof Plan

By Doc Cross

Gotcha! Team Gotcha! That's the name that strikes fear into the heart of bugs, beasties and small nuisances everywhere. As for *large* nuisances . . . the Gotcha Pest Control Service is the best there is. Of course, many of their customers would argue that there *are* no bigger nuisances than Team Gotcha.



Cluck Kent

Cluck is a 5-foot-tall rooster who always dresses like a big game hunter. His pith helmet is just a little too large for him and is always falling down over his eyes. Cluck thinks he is the greatest animal trapper in the world – just ask him. In reality, Cluck is as dumb as a rock – just ask his partners! His Natural Enemies are Smart Animals. Cluck always carries a compass, but he can't read it properly. He speaks in a deep voice that *he* thinks sounds cool.

Beliefs & Goals: I love the thrill of the hunt! I'm the greatest big game hunter in the world and animals tremble at the mention of my name. Inspire my teammates, especially by telling them about my past adventures. Don't let too many of Sir Percival's belongings get destroyed.

Hit Points: 9 **Speed:** 4

Muscle: 4

Break Down Door: 4
Climb: 5
Fight: 4
Pick Up Heavy Thing: 6
Throw: 5

Zip: 3

Dodge: 3
Drive Vehicle: 5
Fire Gun: 4
Jump: 4
Ride: 3
Run: 6
Swim: 3

Smarts: 3

Hide/Spot Hidden: 3
Identify Dangerous Thing: 3
Read: 5
Resist Fast-Talk: 3
See/Hear/Smell: 4
Set/Disarm Trap: 4
Track/Cover Tracks: 4

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 4
Sneak: 4

Shtick:

Cosmic Shift: 5

Cast of Characters

There are several talented idiots on Team Gotcha. The players can use any characters described in the sidebars, or bring in their own. Anywhere from three to six Foogle-chasers will make for a good game.

The Animator can take the parts of Sir Percival Thrumpwaddle, an extremely rich and powerful British nobleman, and the crazy Foogle Bird who has invaded his home. Or either of these parts (or both of them) can be given to players.



Location

The adventure starts inside Stately Thrumpwaddle Manor (see map, p. 26). Of course, the chase can lead outside the mansion and into surrounding grounds, gardens and so on. It won't leave the immediate area of the grounds, because that would mean the players had succeeded in their objective, and we can't have that, can we?

Situation

Team Gotcha has been hired to get rid of the Foogle Bird that is running around loose in Thrumpwaddle Manor. Unfortunately, they must do this without causing damage to the house or any of its furnishings. Of course, the Foogle Bird will pay no attention to this rule!

Object of the Adventure

If the players can capture or drive away the Foogle Bird, they have done their job. This seems unlikely, Foogles being what they are. They might also succeed if they convince Sir Percival that the Foogle is gone, or that there never was a Foogle, or that he *wants* a Foogle around the house.

The Plot

Team Gotcha gets an urgent call from Sir Percival. They head out to Thrumpwaddle Manor and meet him. He starts to explain the problem, but before he can get more than a few words out, the Foogle appears, does something really awful to one of the fearless mercenaries, and the chase is on! It continues throughout the house until the Animator decides to wrap things up.

Places to Go

Animators can use the map of Thrumpwaddle Manor (see p. 26) to keep track of the players. You may even want to make a big copy and move some kind of markers around on it to show where everybody is. Miniatures, bits of clay, or small round paisley things that go “poing” are excellent choices as markers.

Animators who catch the players looking at the map should re-number the rooms to fake them out. That’ll teach ‘em!

The Foyer

This entryway has hat racks, coat racks and an umbrella stand. They are full of hats, coats and (you guessed it) umbrellas. The various stands and racks are all valuable antiques.

The Living Room

A big room full of chairs and sofas. The walls are decorated with priceless paintings. At one end is a complete home entertainment system, with everything from a big-screen TV to a state of the art stereo. There are two chandeliers in this room.

The Living Room could be just that: a *living* room! It might get mad at the PCs for messing it up or it might help them catch the Foogle Bird. Regardless of its attitude, the first time it speaks or moves all characters will be scared out of their wits (even those who *have* no wits will be scared).

The Music Room

Sir Percival likes music, so he has a room full of instruments ready for *impromptu* jam sessions with his friends. Any instrument anyone wants to use is somewhere in this room! Finding the right one takes a Spot



Chopper Van Hamme

A master of Toon Fu (see p. 35), Chopper is an athletic-looking 4' 6" tall pig. He wears jeans and tennis shoes, but no shirt, the better to show off his pumped-up physique. Chopper is a tough guy and loves to fight. He always stops to strike a pose after he gets in a good shot. The only weapon he will use is a 3-foot wooden staff (1d damage plus Toon Fu bonuses). He thinks other weapons (especially guns) are for wimps. Although he acts fearless, he is terrified of mice.

Beliefs & Goals: Fear nothing, except mice! Never pass up a fight, especially if I'm outnumbered. Smile for the camera; there *must* be a camera around somewhere. Stay away from that trigger-happy Chicky.

Continued on next page...

Chopper Van Hamme (Continued)

Hit Points: 12 Speed: 6

Muscle: 6

Break Down Door: 8
Climb: 7
Fight: 10
Pick Up Heavy Thing: 8
Throw: 7

Zip: 5

Dodge: 8
Drive Vehicle: 5
Fire Gun: 5 (but he won't do it)
Jump: 6
Ride: 5
Run: 7
Swim: 5

Smarts: 5

Hide/Spot Hidden: 5
Identify Dangerous Thing: 6
Read: 5
Resist Fast-Talk: 5
See/Hear/Smell: 5
Set/Disarm Trap: 5
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 8
Sneak: 9

Shticks:

Acrobatics: 8
Hamjitsu: 10

(Note: Chopper's Hamjitsu level of 10 gives him the maximum +5 bonus with his staff, so he does 1d+5 when he hits! He likes to make remarks like "Right in the spareribs!" or "That'll settle your bacon!" as he clobbers people. The weakness of Hamjitsu is . . . you guessed it . . . anything having to do with *eggs* or even *birds*.)

Hidden roll at -1. There is also a jukebox that can play just about any song you can imagine. Each selection costs a quarter, or five for a dollar. Exact change only, please.

For no reason at all, the instruments in the Music Room can start playing any kind of music the Animator wants. Anyone who hears the music will start to dance.



The Dining Room

This room has one of those *really long* tables you only see in the movies. You know, the ones that are so long people at opposite ends have to shout at each other to be heard. There are 60 chairs around the table. The walls are decorated with costly Oriental rugs and shelves of delicate china and glassware. At one end of the dining room is a fully stocked bar, complete with seltzer bottles. There are three chandeliers in the Dining Room. This room is an accident waiting to happen.

It's even possible that the Dining Room could be like the Living Room, but everything in it (chairs, tables, rugs, etc.) is *hungry*! Anyone passing

through this room, especially *alone*, runs the risk of becoming the blue plate special!

The Kitchen

Pots, pans, refrigerators, knives and a hot stove! What more could a creatively culinary cartoon character crave? (Don't say "creamed corn and chitlins.") Like any good kitchen, this one also has a large sink, a trash compactor and an industrial size mixer. Any Foogle-chaser who passes through *this* room undamaged deserves a Plot Point!

But what will *probably* happen is that they will all get chopped, diced, sliced, tenderized, baked, sauteed, whipped, melted, fried, frozen, mixed, marinated, breaded, frosted or microwaved! Even a short stop in the kitchen should result in disaster, especially if the Foogle Bird is around!

Animators might have the food *come to life* and attack the characters. That Ham is probably really holding a grudge over all the breakfasts, holiday dinners and ham & cheese sandwiches the PCs have eaten! Of course, a Pig character won't have to worry about the Ham, Bacon or Sausages. No, he'll just have to worry about *everything else*! (After all, pigs do love to eat.) And *everyone* will be terrified of living Cream Pies!

The Pantry

Imagine a whole room stacked full of foods and beverages! That's what a pantry is – and this one is *big*! If there are rats or mice in here, they may not like being disturbed by the newcomers. Crafty Animators will make sure there *are* rats and mice. And maybe an army of cockroaches or ants, too!

The Trophy Room

Sir Percival is a big game hunter, and this is where he displays his trophies. The heads of everything from elephants to bullfrogs are mounted on the walls. A huge stuffed polar bear stands in one corner and a stuffed tiger stands in another.

There are dozens of mounted animal heads, fish, birds and even whole animals. Of course, all of them can come to life and talk! They will talk to, annoy, heckle, laugh at, advise, imitate, sing to, sneeze on and otherwise communicate with the PCs. If done properly, this will drive the PCs batty! One of the Foogle's best tricks is to pretend to be a trophy; he will even hide behind a fake plaque on the wall and stick his head through it.

The Trophy Room is also full of guns. All of them are loaded and they range in size from the teeny, tiny, itsy bitsy mosquito gun to the dinosaur gun that takes two characters to hold and a third to pull the trigger. The



Chicky

Even though he's only a foot tall, Chicky is one tough little bird, with his derby hat and .44 Magnum Pistol! Chicky likes to shoot things. Friends, enemies, furniture, trees, they're all just targets to Chicky! And he's even meaner when he's *mad*, which is about 99% of the time. Chicky carries three sticks of dynamite in his back pocket and a bottle of gun oil in his hat.

Beliefs & Goals: Shoot first and let somebody else worry about questions! Shoot anything that moves or even *looks* like it's gonna move! Collect as many guns as I can.

Hit Points: 6

Speed: 4

Muscle: 5

Break Down Door: 7

Climb: 5

Fight: 5

Pick Up Heavy Thing: 6

Throw: 4

Zip: 3

Dodge: 3

Drive Vehicle: 3

Fire Gun: 3

Jump: 4

Ride: 3

Run: 4

Swim: 4

Smarts: 5

Hide/Spot Hidden: 3

Identify Dangerous Thing: 3

Read: 3

Resist Fast-Talk: 6

See/Hear/Smell: See 3, Hear and Smell 6

Set/Disarm Trap: 4

Track/Cover Tracks: 4

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 6

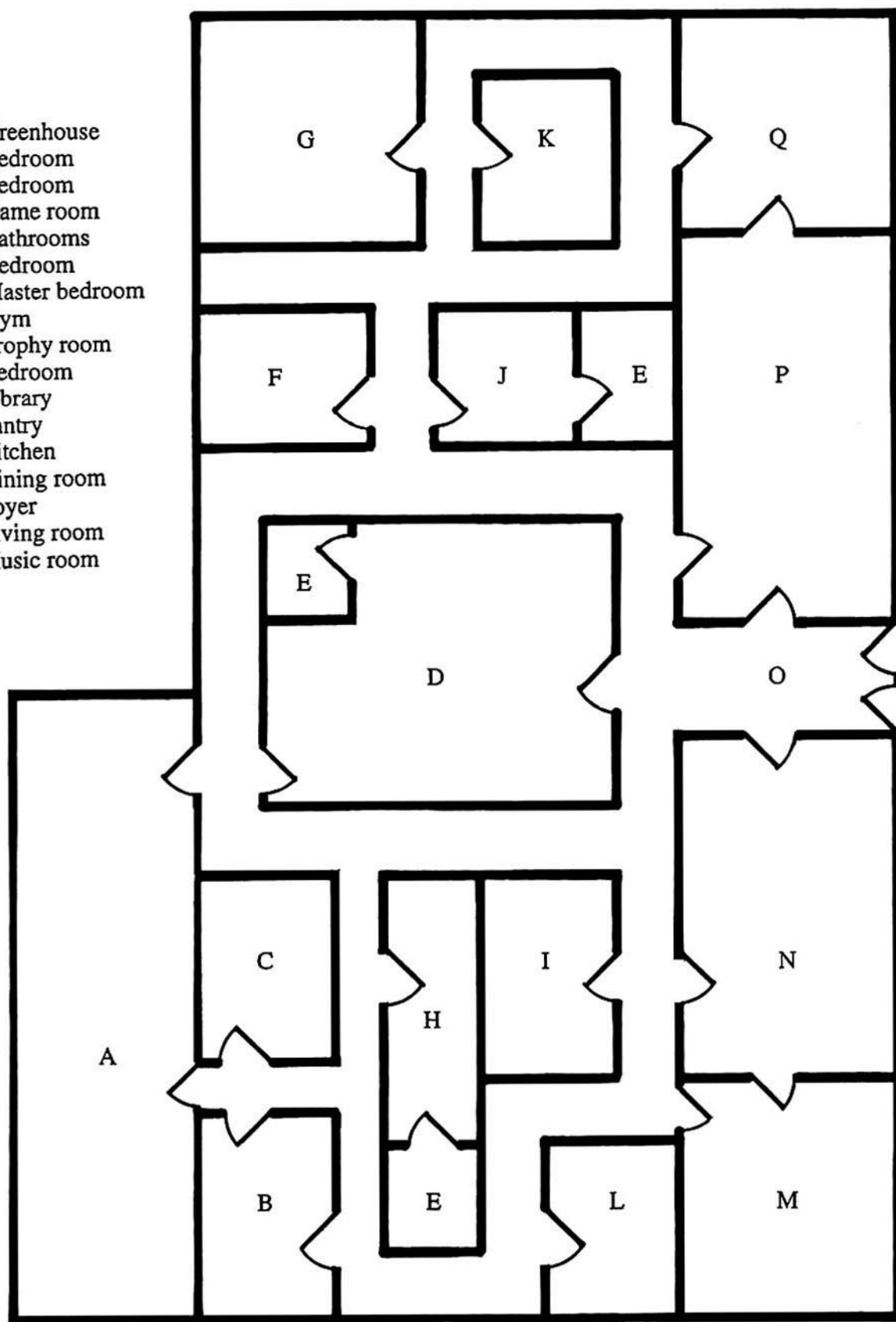
Sneak: 5

Shtick:

Hypnosis: 3

Thrumpwaddle Manor

- A = Greenhouse
- B = Bedroom
- C = Bedroom
- D = Game room
- E = Bathrooms
- F = Bedroom
- G = Master bedroom
- H = Gym
- I = Trophy room
- J = Bedroom
- K = Library
- L = Pantry
- M = Kitchen
- N = Dining room
- O = Foyer
- P = Living room
- Q = Music room



dinosaur gun does 5d of damage and makes a 2' wide hole in whatever it hits! The kick from this gun will send the gun and its users flying backward for 30' (and through any object in their path).

There is also a small (6' wide) Practice Fishing Pond in this room. Anyone who decides to fish in it must choose from the dozens of types of bait on the nearby table. Each piece of bait is about the size and consistency of a marshmallow. There is bait for any type of water dwelling animal. Anything the characters catch will *not* be happy about it.

The Game Room

The Game Room has two pool tables (one of which might actually turn into a pool), lots of video games, several pinball machines, casino games, boardgames and roleplaying games (including a well-used copy of *Toon*). Since Sir Percival is a *big game* hunter, there are also copies of *War in East Africa* and a complete set of *Europa* here, with bullet holes in them.

There are also dartboards and a one-lane bowling alley.

A good gag for the Game Room is the video game that takes your quarters and then doesn't give you a game. No matter what a character does, the game won't give back his quarter (or quarters, if he keeps putting them in)! Beating it, Fast-Talking it, begging it, shooting it . . . *nothing* will work. After a while, the disappointed video-gamer will give up. The *next* character to try the game will get 1,000 free games and the machine will spit out \$35.75 in quarters.

If anybody tries to play darts, have them make a Throw roll at -1. If they blow the roll, the dart will hit any object the Animator chooses . . . or roll randomly. Darts do 2 points of damage and *hurt*.

At the pool table, the balls move in really strange ways. If two or more players are competing, this happens to only one player (perhaps the same poor sap who couldn't get the video game to work).

Other gags include a shooting gallery that shoots back, a pinball machine that explodes when the player scores 1,000,000 points, bowling pins that sprout legs and run away from the ball, a video game that depicts this adventure and a fortune-telling machine that predicts only bad things ("You will soon be crushed by a falling piano") that really happen a couple of turns later.

The Library

The library is full of bookshelves that hold books and magazines on almost any subject. There is also a large desk in one corner. Several large chairs and tall lamps are scattered about the room. Since the bookshelves are all about 15' tall, a ladder is provided so you can reach the books on top (and then fall off).

A *big* librarian appears every time a loud noise is made. She will say "SSSHHHHHH!!!!" with such force that everyone she is sshhhing will be



Baabaara Wooly

Baabaara is a 4-foot-tall humanoid sheep. Normally, she wears an evening gown and lots of jewelry, but can use her Quick Change/Disguise shtick to dress in any outfit. Baabaara *lives* to act and has an even bigger ego than Cluck Kent. She loves to be recognized by her fans and will drop everything to sign autographs. Her normal voice has a distinct southern drawl to it, but her Mimic shtick allows her to use any accent or dialect she wants. Baabaara carries a pen (for autographs) and an Academy Award acceptance speech in her Back Pocket.

Beliefs & Goals: Acting is my life! I love my fans! I deserve an Oscar. After all, what do Cher, Jody and Meryl have that I don't? Never pass up a chance to act! Change my disguise and accent often, to show my versatility.

Hit Points: 8

Speed: 5

Muscle: 3

Break Down Door: 3

Climb: 3

Fight: 5

Pick Up Heavy Thing: 3

Throw: 3

Zip: 4

Dodge: 4

Drive Vehicle: 5

Fire Gun: 4

Jump: 5

Ride: 4

Run: 5

Swim: 5

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 6

Read: 9

Resist Fast-Talk: 5

See/Hear/Smell: 6

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 6

Shticks:

Quick Change/Disguise: 8

Mimic: 8

William Goat

If someone needs a gadget, William (he *hates* to be called Billy) is the guy they go to. He stands 6 feet tall and wears a white lab coat over a gray suit. William wears a helmet that has lights, magnifying glasses, clamps and a miniature laser welding torch attached to it by flexible arms. His lab coat is actually a Lab Coat of Many Things. It has 24 pockets and each pocket can only contain *part* of an invention. Examples might be batteries, wheels, a hammer or a small jet engine. William has to make a Weird Science roll of 7 or less to put together an invention that works properly. Improperly built inventions will be controlled by the Animator. Besides being an inventor, William is also a gourmet cook. However, since he is a goat, his tastes in food run toward garbage and trash. His speciality is *Tin Can with Potato Peels in Transmission Fluid Sauce*.

Beliefs & Goals: Science can conquer *any* problem, but sometimes it takes a few tries to get things right. Help my friends by inventing new gadgets for them to try out. Remember to apologize if they get hurt. Look for new recipes or tasty treats.

Hit Points: 9 **Speed:** 5

Muscle: 4

Break Down Door: 4
Climb: 7
Fight: 4
Pick Up Heavy Thing: 4
Throw: 4

Zip: 4

Dodge: 4
Drive Vehicle: 4
Fire Gun: 4
Jump: 6
Ride: 4
Run: 5
Swim: 5

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 8
Read: 9
Resist Fast-Talk: 8
See/Hear/Smell: 8
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 4
Sneak: 4

Shticks:

Lab Coat of Many Things: 7
Weird Science: 7

blown across the room. After about the third “SSSHHHHHH!!!,” she will also whack the characters with a *really big* book. This does 1d of Whacked With a Big Book Damage.

If someone gets interested in a book, one of the book’s characters is likely to stick its head out and start talking to him. You could even have the characters from *several* books leap out of them and start running around bothering the PCs.



Opening a book on Foogles might seem like a clever way to pick up a hint, but it would be a *very bad* idea. The reader will find a picture of his target, but the text will be rude and insulting . . . and the picture of the target will turn into the actual Foogle being chasing, thwack the reader for 1d of Illustrated Foogle Wing Boff Damage, and run away.

The Gym

Being a fitness buff, Sir Percival has had a complete gym installed in Thrumpwaddle Manor. It has free weights, weight benches, a boxing ring, punching bags, an exercise bike, a treadmill, *two* trampolines and all sorts of sports equipment. Finding the right item takes a Spot Hidden roll.

If anyone starts jumping up and down on a trampoline in the Gym, it’s

a pretty safe bet that they'll slam into the ceiling. Or the trampoline can slide out from underneath them, causing them to slam into (or even *through*) the floor.

Lifting a heavy set of barbells can also send characters crashing through the floor. The steam room will cause clothes to shrink. Exercise bikes and treadmills can start running at *very* high speeds. Punching bags can hit back and jump ropes can tie a character up like a mummy. See what fun exercise can be?

The Greenhouse

Every plant in the world can be found in this greenhouse. A few of them may be alive, able to move and *hungry*! For a good example of one of these plants, see the Cartoonivorous Plant on p. 92 of *Toon* and give it a Zip of 2 or 3. A Cartoonivorous Plant with the Shtick "Shapechange to Other Plant Forms" would be very dangerous. Animators will like that.

All the plants here are silly-looking or silly-acting, with every sight gag



Sir Percival Thrumpwaddle

Sir Percival is 4 feet tall, wears glasses, has a big black moustache and always dresses in safari outfits. He speaks in a heavy British upper-class accent. He uses lots of terms like "Jolly Good!", "Bloody Nuisance," "Righto!" and "Stiff Upper Lip." *Do not call him Percy!*

Sir Percival is very proud of his personal belongings and will get very mad if any are damaged. He always carries a picture of the Queen, a cigar and an elephant gun in his back pocket. The elephant gun is a rifle shaped like a long skinny elephant. It fires bullets out its trunk, doing 2d+1 damage.

Beliefs & Goals: God Bless England and the Queen! Self-control is important – don't get flustered by anything. Try to bag new trophies for the Trophy Room. Protect my property and my dignity.

Hit Points: 7

Speed: 5

Muscle: 5

Break Down Door: 5

Climb: 5

Fight: 7

Pick Up Heavy Thing: 5

Throw: 6

Zip: 4

Dodge: 5

Drive Vehicle: 6

Fire Gun: 9

Jump: 5

Ride: 6

Run: 6

Swim: 6

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 7

Read: 8

Resist Fast-Talk: 7

See/Hear/Smell: 7

Set/Disarm Trap: 7

Track/Cover Tracks: 9

Chutzpah: 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 7

Shtick:

Incredible Luck: 7



Queenie Quackenbush

At 6' 2" tall and 250 pounds, Queenie is one big duck! Despite her size, Queenie is quiet and shy. She has a crush on William Goat, but he doesn't know it. Queenie is a sorceress and always wears a black robe with white stars sewn all over it. Queenie doesn't mind catching pests, but she doesn't want to *hurt* them. Queenie loves sweets of any kind. She always carries a cherry pie, flypaper and a pillow in her Back Pocket.

Beliefs & Goals: I don't care about fame and fortune, I just want to do a good job. I don't like to be the center of attention. Someday, William will notice me. Try not to hurt anybody with my spells. Try to resist sweets because it's time to go on a diet. Help William with his gadgets.

Hit Points: 12 **Speed:** 4

Muscle: 6

Break Down Door: 7
Climb: 7
Fight: 7
Pick Up Heavy Thing: 8
Throw: 7

Continued on next page . . .

the Animator can come up with. Watermelons will have working faucets sticking out of them. Popcorn will be right next to Momcorn and both will look sort of like your parents. (They may also give the characters corny parental advice like "Dress warmly" or "Go clean up your room.") Squash will look like an elephant sat on it. There will be String Beans (which look like balls of string), Mexican Jumping Beans (hard to catch) and Human Beans (which look like teeny tiny people). Each Black-Eyed Pea will be sporting a beauty of a shiner. Corn will have ears and will hear everything that is said in the greenhouse. The same goes for the all-seeing eyes of the Potatoes! Don't worry about the Bananas. They may hang around in bunches, but they're all yellow!

Besides the fruits and vegetables, there will also be other plants. Creeping Vines are always on the move. Roses, Daisies, Irises, Pansies and Violets will always be very feminine. Skunk Cabbage will stink and Snap Dragons might breathe fire or just sit around snapping. The Dogwood Trees will bark at the Cattails and Dandelions. Running into an Ironwood Tree will knock you silly, and meeting up with Strangler Figs is *even worse!*

The Bedrooms

These are all fairly standard bedrooms. Each one contains a bed, a dresser, a chair, a closet full of clothes and whatever else the Animator feels like putting in them.

The Bathrooms

All of these are ordinary bathrooms. Some have more than one door, but none of them have windows. In one of them is a jar of Vanishing Cream (see p. 32).

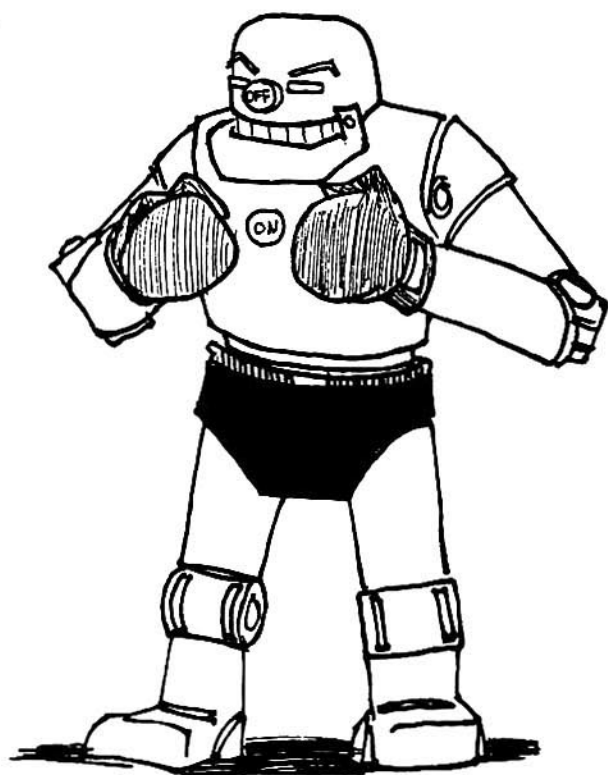
Stuff

Besides the normal stuff listed in the room descriptions, there are also plenty of strange and funny items laying around for the PCs or NPCs to find. In some cases, Animators may want characters to make a die roll to spot an item or identify it properly. In other cases, the characters may just find the item sitting right out in the open (perhaps with a sign to identify it). Using an item properly (or improperly) may take yet another die roll. Bonuses or penalties to die rolls are left up to the Animator, but don't make things *too* easy!

Robot Sparring Partner

This robot has was designed to be the perfect sparring partner for boxers. Unfortunately, due to a bad microchip, once it starts fighting it won't stop! To make matters worse, it is very strong and very fast. It will attack anything that moves. To start the robot, just push the "ON" button on its chest. Turning it off is a bit more difficult (Disarm Trap at -3), since the "OFF" button is on its nose and it will be fighting you all the while. The Robot's stats are Muscle: 8, Zip: 7, Smarts: 5, Chutzpah: 4 and

Speed: 8. Its Fight skill level is 9. A punch from the robot does 1d+2 damage.



Supersticky Rubber Cement

This is found in the Library near Sir Percival's priceless stamp collection. It is *incredibly* sticky . . . anybody who touches it will need a Muscle roll at -3 or glue remover to break loose. Since this is *rubber* cement, anyone stuck to something immovable (wall, floor, 10-ton safe) may stretch the glue for up to 3 turns at his or her normal Speed. After 3 turns, the glue will snap back, dragging the victim backwards at Incredible Speed. The Animator will decide how much damage this does to both the victim *and* the home furnishings. Anyone who Falls Down will be unstuck when they return.

Hidden Passageways

Any old British mansion worth its salt will have hidden doors and even long passages connecting one room to another! The Animator should make up a list of which rooms are connected to which others. Just write it out as "Kitchen to Bedroom 1" or "Library to Gym." Then, any time a character is in a room with a secret door, have them make a Spot Hidden roll at -1. If they succeed, they notice it. Of course, they *could* stumble through a secret door by accident, too. Using a long passage takes two turns; going through a hidden door between adjacent rooms takes one turn.

Roller Skates

These are found in the Gym. They will increase a user's Speed by 3, but a successful Run roll must be made each turn. Failed rolls might result in anything from crashing into something to running along out of control at full speed and *then* crashing into something.

Queenie Quackenbush (Continued)

Zip: 3

Dodge: 4
Drive Vehicle: 3
Fire Gun: 3
Jump: 5
Ride: 4
Run: 6
Swim: 9

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 9
Read: 9
Resist Fast-Talk: 8
See/Hear/Smell: 8
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 3

Fast-Talk: 3
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 6
Sneak: 6

Shiticks (Magical Spells):

Wall of Peanut Butter: 7
Frank's Flying Fist: 6
Lead Feet: 6
Stone to Oatmeal: 7
Summon Animator: 5
Create Gizmo: 6



The Foogle Bird

A 3-foot-tall flightless bird with red feathers covering his body and long yellow feathers sticking up on his head. He is very fast and pretty smart. He can't talk, but he has a sign for every occasion. This Foogle Bird loves to create chaos, break things and make a fool out of Foogle Hunters. He carries three Gizmos, a portable hole and a bucket of axle grease in his Back Pocket. His only weakness is a love of classical music. He will stop instantly and listen to it until it is done.

Beliefs & Goals: I'll *never* be caught! Have fun by causing trouble! Make fools of the jerks who are trying to catch me!

Hit Points: 9 **Speed:** 8

Muscle: 4

Break Down Door: 4
Climb: 4
Fight: 6
Pick Up Heavy Thing: 4
Throw: 6

Zip: 6

Dodge: 7
Drive Vehicle: 7
Fire Gun: 7
Jump: 7
Ride: 7
Run: 9
Swim: 7

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 9
Read: 8
Resist Fast-Talk: 9
See/Hear/Smell: 8
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 8
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 7
Sneak: 9

Shticks:

Cosmic Shift: 9
Quick Change/Disguise
Usable on Others: 6

Moose Call

This is on a shelf in the trophy room. It looks like a cow's horn with a mouthpiece on the pointy end. If someone blows into it, a really big bull moose will appear. When he finds out that there isn't a lady moose around, he beats up whoever blew the call. Each time the call is blown he gets madder than the time before. His punches, kicks and headbutts do whatever damage the Animator wants them to.

Duck Call

This looks like a small black whistle. It is on the same shelf as the Moose Call. When blown, it will either cause Queenie Quackenbush to stop what she's doing and come running or will cause a flock of 100 wild ducks to fly through the room. Or both. Anyone caught in the middle of a flock of wild ducks will take 1d+2 points of Flying Duck Damage.

The Ultimate Video Game

At first glance, this looks just like any other "shoot the alien spaceships" arcade game. The difference is that *these* alien spaceships will come off the screen and *shoot back*! Talk about virtual reality! 2d+2 ships will come off the screen and fly around the house, shooting laser beams at any moving target. The lasers do 1d points of Tiny Alien Laser Damage. The aliens' Fire Gun skill is 6 and they move at a Speed of 7. These spaceships are the size of a football and have 6 hit points. Once a ship's hit points reach zero, it is destroyed for good.

Vanishing Cream

One of the bathrooms (Animator's choice) has a large jar of this in the medicine cabinet. For more information on Vanishing Cream, see p. 57 of *Toon*.

Lucky Pierre's Genuine Cajun Hot Pepper Sauce

Even the *smallest* taste of this is enough to cause the diner's tongue to catch on fire, his face to turn bright red and steam to shoot out of his ears! Any other Boggle-type reaction is possible, too. Only drinking gallons and gallons of water will cool off the victim. This sauce can be found in the Kitchen, Pantry or Dining Room. The cap on the bottle is very loose.

Queenie's Spells

Queenie Quackenbush has six magic spells that she can cast anytime she wants to. All of them have a range of 30' and take two turns to cast. The area affected by the spell, damage done and duration are different for each spell and are given in the spell descriptions below. For more information on magic, see the *Dungeons and Toons* chapter of the *Tooniversal Tour Guide*.

Wall of Peanut Butter (3 points)

Spell Points: 2

Range: 50 feet

Duration: 10 turns

Casting Time: 3 turns

Area: 30 square feet

Damage: N/A

This spell creates a 10' high, 10' deep, 30' wide wall of peanut butter. The peanut butter can be creamy or crunchy. Anyone who touches this wall will get stuck to it. It takes a Muscle roll to get a hand or foot loose. If *more* of the victim's body is stuck, the Animator should add penalties to the die roll. Characters can try to eat their way through the wall, at 1" per turn, but it will be very messy and stick to the roof of their mouths. This wall lasts 10 turns.



Frank's Flying Fist (3 points)

Spell Points: 2

Range: Unlimited!

Duration: 4 turns

Casting Time: 2 turns

Area: N/A

Damage: 2 dice

Casting this spell causes a floating fist the size of a basketball to appear. The caster then tells it who to punch and it takes off flying at the target. It has a Fight skill of 8 and will last for 4 turns. It will try to punch the target every turn until it disappears. The fist has an *unlimited* range and a Speed of 7. It does 2d of Magic Fist Damage. On a Fight roll of 12, the fist goes out of control and will try to punch anybody near it – choose a victim randomly each turn.

Lead Feet (2 points)

Spell Points: 1

Range: 30 feet

Duration: 6 turns

Casting Time: 1 turn

Area: N/A

Damage: N/A

If you want to slow someone down, this is the spell you need! It affects one victim and will reduce his Speed to 2. It does no damage and lasts for 6 turns. It has no affect on Incredible Speed.

Stone to Oatmeal (2 points)

Spell Points: 2

Range: 20 feet

Duration: 10 turns

Casting Time: 2 turns

Area: 1,000 cubic feet

Damage: varies

Stone to Oatmeal will turn any piece of stone (including statues) into warm oatmeal. It will affect an area up to 10'x10'x10'. It lasts for 10 turns and then turns back into stone. Getting hit with oatmeal does 1 point of Oatmeal Damage, unless there is a huge amount of it. In that case, the Animator should decide how much damage it does. Falling into a pit of oatmeal will do 2 points of Oatmeal Immersion Damage. A Zip roll at -1 is needed to get out of it. This spell can be *reversed* into Oatmeal to Stone for those who like to play tricks at the breakfast table.

Summon Animator (5 points)

Spell Points: 4

Range: N/A

Duration: 1 job/1d+1 turns

Casting Time: 3 turns

Area: N/A

Damage: N/A

With this insanely powerful spell, the caster can actually cause an animated version of the Animator to appear! The caster can then order the Animator to do something and the Animator must do it. When the task has been completed, the summoned Animator disappears with a loud POP and a few muttered curses! If the roll for this spell fails, the Animator *might* still appear, but he or she can do whatever they want for 1d+1 turns. Kind of scary to imagine, isn't it?

Create Gizmo (4 points)

Spell Points: 2

Range: N/A

Duration: 1 game

Casting Time: 3 turns

Area: N/A

Damage: N/A

The Create Gizmo spell allows the caster to create a Gizmo in their Back Pocket. It will then function just like an ordinary *Toon* Gizmo. If this spell is fumbled, the caster will find *something else* in their Back Pocket! The Animator will choose what it is. (Live, angry animals are a good choice. Or you can roll on a table. Or on several tables.)

Variations

Foogle Family Fun

If one Foogle Bird is fun, just think of how much fun an *entire family of Foogles* would be! Especially if they all looked *exactly* alike and the PCs think there is only one! ("I'm telling ya, Cluck, that is one *fast* Foogle Bird!")



Thrumpwaddle Leads the Way!

Have Sir Percival grab a gun and come along to help the PCs out! If he's around, they'll have to go to great (and funny) lengths to prevent any damage from happening. They might also have to risk their lives protecting him from the Foogle Bird's pranks.

Quit Foogling Around!

Since the Foogle Bird has the Quick Change/Disguise Usable on Others Shtick, he could use it to disguise some or all of the PCs as Foogle Birds! Make the PCs try a Smarts roll at -2 to see if they know they're disguised. If they fail, each of them will think that a *group* of Foogle Birds have kidnapped their friends and stolen their weapons. There's nothing like a good case of mistaken identities to get the action going!

The Big Finish

The cartoon should finish with a resolution of the Foogle problem, but there are several ways to do that.

First, the entire manor could be destroyed, with all its valuable contents. The Foogle will go away to make trouble elsewhere. At that point, Team Gotcha should claim victory and ask to be paid. The cartoon ends with Sir Percival chasing them furiously around the smoking wreckage of his home.

Second, the Foogle could chase everyone else out of the house permanently. The cartoon ends with a view of the Foogle cackling and lighting up one of Sir Percival's cigars.

Third, Sir Percival could make friends with the Foogle. The players can get a couple of Plot Points if they make this happen, but the Animator could do it anyway. (If the Foogle is willing to stand in the trophy room, pretending to be stuffed, when Sir Percival has guests, he'll probably be happy to have it as a permanent guest.) If the bird and the bigwig make a deal, neither one of them will care what happens to the exterminators!

Finally, it's *possible* that the players will do something so clever that the Animator lets them capture the Foogle for real, or Fast-Talk it out of the house. If that happens . . . okay! They win!

Plot Points

Actually capturing the Foogle, even for a moment, is worth a Plot Point. Making the Foogle Fall Down, or Boggling it, is worth a Plot Point. Convincing the Foogle to leave peacefully, or to stay and live in harmony with Sir Percival, is worth *two* Plot Points.

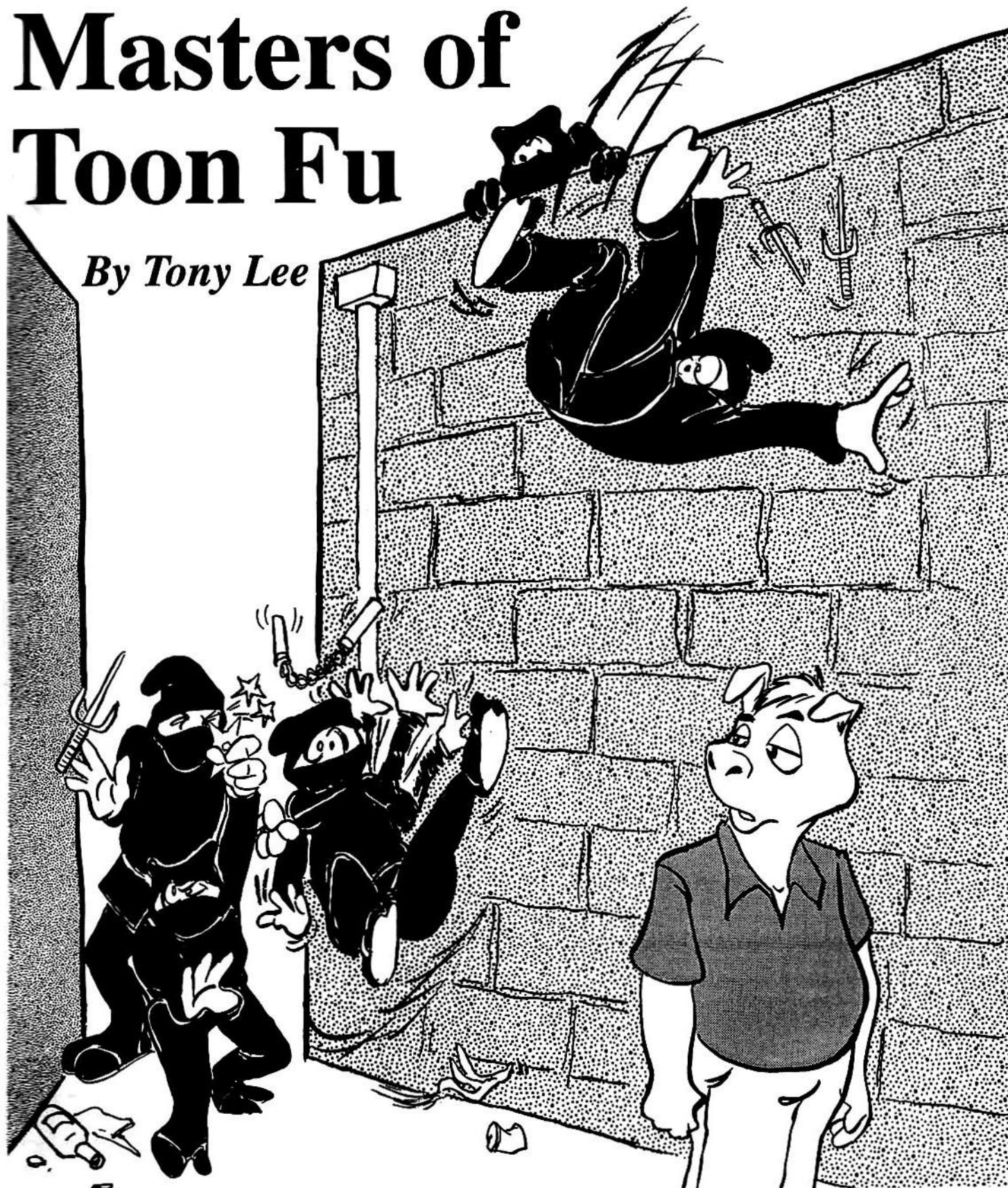
Wanton destruction of the house or grounds should cost the vandal a Plot Point unless it was part of a specific attempt to catch the Foogle. In that case, it's all right – though Sir Percival won't think so, and will attack the person who did it.

Making Sir Percival Fall Down will cost a Plot Point. Convincing Sir Percival to relax and enjoy the Foogle is worth a Plot Point.

Cartoon Series:

Masters of Toon Fu

By Tony Lee





Things to See

You can get a good dose of martial arts action by catching the following titles on videotape or TV.

The Chinese Connection,
Enter the Dragon, Fists of Fury,
Game of Death,
Return of the Dragon

Exciting movies starring the legendary Bruce Lee, the man who pioneered and popularized the kung fu genre. Often imitated but never duplicated, his films remain classics to this day.

The Big Brawl

Featuring Jackie Chan, the heir apparent to Bruce Lee, this slapstick kung fu tale set in Mob-ruled 1930 Chicago(!) is a must-see for Animators and players alike. Relentless actions and breathtaking stunts are trademarks of all Jackie Chan films, so don't miss his other work, too, including *The Drunken Fist*, *Jackie Chan's Police Force*, and *The Protector*.

Continued on next page...

Welcome to Martial Arts Mayhem!

Heeyah! Wow, that karate chop sure sent that ninja flying! Wait, here come more – and they're attacking with the dreaded Pie a la Mode of Death! Maybe it's time to use the secret Kung-Pao Barbecue Chicken Wing technique . . . as the wise Master once advised, "Mama said knock 'em out!"

Yes, this is the world of *Masters of Toon Fu*, where the quickest way to make someone Fall Down is usually a chop to the kisser, an elbow to the gut, or a boot to the head! (Well, in some cases the boot won't do vital damage.) We've relocated kung fu flicks to the Tooniverse so you can learn totally bitchin' fighting styles, do mind-Boggling leaps and flips, wield an incredible array of oddball weapons, rattle off half-baked aphorisms over really bad drubbings (hey, can't win them all!) and more!

Life as a Toon Fu fighter is never dull because the challenge never ends. There are always more fights to get into, more friends to avenge, more evil ninjas to dispose of! So if you think you've got the prowess, the discipline, and the wackiness to be a Master of Toon Fu, just fasten your black belt and get ready for nonstop, loony chop-socky action!

Character Types

Old Masters

Ah, the Masters, experts and teachers of Toon Fu, dispensers of profound wisdom worthy of a fortune cookie factory. Revered for their great fighting abilities, they are nevertheless often lovers of peace, preaching benevolence at great length before beating their foes to a pulp.

Each Master has his own distinct style of Toon Fu with peculiar names like The Berserk Stork Wing Flap or The Skipping One-Eyed Bullfrog, that they practice and teach to students. They get inspirations for style names and cryptic things to say by being cooped up all day in monasteries, huts, treehouses, condos, etc., only coming out when there's a crisis or nothing good on cable.

Some Masters have handicaps (i.e. one arm, two left feet, nearsighted, no sense of humor) while others don't look like Masters at all – they live as simple gardeners, monks, accountants, encyclopedia salesmen. Some are wandering old geezers in search of proteges good enough to pass their skills to.

Students

These are aspiring pupils following the footsteps of their venerable Masters, eager to learn the secrets of Toon Fu but not so eager to do all the "wax-on, wax-off." They come in all shapes and sizes, each with a different reason to take up Toon Fu. Some want revenge (top on the list), some think it's better exercise than aerobics, some just want to learn new tricks to Boggle others! They also love to *fight*, partly to show off their abilities,

but mostly because it is the Way . . . that is, the Way to make someone to Fall Down every few seconds!

Ninjas

Ninjas are trained in the ancient, mysterious art of Ninny-Jitsu, which allows them to move pretty darn quietly, hide pretty darn well, and use gadgets that are pretty darn weird! Ninjas think that the old Masters take things too seriously, and strive to lighten things up. A ninja is never happier than when he has just Boggled a Master.

Ninjas of every clan take great delight in surprising the unwary with practical jokes, like a banana in the back pocket, a hot foot, or the perennial pie-in-the-face. They strive to be funnier with each act; no prank is too big or small, no gag too elaborate to pull, and any time is the right time for a joke! After each stunt, they quietly melt into the background (sometimes literally), awaiting the next opportunity for silliness.

Shticks helpful to ninjas' comic endeavor include Bag of Many Things, Coat of Arms, Cosmic Shift and Quick Change/Disguise. A good ninja will use his skills and props to achieve maximum laughter. A dumb ninja will have jokes *backfire* on him all the time!



More Things to See

American Ninja

And the sequels. Saga of a western GI trained in ninjitsu who takes on mercenaries, mad Arabs, evil samurai spirits and even bionic ninja clones!

Enter the Ninja, Revenge of the Ninja, 9 Deaths of the Ninja

More ninja action. This series headlines Sho Kosugi as Spike Shinobi, leader of an anti-terrorist team. Mediocre plot.

Bloodsport, Kickboxer

Jean-Claude Van Damme's cult hits. Van Damme enters rough-n-rumble, full-contact karate tournaments, where the winner is the last one to stay alive. Plenty of furious, knockout fight scenes!

Eye For an Eye, Force of One, Good Guys Wear Black, Octagon

Movies by Chuck Norris, a karate champ whose climb to fame began with a memorable fight against Bruce Lee in *Return of the Dragon*. The above titles are heavier on fisticuffs than his other films.

Kung Fu

A unique combination of western frontiers and eastern philosophy, this TV series follows the travel of Kwai Chang Caine, a monk versed in kung fu who fled to the American West after he was forced to kill a member of the Chinese royal family. Reruns of this popular show should be very easy to catch.

The Master

A short-lived TV series about an American ninja master's quest to find his long-lost daughter. In hot pursuit are ninja assassins determined to punish him for violating the sacred oath never to leave his sect.

Local TV Kung Fu Film Shows

A good source for a weekend afternoon's entertainment. Shows like "The Black Belt Theater" play imports from Hong Kong and Taiwan that are seldom seen in U.S. theaters. For true all-out, wild martial arts fun, they just can't be beat!

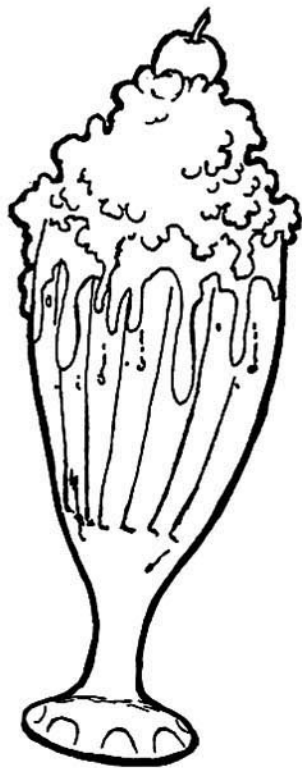
Codes of Toon Fu Fighting

Here are the unwritten laws of Toon Fu brawls. Adhere to them as closely as you can – as long as it's funny!

1. No more than one goon at a time may attack a single hero in melee, regardless how badly they have the heroes outnumbered. Ruffians awaiting their turn will just growl, grunt, and strike a pose in the background.

2. Foes who Fall Down will stay down until the heroes leave the scene.

3. Evil Masters always thrash the heroes on their first meeting. *Optional:* A loved one Falls Down trying to save the heroes from the Evil Master's lethal maneuver.



Shticks

There is no limit to how many Shticks you can have in this kind of game. *Masters of Toon Fu* characters, like their movie counterparts, can do anything, no matter how ridiculous!

Toon Fu

No serious chop-sockers can do without this Shtick, which allows you to specialize in a specific technique or weapon. In combat, you can opt to roll this Shtick instead of Fight skill. Using Toon Fu with any *hand weapon* increases damage with that weapon by +1. (For weapons with no defined damage, Toon Fu lets you do 1d+1 damage.)

What's more, you can *add damage* to the attack as your skill improved. Each added level with this Shtick gives you another +1 damage until you reach the maximum of +5!

You must buy this Shtick for each technique or weapon separately. You should give each type of Toon Fu an appropriate name. For instance, if you knock foes silly with your mustache, that's Mustache Fu. If you bop people with a chopstick, that's the Chuckling Chopstick of Chaos. Have fun.

Also, the Animator may forbid you from using each technique in certain situations. For example, if you have a garbage can stuck on your head (which happens all the time in *Toon*, as we know) your Mustache Fu will be useless! As always, the Animator will be the final judge.

Each Toon Fu shtick costs 3 points.

Natural Enemies

Keeping the flavor of kung fu movies, there must be one "Natural Enemy" for each kind of Toon Fu. This is usually another technique that exposes the weakness of your particular Toon Fu, although it can be simply something weird like disco music or strawberry shakes.

This is different from things like a garbage can on the head, which keep you from using the shtick at all. A Toon Fu shtick will automatically drop down to level 3 when matched against its Natural Enemy. This can lead to hectic battles when the fighters know all the right moves . . .

Example: The devious Fu Man Achoo attacks Patooley with the Chuckling Chopstick of Chaos, knowing full well it's the Natural Enemy of Patooley's Pork Chop Fu. Luckily, Patooley has been taught the Flailing Fork of Finieous technique, which is the Natural Enemy of Achoo's Chopstick of Chaos! So it's Achoo who's at a disadvantage now . . .

The Animator can either decide on the Natural Enemies beforehand or make them up as the game goes along. This Shtick also works great when taken as a One-Shot secret technique that defeats the powerful villain.

Wild Acrobatics

This shtick lets you execute unbelievable, eye-popping, show-stopping acrobatics. You can flip up and down a cliff, leap back and forth across a canyon, dance through a hail of shurikens, and do all sorts of death-defy-

ing feats! If you roll *really well* on a really *awesome* stunt, anybody who sees it is Boggled! But if you miss the roll, you will take *at least* 2 dice of Clumsy Acrobat Damage.

You can choose to use this Shtick in place of the Dodge skill, or to run away from fights without taking damage – on a successful roll, you bounce away before they can take a shot at you!

This Shtick costs 4 points.

Fantastic Flying Fists and Feet

Boy, you are mad and you don't care how many of them there are! With this Shtick, you can turn yourself into a whirlwind of vengeance and attack as many enemies as you want! If you make a *great roll* while being vastly outnumbered, then all of your foes are Maximum Boggled! But if you fail the roll, you become so exhausted that you lose your next turn.

You can do two attacks on a single opponent, or one on each when there are multiple foes. However, you must be able to See/Smell/Hear your targets to use this Shtick (so you cannot attack undetected enemies).

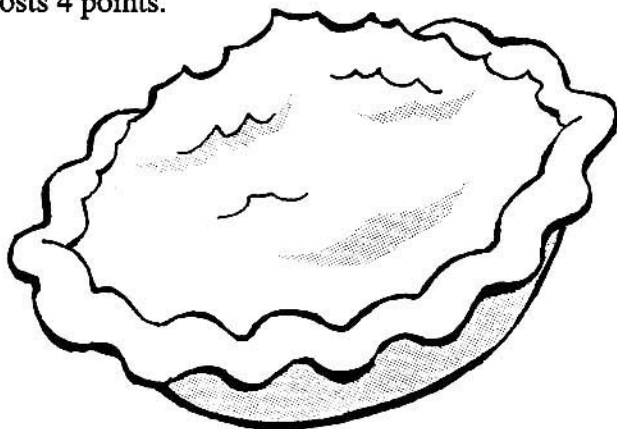
This Shtick costs 5 points.

Meditation

By contemplating the Universal Oneness, you receive divine inspiration on exactly what to do and/or where to go when you're stuck in an adventure! The inner voice will tell you, for instance, that the Evil Master is hiding in a cardboard palace under the park fountain, or that two chef salads and a light bulb are the key to overcome his superior Toon Fu! On the other hand, missing the roll can be disastrous because you'll be given wrong directions!

The Animator can take advantage of this Shtick to give out vital clues, move the adventure along, or just mess things up! Otherwise, he should limit the use of this Shtick, permitting it only when the players have absolutely no idea what action to take next.

This Shtick costs 4 points.



Pie-jitsu

Missing your marks because they're getting too smart for you? Looks like you need training in the lethal art of pie-launching, Pie-jitsu! Astound your enemies with tosses that curve around corners! That make U-turns and hit them from behind! That zig-zag up, down, left, right, and every which way! That will stop and wait for a target to peek out of his cover,

No-Can-Do

A very, very old bald turtle (ever seen a turtle with hair?) with long fluffy white brows and beard. Do wears a black robe and tucks his hands in his sleeves. He moves incredibly fast for an ancient turtle, thanks to years of Toon Fu training.

Beliefs & Goals: Always pop up at a critical time to baffle others with some abstruse insight. Think up strange workouts for students. Call everyone "lawnhopper," "twighopper," or something "-hopper." Bow or nod every other word.

Hit Points: 12 **Speed:** 8

Muscle: 1

Break Down Door: 1
Climb: 3
Fight: 6
Pick Up Heavy Thing: 3
Throw: 5

Zip: 6

Dodge: 9
Drive Vehicle: 7
Fire Gun: 7
Jump: 8
Ride: 7
Run: 7
Swim: 9

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 8
Read: 9
Resist Fast-Talk: 9
See/Hear/Smell: 8
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 9
Pass/Detect Shoddy Goods: 8
Sleight of Hand: 9
Sneak: 8

Shticks:

Incredible Speed: 9
Meditate: 8
Toon Fu: 11 (Tae Kwon Don't)

Bruise Li

Bruise is a 5'7", fairly muscular Doberman. He is usually bare-chested, wearing long dark tights and black shoes. Bruise has the reputation of a fearless fighter who lives for Toon Fu combats, always rushing full steam into them. He is also an expert with nunchaku and carries a huge assortment of them in his back pocket.

Beliefs & Goals: Train hard, train hard, train hard . . . Goody, a fight! *Whah-Yah!* I'm gonna get the scum for kicking my father's friend's milkman's dog three years ago! No one messes with a legend like me!

Hit Points: 14 **Speed:** 6

Muscle: 5

Break Down Door: 9
Climb: 5
Fight: 5
Pick Up Heavy Thing: 5
Throw: 7

Zip: 5

Dodge: 7
Drive Vehicle: 5
Fire Gun: 5
Jump: 5
Ride: 5
Run: 8
Swim: 5

Smarts: 4

Hide/Spot Hidden: 5
Identify Dangerous Thing: 4
Read: 4
Resist Fast-Talk: 6
See/Hear/Smell: 6
Set/Disarm Trap: 4
Track/Cover Tracks: 4

Chutzpah: 5

Fast-Talk: 5
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 5
Sneak: 5

Shticks:

Fantastic Flying Fists and Feet: 7
Toon Fu: 9 (Dragon Punch of Near-Death)
Toon Fu: 8 (Nunchaku)

then splatter his face full of cream! The Animator might even tack on anywhere from -1 to -5 to the target's Dodge roll due to surprise!

You can roll against this Shtick instead of Throw skill if you like. But be warned, the risk of failure is getting Boggled by your own pie!

This Shtick costs 4 points.

Deflecting Hands of No-Can-Hit

So the cowards fear to face you, eh? Resorting to pegging you with cheap ranged pie-shots, we see. No problem! With this Shtick you can swat away incoming attacks, whether they be arrows, darts, pies, or even *humongous missile warheads*! Despite the name, you can use it with any part of your body to repel all projectiles heading your way (provided you're not surprised by the attack). Absolutely can't touch this!

This Shtick costs 4 points.

Iron Skin of No-Can-Hurt

You'll Fall Down much more rarely with this powerful Shtick, which allows you to shrug off 1d or one-half the damage (whichever is greater) on every attack! A must for invincible Evil Masters.

This Shtick costs 5 points.

Unbudgeable Stance of No-Can-Move

Tired of being pushed around? Get this Shtick and stay on your feet! On a successful roll, you are firmly planted on the ground, as if you're one with the earth. Nothing from flying kicks to bulldozers to tornadoes can nudge you an inch! Any attempt to pick you up or move you requires a Pick Up Heavy Things roll at -3, and you won't get knocked end over end when you're hit. Unfortunately, using this Shtick also means you cannot move your legs, so you'll be at -2 to Dodge.

This Shtick costs 3 points.

Weird Weaponry

If the weapons we have here aren't flaky enough for you, well, build your own! Use this Shtick to rig up giant Bonk-O-Matics and other goofy weapons with whatever you can scrounge up, or improve old ones to reach new height in silliness! Of course, that doesn't necessarily mean they will work the way you want them to, but hey, you can always convince somebody else to try them out!

In addition, a successful Shtick roll will let you figure out how to use any weird *unscientific* weapon, or how to use any really silly item as a weapon. The Animator will provide all the definitions – that's his job – but if it's really stupid, it will probably work.

This Shtick costs 3 points.

Other Useful Shticks

Shticks that are useful for *Masters of Toon Fu* include Incredible Luck, Incredible Speed, Incredible Strength, and Quick Change/Disguise from

Toon, as well as Boggle Resistance, Extra Hit Points, Perfect Balance, Superleap, and Supersenses from the *Supertoons* chapter of the *Tooniversal Tour Guide*.

Virtually any Shtick from *Toon*, *TTG*, and any other chapter of this book would work well for *Masters*. All you need is a nod from the Animator. In fact, certain Shticks would be perfect for simulating the special effect of a really wild martial art! Let's say you come up with a technique called "Blazing Palm of the Hot Tamale Buddha." Try taking *Heat Vision* from (*Supertoons*) so you can actually shoot fire! The flames come from your hands instead of your eyes, of course. Likewise, virtuosos of Pie-jitsu might consider *Peter's Perilous Pieball* (from *Dungeons & Toons*) to increase their arsenals and so on. Hey, as long as the Animator approves it, give it a funny name and go for it!

Stuff

Manuals

Manuals are highly prized items in this world, for they usually contain rare, unknown – and not-so-unknown – Toon Fu maneuvers, described in detail by the very Masters who created them! Sadly, a lot of these books have been stolen, misplaced, or otherwise lost. About once a week, somebody locates one, and suddenly everybody is fighting for it!

Anybody can learn new stuff from manuals – if he can make sense of the garbled scripts and diagrams! They are often so bizarre that several "Read" rolls are needed just to get a clue! Worse yet, there's no telling whether a manual contains powerful techniques or mere garbage until it is completely deciphered!

The Animator can introduce new Toon Fu shticks in a manual, or just use it as a plot device to start mad scrambles! It's also a good idea to actually make up prop manuals full of the Animator's own peculiar writings and doodles! Plot Points should be awarded to the player spacy enough to figure them out!



The Crimson Cockroach

A tall, muscular anteater, the so-called Crimson Cockroach wears a variety of bright-red outfits, and looks very dashing. But, sadly, he's not very coordinated. He tends to fall down a lot on maneuvers like the flying kick. Of course, when that happens he'll make it look as if it's part of the move. He loves entering martial arts tournaments, though he uses Fast-Talk every bit as much as his fighting skills to win.

He also loves fighting crime. Because he's a klutz, neither the police nor "real" superheroes want much to do with him. But because he *can* dribble them like a basketball, they never actually tell him to buzz off. And sometimes he catches a crook.

Beliefs & Goals: Sign up for tournaments. Protect my secret identity! Tell the opponent his shoe's untied and catch him by surprise. No matter how badly I fumble, I can claim it's a secret Excuse Fu move.

Hit Points: 16 **Speed:** 4

Muscle: 6

Break Down Door: 6
Climb: 6
Fight: 6
Pick Up Heavy Thing: 6
Throw: 6

Zip: 3

Dodge: 3
Drive Vehicle: 5
Fire Gun: 5
Jump: 3
Ride: 3
Run: 4
Swim: 3

Smarts: 3

Hide/Spot Hidden: 4
Identify Dangerous Thing: 3
Read: 3
Resist Fast-Talk: 5
See/Hear/Smell: 3; 6 for Smell
Set/Disarm Trap: 3
Track/Cover Tracks: 3

Chutzpah: 4

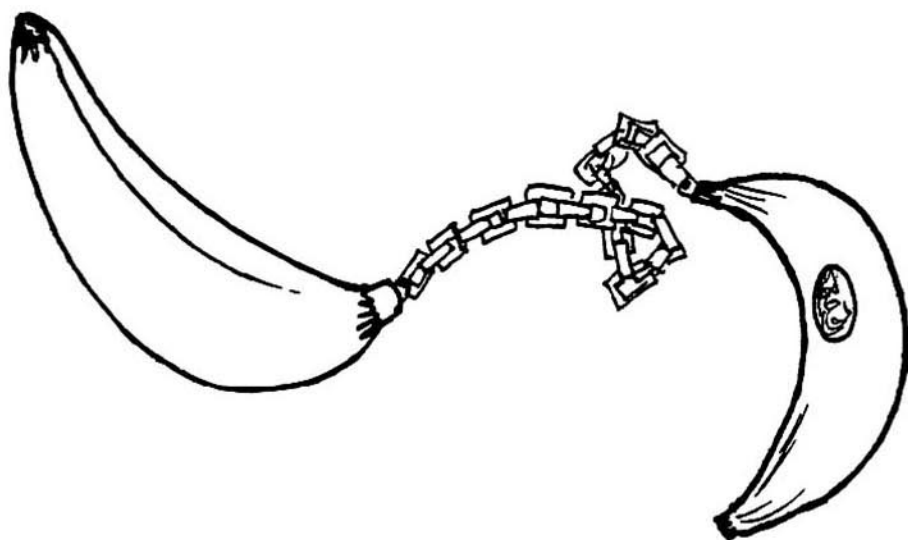
Fast-Talk: 7
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 6
Sneak: 5

Shticks:

Incredible Strength: 5
Toon Fu: 8 (Toe Fu, using lots of kicks)
Toon Fu: 7 (Excuse Fu, using lots of excuses)

Weapons

What's a good, clean, funny martial arts battle without the comical devices they called "weapons"? You can find all you need for madness and mayhem at a Golden Pagoda of Wacky Weapons, Gadgets & Accessories near you. Bang the gong if you need help.



The Golden Pagoda of Wacky Weapons, Gadgets & Accessories

Ah, welcome to humble Pagoda. We have widest selection at everyday low prices. Please ask for assistance before bonking anyone. We accept all major credit cards, most especially *Master Card*.

Melee Weapons (Fight skill)

Nunchaku and Other Chaku

Normally, a Nunchaku is a weapon consists of two short sticks connected by chain. *Abnormally*, you can take two of anything and make a 'chaku, like bananachaku, shoechaku, sausagechaku, phonechaku . . .

1d damage.

Electrochaku

Another in our fine line of chakus. Make your foes eat megawatts every time you hit them! Requires a *long* extension cord, though.

1d+1 damage, and the victim's hair stands on end for two turns.

Ginsoo Sword

It slices, it dices, it even cuts through steel pipes like a hot knife through butter! And if you order now, we'll even throw in this lovely wok, absolutely free!

1d damage. The wok does 1d+1, but breaks apart right after you hit someone with it. However, it makes a really great WOK noise.

Bo-Zo Stick

A long, sturdy staff that makes loud weird noises every time you bop someone or something with it.

1d damage, and an awful noise.

Slap Stick

This is a medium-length club with the fat end shaped like an open palm to slap your opponent silly.

1d damage, plus turning the victim's face all red and puffy.

Stooge Stick

The Stooge-Do version of the Slap Stick, invented by Master Laylee-Cullee Moh. It has a hand with two extended fingers for poking a foe in the eyes. Wearing glasses or goggles will negate its effectiveness. It can be blocked by sticking a palm up sideways in front of your face.

2 points of damage and the victim is blinded for one round.

Li's Press-On Claws

One of our nastiest weapons. Putting these sharp claws on is like having mini-cleavers at your fingertips! Perfect for jungle animal techniques. On top of that, they also raise your Climb skill by +4! Drawbacks: They will go flying off on a Fight roll of 12 and get lost, and you have to be careful when scratching yourself. Also, if you forget to take them off before trying something like Set/Disarm Traps, you will fail . . .

2d-1 damage.



The Keystone Ninjas

Moving silently in the moonless night, drifting across the darkness like an errant breeze, then promptly crashing into walls with a resounding "Thud!" . . . These are the Keystone Ninjas, the most inept collection of would-be assassins ever assembled. Extremely accident-prone and scatterbrained, they will often pause for comedy routines during a mission (if not forsaking it altogether in favor of wacky stunts). Play the loony tune again, Sam.

Beliefs & Goals: Don't worry, be funny. Have a trick, joke, or gag ready for all occasions. Fighting is easy, Ninny-Jitsu is hard – speaking of which, have you heard the one about the two ninjas walking into a bar? . . . Gotta plug this loose fork back in the socket. (Buzzzzzz!) Hey, who turned off the light?

The stats before are for an *average* Keystone Ninja. A ninja team may include a single character who, while as *generally* inept as all his friends, is fantastically good at *one thing*, or has a shtick like Mimic at a high level.

Hit Points: 4

Speed: 4

Muscle: 3

Break Down Door: 3

Climb: 3

Fight: 3

Pick Up Heavy Thing: 3

Throw: 4

Zip: 3

Dodge: 4

Drive Vehicle: 3

Fire Gun: 3

Jump: 3

Ride: 3

Run: 3

Swim: 3

Smarts: 2

Hide/Spot Hidden: 2

Identify Dangerous Thing: 2

Read: 2

Resist Fast-Talk: 2

See/Hear/Smell: 2

Set/Disarm Trap: 2

Track/Cover Tracks: 2

Chutzpah: 2

Fast-Talk: 5

Pass/Detect Shoddy Goods: 2

Sleight of Hand: 5

Sneak: 4

Shticks:

Quick Change/Disguise: 5

Yoyo Mamasaki

A very impressive 6'5" figure (nobody knows exactly what he is) in black armor and a metal helmet. Yoyo is the ruler of the Keystone Ninjas. He is a stern and very serious person who's often driven to despair by the incompetence of his ninjas. Despite his fearsome appearance, Yoyo actually has a squeaky voice! Only the amplifiers in the mouth plate of the helmet made it sound booming.

Beliefs & Goals: Heh-eh, no one makes a mockery out of me! The Keystone Clan will rule the world! Arghhh, these dumb ninjas can't do anything right! Wear the mouth plate all the time, and make sure the amplifiers are on.

Hit Points: 16 **Speed:** 7

Muscle: 5

Break Down Doors: 5
Climb: 8
Fight: 7
Pick Up Heavy Thing: 5
Throw: 6

Zip: 6

Dodge: 6
Drive Vehicle: 6
Fire Gun: 6
Jump: 8
Ride: 6
Run: 8
Swim: 6

Smarts: 4

Hide/Spot Hidden: 7
Identify Dangerous Thing: 4
Read: 4
Resist Fast-Talk: 6
See/Hear/Smell: 6
Set/Disarm Trap: 6
Track/Cover Track: 7

Chutzpah: 6

Fast-Talk: 6
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 9

Shticks:

Coat of Arms: 8
Shapechange: 10*
Toon Fu: 8 (Sushi-Jitsu, the art of striking with a raw fish)

* When he's losing badly, Yoyo will activate his ninja spell by chanting the magic words, "Alvin, Simon, Si-ah-doe!" and shapechange into a 20' giant killer chipmunk! He keeps the same stats in this form and gains Incredible Strength at level 8!

Missile Weapons (Fire Gun skill)

Blowpipe

A small tube about two to three feet long that can be easily concealed. You can blow darts or powder (we prefer black pepper) out of it, good for up to 30 feet. Like a gun, it can shoot "Bang!" flags, too.

1 point of damage with darts; results of other evil things depend on the Animator's whim.

Hi-Noon-Chaku

This is a nunchaku with secret built-in trigger and firing mechanism that can hold up to 3 shots in each stick, so you can shoot darts, shurikens, bullets, or whatever the Animator says you can with it! Great for show-downs on empty streets. Comes with matching holster.

1d damage in melee. Missile damage depends on what is fired.

Thrown Weapons (Throw skill)

Dart

Tiny needles that go for 20 feet before losing sting.

1 point of damage each.

Happy Star Shuriken

A small round disk with pointed edges and a "Have A Nice Day!" smiley-face sketch.

2 points of damage each.

Frozen Egg Roll

Left over from last night. These are hard as rocks, aerodynamically balanced to hit targets up to 30 feet, and give anybody who swallows one a terrible tummy-ache!

1 point of damage each.

Elasti-chaku

This is a nunchaku with a very elastic cord, which allows you to bonk another person as far as two or three city blocks away by making a Throw roll! The only drawback is . . . if you miss with an 11 or 12, you are tripped up or entangled by the cord and lose 1d turns!

1d-1 damage.

Flying Jellotine

This is a great ambush weapon made of a metal helmet-like dome attached to a rope. On a successful roll, it drops on the target's head, covers it completely, then slimes the victim with jello! Of course, the same thing will happen to you if you roll badly.

No actual damage, but the target loses a turn trying to wipe the jello off. On a roll of 5 or less, the victim is Maximum Boggled.

Gadgets & Accessories

Ace Toon Fu Training Gear

Portable full-scale exercise equipment designed to give the students' muscle and funny-bone a good workout. Punching bags that punch back, greased tightropes with giant swinging medicine balls and overloaded buses with tug-ropes are just some of the items you can order. No image-conscious Master would be caught without one! C.O.D. service available.

Assorted Water Balloons

We have different varieties on sale: plain water, ink, sewer sludge, motor oil and even pureed banana juice. Yuk.

Gas Pellets

Outnumbered? In trouble? Got to get to your dentist appointment? No problem! Just drop one of these beauties to engulf your enemies in thick, blinding clouds of gas that will keep them laughing! Gotta be quick though, because they can still attack by making See/Smell/Hear rolls at -5 to spot you. The smoke dissipates after 3 rounds.

Marbles

A handful of these will have your enemies rolling all over the floor unless they can make a Zip roll!

Poison

Just smear it on your arrows, darts, or shurikens. Once a target is hit, he'll continue to take 1 point of damage per round from the poison until he Falls Down, or takes an antidote.

Poisons don't have to do damage; in fact, most poisons used by Toon Fu ninjas cause only relatively harmless symptoms such as helpless laughter, colorful rash, uncontrollable shape-changing, involuntary tumblers and flips, and so on.

Places to Go

Sho-lee Temple

Sho-lee Temple is the foremost monastery in Toon Fu-land. It's home to more than 300 warrior monks and elders who like to call one another Glasshopper or Old Bald Dude. If that doesn't bother you, it's a pretty decent place to study Toon Fu.

It's *really big* (gotta have enough space for all the monks to practice their moves!), with many, many rooms and cabins that all look alike! Sure, there are directories to help you, but just try to figure out which zen-ish dot and arrow mean "You are here"! Occasionally a vendor will wander by to sell you maps to the Masters' Homes and Secret Chambers, among other stuff.

Students train daily under the watchful eyes of their masters. To graduate and leave Sho-lee, they must survive the dangerous (and nutty)



obstacle courses the Temple is famous for. Anyone else feeling unusually brave can give these a try since they are open to the public. Yes, for a small fee, you too can Fall Down just like prospective Sho-lee graduates! Just sign the waiver and you're all set to go. (Animators should create their own fiendish courses, or use tables such as the "Terrible Traps" from *Dungeons & Toons* in *TTG*.)

Many great fighting styles originated from the Sho-lee Temple, and its

library boasts the most extensive collection of Toon Fu manuals anywhere! Visitors aren't permitted to even get a peek at them, but this is a problem good Fast-Talk or Sneak rolls can usually solve. (Of course, we're *not* going to mention the traps!) There are also rumors that records of the most devastating maneuvers ever devised are locked up in vaults somewhere within the Temple's confines! Maps to these legendary vaults are sometimes available through the vendors at inflated prices. ("Sure it's genuine. Trust me!")

Toon Fu Schools

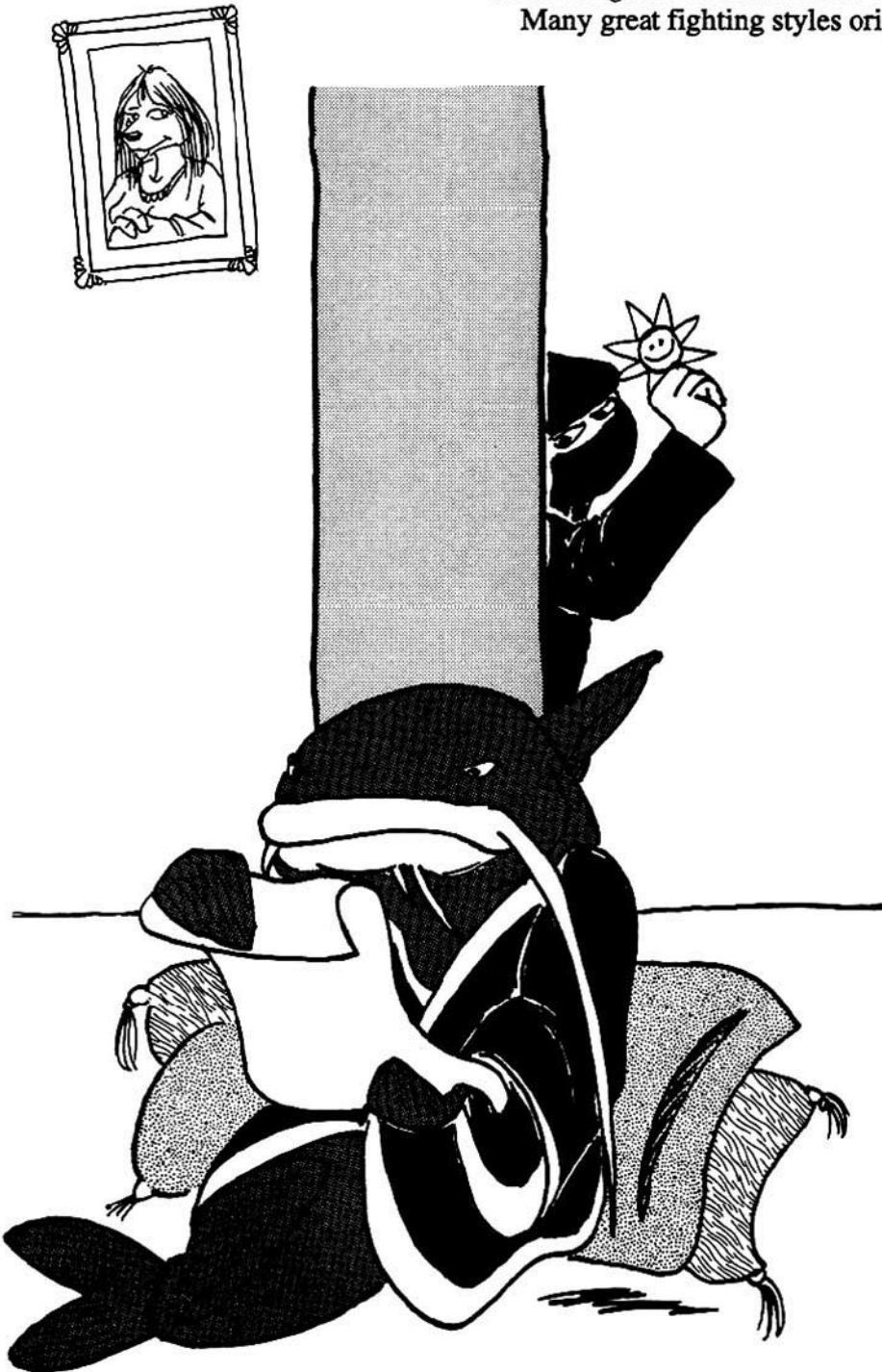
There are more Toon Fu schools than you can shake a Slap Stick at, each offering a specialized style or technique that its instructor and students proclaim to be the best ever, so read the ads carefully.

People (and Other Things) to Meet

Evil Masters

Evil Masters possess amazing Toon Fu abilities, powerful enough to mop up any opposition (at least till you learn the secret to defeating them). Their plots are simple yet

diabolical. They usually involve ruling the martial arts world or getting the drop on somebody they hold a grudge against (usually a Good Master, their Natural Enemy). They are very adept at finding things to hold grudges about, too.



("You ate my last egg roll . . . now prepare to Fall Down!")

Evil Masters can be anybody from ordinary, everyday unbeatable mad old men to wicked emperors or even *magicians*.

Evil Minions

Minions serve Evil Masters and do their biddings. They are often expert martial artists themselves, good enough to give the heroes a run for their black belt. When they aren't chopping and socking, they are busy skulking around to help their Masters' evil plots. They all have bad attitudes.

Evil Ninjas

Nobody knows what they want until it's too late – or at least that's what they hope. Evil Ninjas like to operate in a mysterious way, though once in a while they try too hard to divert attention, like scribbling "I'm not an Evil Ninja!" on their costumes.

Still, they can be a dangerous bunch. Just watch your back for the "Kick Me!" sign.

Ruffians

(Ha, thought we were gonna put "Evil" in there, didn't you?)

These are bullies and miscreants who enjoy rubbing peoples' faces in the dirt. They are frequently recruited by Evil Masters and their Minions to do the dirty work. Ruffians always overestimate their own abilities. The heroes should be able to deal with them easily, just to show their skill and bravery.

Relatives/Friends/Folks in Distress

(Nope, no "Evil" here, either.)

These are innocent victims of Evil Masters' plots, in desperate need of your help. They're often related to you in some way, just to make it personal.

Toon Fu Kids/Young Masters

There's no reason the youngsters can't have a little Toon Fu fun, so here they are! Just look at these half-pint dynamos, unleashing killer strikes and kicking up a storm with the best of them. Good things sometimes come in small packages!

Klutzy Sidekicks

You made the mistake of impressing them. Now they latch onto you like a wet Toon Fu uniform. Sidekicks are always eager to help out, but usually end up getting you into deeper trouble. They can be clumsy, goofy, gullible, impressionable or, on rare occasion, better martial artists than you! (Evil Masters can have klutzy sidekicks, too.)

Fu Man Achoo

Forever up to no good is the devious Fu Man Achoo, a 5'2" catfish in a magnificent bright red robe. He carries a lot of things in the robe, but it's also two sizes too big so stuff keep falling out of it. He is arrogant, likes nobody, and thinks all of his plans are foolproof. Undefeatable as he may seem, Achoo is very allergic to colognes and perfumes . . . even a small dab will bring on a *humongous* sneeze!

Beliefs & Goals: I'm the greatest evil mastermind of all time, and since you can't stop me, I'll tell you my plans so you can see how perfect they are! Hate everyone. Trust no one. Trick all the pesky Toon Fu fighters into ingenious death traps and taunt them. Try not to step on the robe.

Hit Points: 11

Speed: 5

Muscle: 4

Break Down Door: 4

Climb: 6

Fight: 4

Pick Up Heavy Thing: 4

Throw: 6

Continued on next page . . .





Fu Man Achoo (Continued)

Zip: 4

Dodge: 7
Drive Vehicle: 4
Fire Gun: 7
Jump: 6
Ride: 6
Run: 7
Swim: 9

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 8
Read: 9
Resist Fast-Talk: 8
See/Hear/Smell: 6
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 6
Sneak: 8

Shticks:

Coat of Many Things: 5
Hypnotism: 7
Toon Fu: 7 (Chuckling Chopsticks
of Chaos)
Weird Weaponry: 5

Things to Do

The Evil of Fu Man Achoo

A long-lost manual describing yet another awesome technique has resurfaced, and all clues point to a secluded cave in the Funky Foot Hills as its hidden place! Naturally, every martial artist under the sun packs a bag and heads that way.

But no one knows it's all a ploy by the devious Fu Man Achoo to eliminate all competition so he can be the absolute best Toon Fu Master in the world! He's using a bogus book to lure them to his lair, where they will be welcomed by his traps, his Woks of Doom, and his army of Toon Fu zombies! And if that doesn't work, they'll go crazy anyway, fighting over the fake manual! How ingenious! Bwahahahaha!!! . . .

The Emperor Strikes Back

You put your Toon Fu skills to good use and saved an old man who accidentally stepped on the emperor's nephew's pet slug. This infuriates the emperor, however, who isn't about to let you off for Wok-ing the First Nephew during the confrontation! He sends waves of soldiers after you, "wanted" posters sprout up everywhere, bounty hunters are hot on your heels . . .

Enter the Salamander

Hey, somebody just mugged your childhood best bud! That can only mean one thing: *Revenge!!!* (That's all there is to it. Go to the next adventure. What do you mean, "plot"?!!? . . .)

The Maltese Wok

After a hard day of practice, creaming ruffians, defeating another Evil Master or whatever, you decide to have your favorite dish at your favorite restaurant. But halfway into the meal a band of masked bandits burst into the kitchen! After the ensuing brawl, in which utensils and food fly all over the place, the owner tells you that the remaining intruders have made off with a very old wok! Woks aren't terribly expensive, so why would anyone break in to steal one, and an old one at that? Is the wok worth more than it seems? Or does it hold a secret? Where are the masked men taking it? Perhaps you should wok this way and find out . . .

The Great Kumitoon

The world's best Toon Fu fighters gather in the greatest tournament of all time. It starts with preliminary rounds of single competition. Then the winners enter a ring for a battle royale to determine the grand champion, who will receive fabulous prizes and lucrative endorsement contracts!

You are pitted against your Natural Enemies, of course. There are other perils, too, like cheaters and bookies who will stoop to any level to fix a match, annoying ring announcers, blind referees, gorgeous ring girls who would make great dates, and so on.

The Instant Silly “Name That Technique” Table

Use this when you need a name for a technique right away. Roll on **Column A** for adjectives as many times as you like, then go to **Column B** for an object and put them together. You can juggle the order any way you want to make funny Toon Fu styles, e.g., *Drunken Claw of the Skipping Mad Buddha!* But whoever comes up with a new style has to try to describe it . . . The Animator may give Plot Points for really good explanations.

Column A

- 11 Polka-Dot
- 12 Napping
- 13 Giggling
- 14 Drunken
- 15 Hyperactive
- 16 Sleepwalking
- 21 Howling
- 22 Mad
- 23 Politically-Correct
- 24 Rock 'n' Roll
- 25 Twisting and Turning
- 26 Screaming
- 31 Fruit-Flavored
- 32 Cholesterol-Free
- 33 Non-Alcoholic
- 34 Dancing
- 35 Hopping
- 36 Skipping
- 41 Whimpering
- 42 Stupendous
- 43 Extremely Awesome
- 44 Totally Bitchin'
- 45 Loopy
- 46 Double-Scoop
- 51 New and Improved
- 52 Bogus
- 53 Funky
- 54 Wild
- 55 Whitewash
- 56 Harmonious
- 61 Very Old
- 62 Creepy
- 63 Flipping
- 64 Iron
- 65 Gross-Out
- 66 Sizzling

Column B

- 11 Tiger
- 12 Dragon
- 13 Gorilla
- 14 Chicken
- 15 Hog
- 16 Puppy
- 21 Hyena
- 22 Wombat
- 23 Bullfrog
- 24 Water Bug
- 25 Donkey
- 26 Llama
- 31 Duck
- 32 Walrus
- 33 Chipmunk
- 34 Crane
- 35 Buzzard
- 36 Woodpecker
- 41 Claw
- 42 Fist
- 43 Hand
- 44 Palm
- 45 Kick
- 46 Belly
- 51 Jaw
- 52 Finger
- 53 Hip
- 54 Paw
- 55 Boot
- 56 Tongue
- 61 Buddha
- 62 Poke
- 63 Chop
- 64 Punch
- 65 Jab
- 66 Uppercut

The Ninja Traps & Ambush Table

- 11 Ninjas disguised as trees
- 12 Ninjas disguised as furry animals
- 13 Ninjas disguised as Little Red Riding Hoods
- 14 Ninjas disguised as hunters disguised as furry animals
- 15 Ninjas with lampshades over their heads
- 16 Ninjas disguised as ninjas
- 21 Big gong drops from above and flattens victim, 1d damage
- 22 Big gongs swing from opposite sides and sandwich the victim, 2d damage
- 23 Ninjas banging gongs in victim's ear (automatic Bogle)
- 24 Ten-foot pit with sharp bamboo stick at the bottom
- 25 Ten-foot pit with chopsticks at the bottom
- 26 Bucket dumping soy sauce from above (attracts hungry animals to victim for the next hour)
- 31 Ninjas attacking with sticks of dynamite
- 32 Ninjas attacking with pies
- 33 Ninjas attacking with raw fish
- 34 Ninjas pose as acrobatic chefs in a sushi bar
- 35 Ninjas pose as shoeshine boys and give hotfoot
- 36 Ninjas pose as magicians trying to saw victim in half
- 41 Giant mechanical arm stuffs victim into a very small car, then shoves it downhill
- 42 Giant mechanical boot unleashing a sweeping karate kick (1d+2 damage)
- 43 Trap firing balloons with assorted fillings
- 44 Trap firing poisoned darts and dartboards
- 45 Trap firing porcupines
- 46 Trap firing kamikaze ninjas
- 51 Slice-'n'-Dice Ginsoo Butcher Knife trap (1d damage)
- 52 Ninjas challenge victim to poker game
- 53 Ninjas challenge victim to video game
- 54 Ninjas challenge victim to riddle contest
- 55 Ninjas challenge victim to talent contest
- 56 Ninjas challenge victim to a shootout
- 61 1d wild animals attack
- 62 1d mutated animals attack
- 63 1d fully armed samurais attack
- 64 1d fully armed ninja vehicles attack
- 65 1d fully operational nuclear warheads attack (1d damage each)
- 66 A note drops from above, reads “No ambush or trap here . . . NOT!!!” Roll two more times and combine the results; ignore this if rolled again.

The Lost a Fight Table

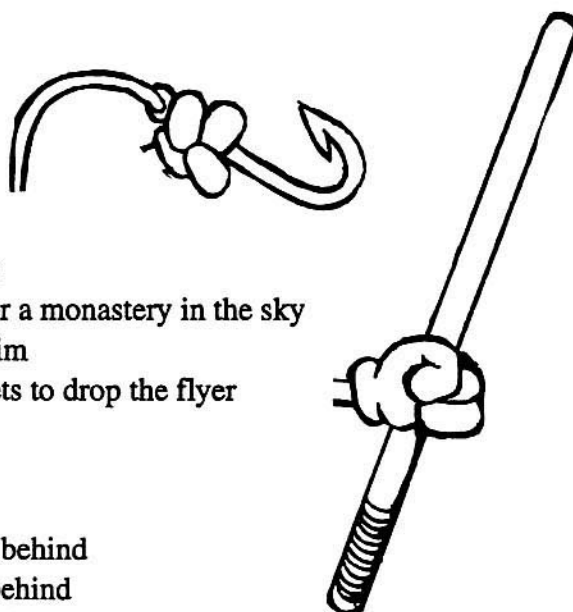
Roll this table when a non-player character Falls Down in combat:



- 11 Ambulance arrives, takes victim away on stretcher
- 12 Ambulance arrives, takes victim's weapons away on stretcher
- 13 Doctor arrives, gives a quick examination, leaves two aspirins and tell the victim to call him in the morning
- 14 Doctor arrives, takes victim's temperature and pulse, then leaves a bill
- 15 Film crew arrives; director congratulates the victim for a great fight scene and offers a contract
- 16 Film crew arrives; director chides the victim for a lousy fight scene and fires him

- 21 Victim looks fine, takes a few steps, then falls apart
- 22 Tourists with camera rush to take picture of fallen victim
- 23 Victim falls down with little nunchakus dancing around his head
- 24 Victim falls down, then gets run over by cars
- 25 Victim falls down, then gets run over by a Mack truck
- 26 Victim falls down, then gets run over by a train

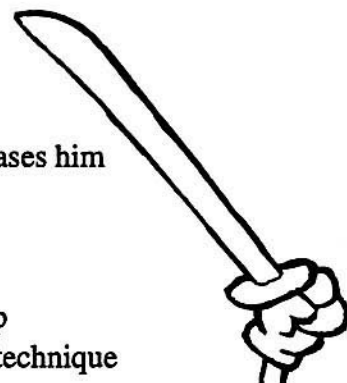
- 31 Victim falls down, then gets run over by cattle stampede
- 32 A tombstone drops on the victim with his name on it
- 33 A tombstone drops on the victim with a Zen koan on it
- 34 Victim flips over; angel rises from the body heading for a monastery in the sky
- 35 Master appears, drops a flyer for his school on the victim
- 36 Several Masters appear; a fight breaks out over who gets to drop the flyer



- 41 Victim flies 50 feet into the air
- 42 Victim flies straight up and hits a satellite
- 43 Victim tumbles out of sight, leaving a trail of weapons behind
- 44 Victim tumbles out of sight, leaving a trail of trinkets behind
- 45 Victim's weapons and trinkets tumble out of sight, leaving the victim behind
- 46 Victim does a dramatic, prolonged death scene

- 51 Victim does a dramatic, *very* prolonged death scene, until leveled from behind by an old Master who then bows and leaves
- 52 Victim spins like a top, then falls down
- 53 Victim makes notes on the fight, then falls down
- 54 Victim falls down, gets up to complain about the fight, then falls back down
- 55 Victim falls down, gets up to complain about the fight to the Animator, who erases him
- 55 Victim slam through several walls from the blow

- 61 Victim makes out a will, then falls down
- 62 Victim crumbles into a pile of fine powder; a janitor comes by and sweeps it up
- 63 Victim's Master shows up, grabs victim by ear, drags him away criticizing his technique
- 64 Victim asks "Is it time for me to fall down now?" – then falls down
- 65 Buddha statue drops on the victim, creating a huge crater
- 66 Buddha statue drops on the victim with a Zen riddle attached

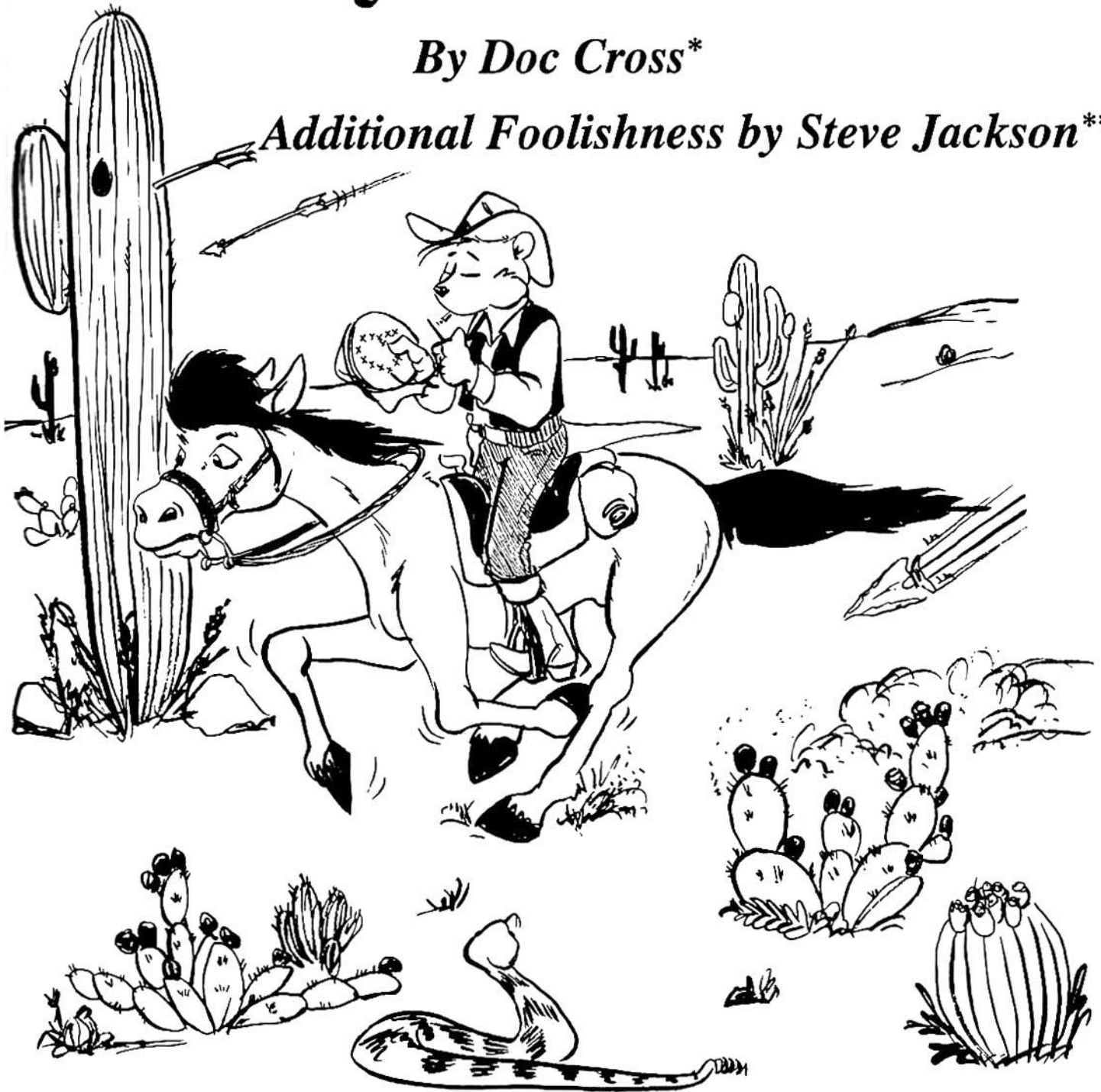


Cartoon Series:

Way-Out West

*By Doc Cross**

*Additional Foolishness by Steve Jackson***



* Who is from California, but has almost 200 bandanas and knows how to say "pardner."

** Who was actually born in Oklahoma, but got to Texas as soon as he could.

Welcome to the Old West!

The Western is one of the greatest movie genres of all. Good Guys! Bad Guys! Horses! Guns! Indians! Cattle Drives! The Gold Rush! Trains! Saloons! What a great place – full of action, adventure and lots of fighting! Now you can fine-*Toon* your favorite Western movie or TV show and have a ball acting out all sorts of sagebrush silliness.

Rescue the schoolmarm from the evil saloon owner! Bring Billy the Squid and his gang to justice! Take 856,291 head of cattle from Texas to Missouri, fighting rustlers all the way! Play a *Toon* version of John Wayne, Clint Eastwood or any other famous Western actor! Be a singing cowboy in the great tradition of Roy Rogers and Gene Autry! But above all, be funny, pardner!

Character Types

Everybody knows what kind of characters you meet in a Western movie: Good Guys, Bad Guys, and all the rest. Practice your Western drawl, pardner, and find yourself a *hat*.

Good Guys

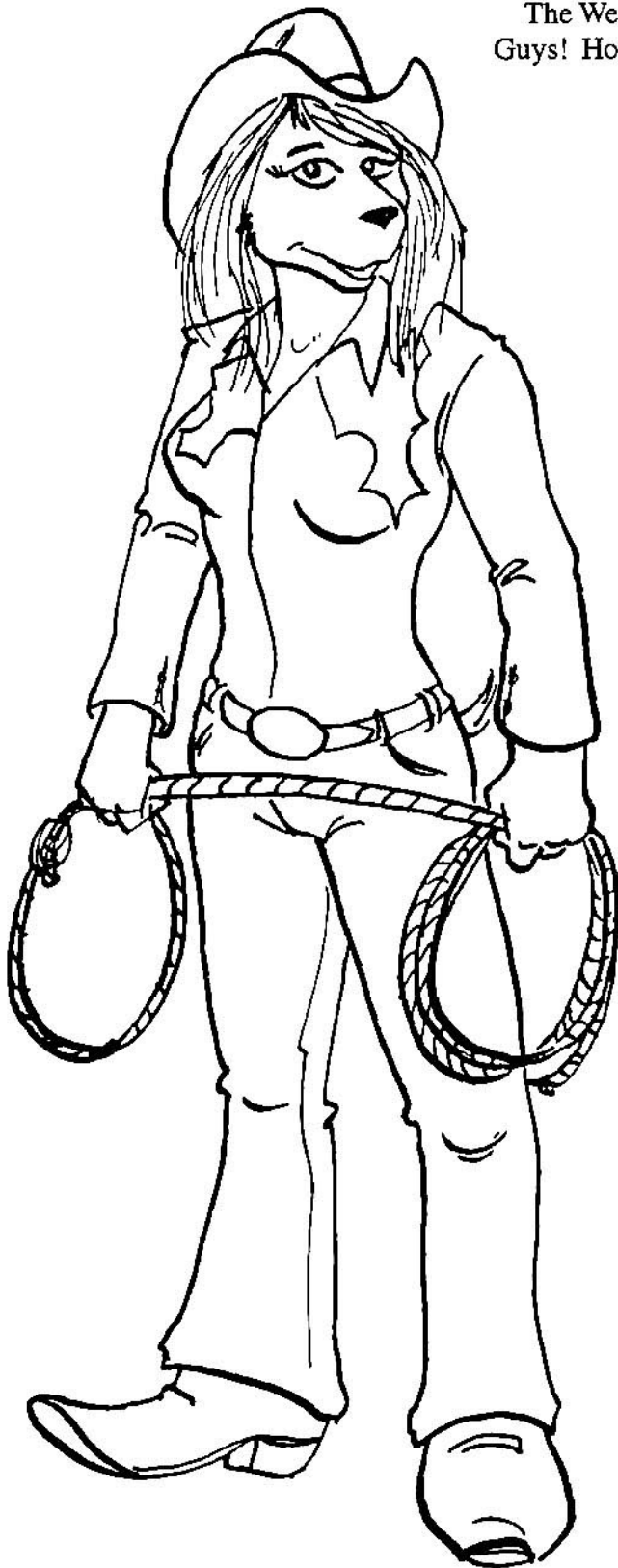
The Good Guys in Westerns are *really* good! They don't smoke, drink, cuss, chaw tabaccy, go without bathing or shaving, bother Regular Folks or do anything ornery. Heck, they even wear white hats! Good Guys might be lawmen or they might be cowboys, but whatever they do, their trusty guitar and faithful horse are never far away!

The majority of cowboys also have a *sidekick*. He's usually either a Well-Meaning-But-Not-Too-Bright Goof or a Grouchy-But-Lovable Old Coot. Sidekicks have names like Smiley, Frog, Gabby, Fuzzy or Pancho. They are very loyal to their Good Guy buddy, but aren't a lot of *help* until right at the end of the movie. That's when they come riding over the hill with the sheriff/cavalry/judge/whoever just in time to see the Good Guy shoot/punch out/rope/whatever the last Bad Guy. Sidekicks should be played as PCs.

Good Guys often have a lady friend that they are "sweet on," but they will almost *never* kiss her! They'll kiss their horse, but not the girl. Good Guys are strange.

Since many Good Guys are singing cowboys, they will break into song whenever there's a lull in the action. The Animator should provide his players with the lyrics to such cowboy classics as *Happy Trails*, *Tumbling Tumbleweeds*, *Yellow Rose of Texas* and *Ghost Riders in the Sky*.

If you happen to be gaming in an outdoor setting, you could even have a campfire! Indoors, a *picture* of a campfire will have to do . . .



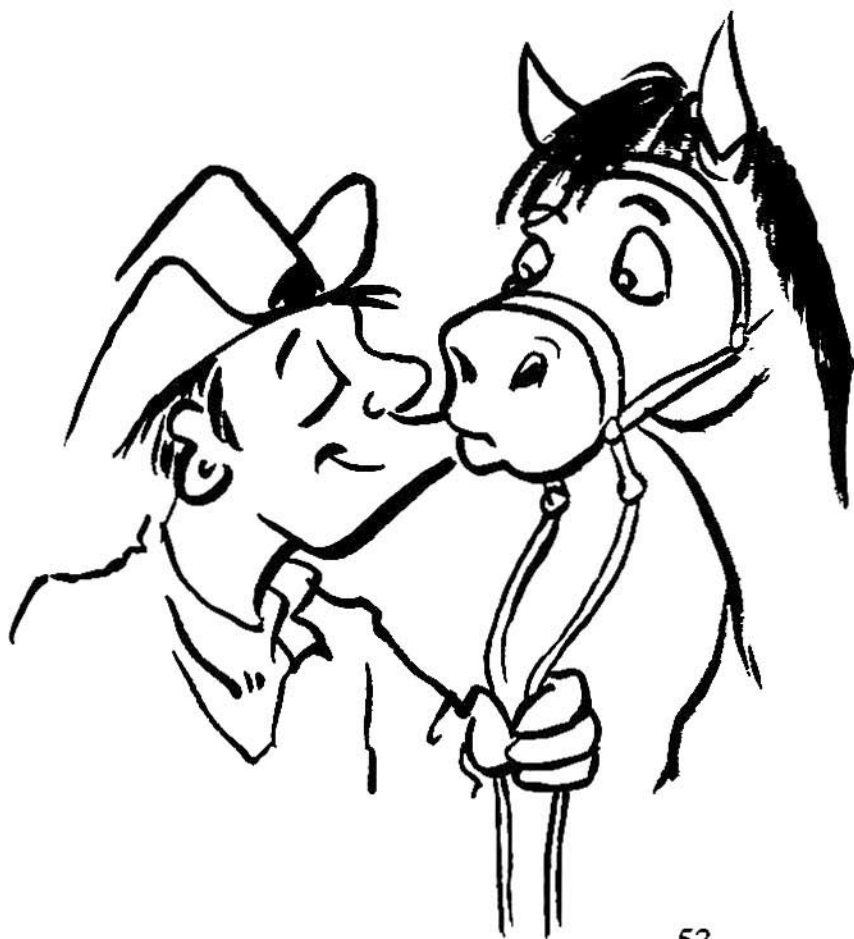
Bad Guys

These hombres are mean, nasty, dirty, cruel, vicious and vile. They ~~cheat~~, lie, steal, backstab, beat people up, shoot anyone they feel like and ~~drink~~ out of dirty glasses. They almost always wear black.

Bad Guys might be gamblers, evil cattle barons, corrupt lawmen or just plain thieves and desperadoes. They don't sing, kiss their horses or behave politely . . . unless they're Fast-Talking a widow out of her savings. They hate Good Guys and will set up ambushes whenever they can. Despite the fact that the Bad Guys always outnumber the Good Guys by about 20 to 1, they never manage to win. That's probably because the only one among them with a Smarts higher than 3 is the Head Bad Guy. His Smarts might be as high as a 6!

Inbetween Guys

If you want your Western game to be more like a Clint Eastwood movie than a Roy Rogers movie, you'll need to play an Inbetween Guy. They aren't really bad, but they aren't model citizens, either. They drink, smoke and generally do the things Bad Guys do. But if they have to protect Regular Folks from harm, they will. To make this kind of character, just mix Bad Guy traits and Good Guy traits until you get the character you want. Or take a look at the PCs in *The Good, the Bad & the Boggled*, starting on p. 62.



Gene Ottery

When it comes to singin' cowboys, Gene is number one! This handsome, 6-foot-tall otter just loves to croon a tune and strum his guitar. He's a Good Guy, so naturally he wears a white hat. He also wears a fancy western shirt and clean blue jeans. Gene's boots are really fancy and have his initials on them. When he isn't fightin' Bad Guys, Gene is out at his spread, the Melodious Ranch. Gene is a good shot, but only aims to Boggle his targets, not make them Fall Down. He *always* carries his guitar with him.

Beliefs & Goals: Be polite and always be a straight shooter! Sing and pick my guitar whenever possible. Try to punch Bad Guys instead of shooting them. Don't let Miss Nell catch me!

Hit Points: 9

Speed: 6

Muscle: 5

Break Down Door: 5

Climb: 6

Fight: 8

Pick Up Heavy Thing: 5

Throw: 7

Zip: 5

Dodge: 7

Drive Vehicle: 7

Fire Gun: 7

Jump: 7

Ride: 9

Run: 8

Swim: 6

Smarts: 6

Hide/Spot Hidden: 7

Identify Dangerous Thing: 8

Read: 6

Resist Fast-Talk: 8

See/Hear/Smell: 7

Set/Disarm Trap: 7

Track/Cover Tracks: 8

Chutzpah: 5

Fast-Talk: 5

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 5

Sneak: 7

Shticks:

Fancy Shootin': 6

Trick Ridin': 8

Toughness (Physical): 6

Deadeye Duck

Deadeye is a 5-foot-tall black duck with an orange bill. He wears a holster with two pistols, a black hat, cowboy boots and nothing else. Deadeye is a mean varmint and proud of it! His hobbies are stealin', robbin', beatin' up on people and scarin' little kids! His voice is loud and mean-sounding. He carries a Bag of Dirty Tricks in his Back Pocket. Deadeye is pretty smart for a Bad Guy, but he's not as tough as he thinks he is.

Beliefs & Goals: Be bad, be mean and be evil! Pickin' on wimps is lots of fun, but so is robbin' banks! Shoot Gene Ottery before he can shoot me! Don't let Miss Nell catch me!

Hit Points: 9 **Speed:** 5

Muscle: 6

Break Down Door: 6

Climb: 6

Fight: 7

Pick Up Heavy Thing: 6

Throw: 6

Zip: 4

Dodge: 5

Drive Vehicle: 5

Fire Gun: 6

Jump: 5

Ride: 6

Run: 5

Swim: 9 (he is a duck)

Smarts: 6

Hide/Spot Hidden: 6

Identify Dangerous Thing: 6

Read: 6

Resist Fast-Talk: 6

See/Hear/Smell: 6

Set/Disarm Trap: 6

Track/Cover Tracks: 6

Chutzpah: 5

Fast-Talk: 5

Pass/Detect Shoddy Goods: 4

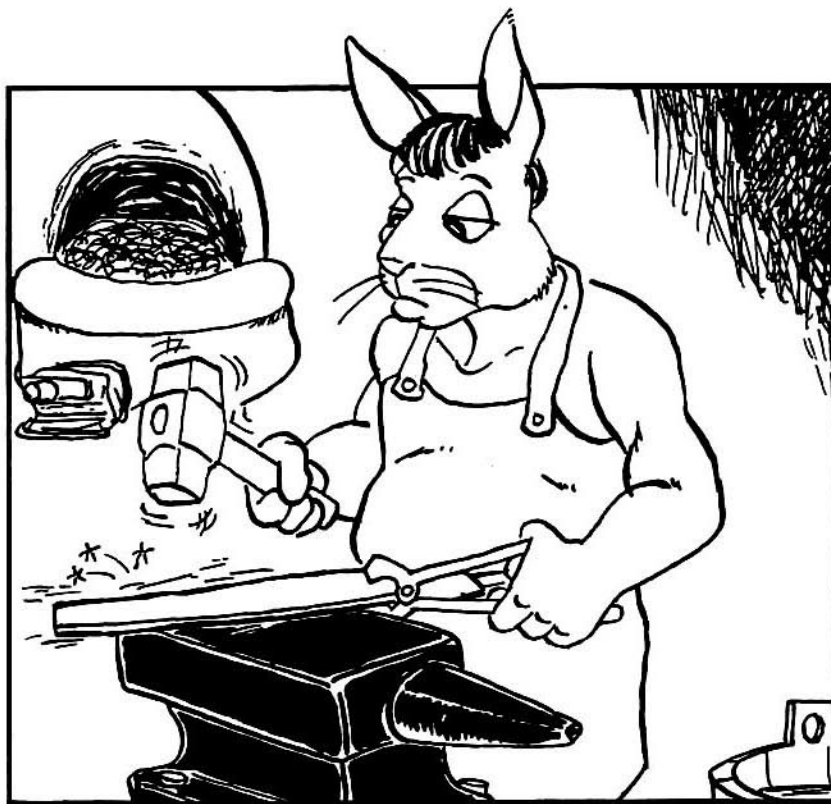
Sleight of Hand: 4

Sneak: 5

Shticks:

Fancy Shootin': 6

Incredible Bad Luck: 6



Regular Folks

These folks are the shopkeepers, cowboys, farmers, bartenders, undertakers, school teachers, telegraph operators, doctors, saloon girls, town drunks, blacksmiths, bankers, miners, newspaper editors, hotel clerks, judges and city officials that make up every Western town. Most of them will be on the Good Guys' side, but a few might have thrown in with the Bad Guys.

These folks will probably have shticks that help them do their jobs better. Blacksmiths with Incredible Strength, Teachers with Supersenses and Miners with Detect Gold are just a few examples.

Dudes and Greenhorns

These are newcomers to the West. Dudes are just visiting. Greenhorns mean to stay, but haven't learned the ropes yet. Bad Guys try to take advantage of them, and Good Guys look down on them until they prove themselves. Sometimes a Greenhorn, or even a Dude, turns out to be more than anybody expected. But it can be fun to play somebody who knows *nothing* and makes lots of silly mistakes. ("My horse won't go. Is he out of gas?")

New Shticks

A cowboy is a ridin', ropin', shootin' fool . . . and here are the Shticks to prove it. The Animator can also allow most any of the other shticks from *Toon* or the *TTG*. In a "straight" western background, nobody will

have super-powers, and nobody but the wise old Indian medicine man can do magic. But we never said you *had* to play it straight . . .

Fancy Shootin'

This shtick is indispensable to any gunslinger worth his salt. It lets you **fast-draw** a gun and fire it in the same action. You can also shoot around **corners**, ricochet bullets off 3 or 4 objects before hitting your target and **even** fire a gun with your hands tied. In general, if you attempt a shot that **seems** completely impossible, this shtick will let you try it. The only limit is that you have to know that your target is there – unless, just for fun, the **Animator** lets you hit something by accident.

You are not limited to guns in your own holsters; you can fast-draw a **gun** from (almost) anywhere in the same room. You can't take a gun out of somebody else's hands. If you want to get a gun from somebody else's **holsters**, roll at -2. But fast-drawing from inside a locked chest, on the **other** side of the room, with three bad hombres sitting on it . . . no **problem** at all, if you can make your roll.

This shtick costs 4 points to buy.



Miss Nell, the Teacher

6-foot-tall, skinny and bucktoothed, Miss Nell is *not* the best-looking lady porcupine in the West! Most of the time, Miss Nell is a kindly and beloved teacher. However, when unmarried men are around, she's a man-chasing loony! Miss Nell will do darned near anything to snare a husband, especially if that husband turns out to be Gene Ottery or Deadeye Duck! She has her eye on both, and it scares them out of their wits to think they might get caught! This is understandable when you consider that she can pop up just about anywhere with one of her man-traps. Miss Nell's voice is loud and whiny.

Beliefs & Goals: I need a *man*! Sooner or later I'll catch Gene or Deadeye in one of my traps. Be aggressive and inventive when chasing men, but be ladylike about it. Set lots of husband traps!

Hit Points: 8 **Speed:** 7

Muscle: 4

Break Down Door: 5

Climb: 5

Fight: 4

Pick Up Heavy Thing: 4

Throw: 5

Zip: 6

Dodge: 6

Drive Vehicle: 6

Fire Gun: 6

Jump: 8

Ride: 8

Run: 9

Swim: 7

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 7

Read: 9

Resist Fast-Talk: 7

See/Hear/Smell: 7

Set/Disarm Trap: 8

Track/Cover Tracks: 7

Chutzpah: 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 7

Sneak: 9

Shticks:

Bag of Many Husband Traps: 9

Toughness vs. Physical: 5

Quick Change/Disguise: 8

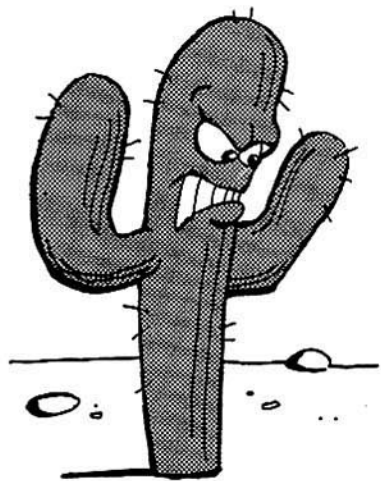
Detect Unwed Men: 11

People (and Critters) to Meet

Most of the people you'll meet have already been listed under the "Regular Folks" heading, so we'll just describe a few "Critters" that you might meet.

Rattlesnakes

These varmints are found everywhere! They will always rattle before they strike, but the rattle won't always be the same. Some snakes may have a baby's rattle on the end of their tail. Others might have maracas (which they use to create a Latin beat) or a New Year's noisemaking rattle (these snakes also wear party hats and throw confetti) or even a pair of dice (which, of course, only roll "snake eyes"). *Really* tough hombres may use *live* rattlesnakes as bullwhips, belts or hatbands! Really tough *snakes* may use *cow-boys* as hatbands.



Punslinger

Everyone else screams and runs when the punslingers come into town. Usually they'll face off in the middle of Main Street. One of them will shout "Draw!" in a gravelly voice. The other will whip out a crayon and piece of paper and draw a caricature of his enemy. Both of them will fall down laughing . . . and then the fight is on!

A punslinger is a master of evil puns. When you buy this shtick, you can actually *do damage* with a bad pun. Make your Shtick roll. The amount by which you made the roll is the amount of damage you do. (So if you buy Punslinger at 5, and you roll 4, you do 1 point of damage. But if you have the shtick at 9 and make the same roll of 4, you do 5 points of damage!)

Making your pun counts as your action. The player must *really* make a bad pun. The Animator can give extra damage for a really awful pun, or take away damage for a really lame one. If the pun is *terribly* lame (Animator's decision) it does 1d damage to the Punslinger! Usually, that means a pun so weak that nobody laughs or even groans, but just *stares* at the player who made it. Trying to re-use a pun that has already been used that day will also blow up in your face for 1d damage. Bad move, pardner.

Pun vs. Pun: When one Punslinger is attacked by another, the target of the attack has a chance to defend. This does *not* count as an action and does *not* require a roll. If the *player* can immediately come up with a counter-pun on the same subject, he has deflected the attacking pun and takes no damage! But you can only deflect a pun if you also have the Punslinger shtick.

This shtick costs 4 points to buy. We haven't given it to any of the example characters, because not every player is a natural punslinger. The Animator can add this shtick to any character whose player wants to try it.

Trick Ridin'

With Trick Ridin' you can not only do outrageous things (like take a bath or tap dance in the saddle) without falling off your horse, you can make the horse do incredible things (jump off a cliff into a river, run up a cliff, leap a canyon). If the horse is a player character, you may have to roll your Trick Ridin' shtick versus his Smarts or Chutzpah. If you fail, the horse will refuse to do what you want.

If a *horse* has the Trick Ridin' shtick, his rider doesn't need it, but *does* have to make a Riding roll to stay on when the fun starts.

This shtick costs 4 points to buy.

Trick Ropin'

A real cowboy is never without his rope. With this shtick, you can rope anything, no matter how large, small, or far away, as long as you make your roll. You can use anything for a rope, as long as it's long and flexible . . . string, chain, your belt . . . The Animator can give you a penalty to the roll for something really silly, like roping things around a corner, or using a rattlesnake for a rope.

See *Rope*, below, for the rules on *tying* things up and getting untied.

This shtick costs 4 points to buy.

Stuff

What would a Western be without hats, cows and guns? A lot quieter, for one thing . . . and that's not what we want in *Toon*! Here are a few of the things your players will expect to find in any Western.

If you want to boggle them with the *unexpected*, you can use stuff from other backgrounds in this book, or even the *Tooniversal Tour Guide*. Professional writers call this "anachronism for comic effect." We call it "silly."

Cattle

The best use for cattle in *Toon* is to cause a *stampede*! This is most often done by the Bad Guys, but the Good Guys might do it to flush the desperadoes out of their hideout. Cattle usually aren't very bright, so they can be stampeded easily. *Smart* cattle might need to be Fast-Talked into stampeding. *Really smart* cattle may want to discuss the social, political and ecological aspects of stampeding!

Every ranch has its own cattle brand, such as the Lazy S, the Obnoxious D, or the Double-Bar-Q-Rocking-J-Streak-7. Cows scream and run when they see *that* brand coming. If a character gets accidentally branded on purpose, it does 1d damage (more for something like the Double-Bar-Q-Rocking-J-Streak-7). If someone gets branded, everyone they meet must make a Smarts roll to tell them from a cow. The brand goes away after they Fall Down.

Dynamite

Bad Guys love this stuff and will use it to do everything from derailing trains to making the Good Guys Fall Down. Good Guys, on the other hand, love this stuff and will use it to do everything from derailing trains to making the Bad Guys Fall Down.

Each stick of dynamite does 2d damage. Use a Throw roll to throw it at foes. Use an Identify Dangerous Thing roll to realize that the cigar you've just been handed is, in fact, dynamite.

Guns

A Western without guns would be pretty strange! Just about everyone packs a pistol. Many citizens will have shotguns and rifles. If the Army is anywhere nearby, there will also be Gatling guns (4d damage)! Boy, are those ever fun! Of course, in a pinch, someone can use his index finger and thumb as a pretend gun. On a Fire Gun roll of 3 or less, it will even shoot real bullets!

Good Guys *never* run out of bullets! Bad Guys will always have a spare gun stashed somewhere on their person!

Hats

Everybody in the Old West wears a hat. You can tell everything about somebody just by looking at his hat . . . usually. Never mess with anybody's hat unless you want to start a brawl.

Coyotes

Coyotes look kind of like small, scrawny, ragged wolves. Their primary function in a Western is to get together at night to howl at the moon. Wacky Animators may have them break into barbershop quartet harmonies, sing opera or even do a rap or doo-wop number.



Buffalo

Like cattle, buffalo are usually used for stampedes. They are also pretty common in Indian Country. If you see an Indian wearing a buffalo robe, the odds are good that you'll soon see a naked, shivering buffalo!



White hat: A Good Guy.

Black hat: A Bad Guy.

Gray hat: An Inbetween Guy.

Brown hat: A fell-down-in-the-dirt guy. Or Normal Folks.

Pink hat: A girl. Or a *real tough* guy.

Green hat: A Martian.

Eleven-gallon hat: A Texan. Other cowboys are satisfied with ten.

Straw hat: A farmer or a mule.

Derby hat: A banker, undertaker or Eastern Dude.

Hat with feathers: An Indian. Or a rich lady. Or a Foogle Bird. Caution is advised.

Horses

A Western without horses would be even stranger than a Western without guns! Horses can be smart, stupid, PCs or NPCs. Silly cowboys don't *have* to ride horses, but whatever they ride, they should *treat* it like a horse.

Buzzards

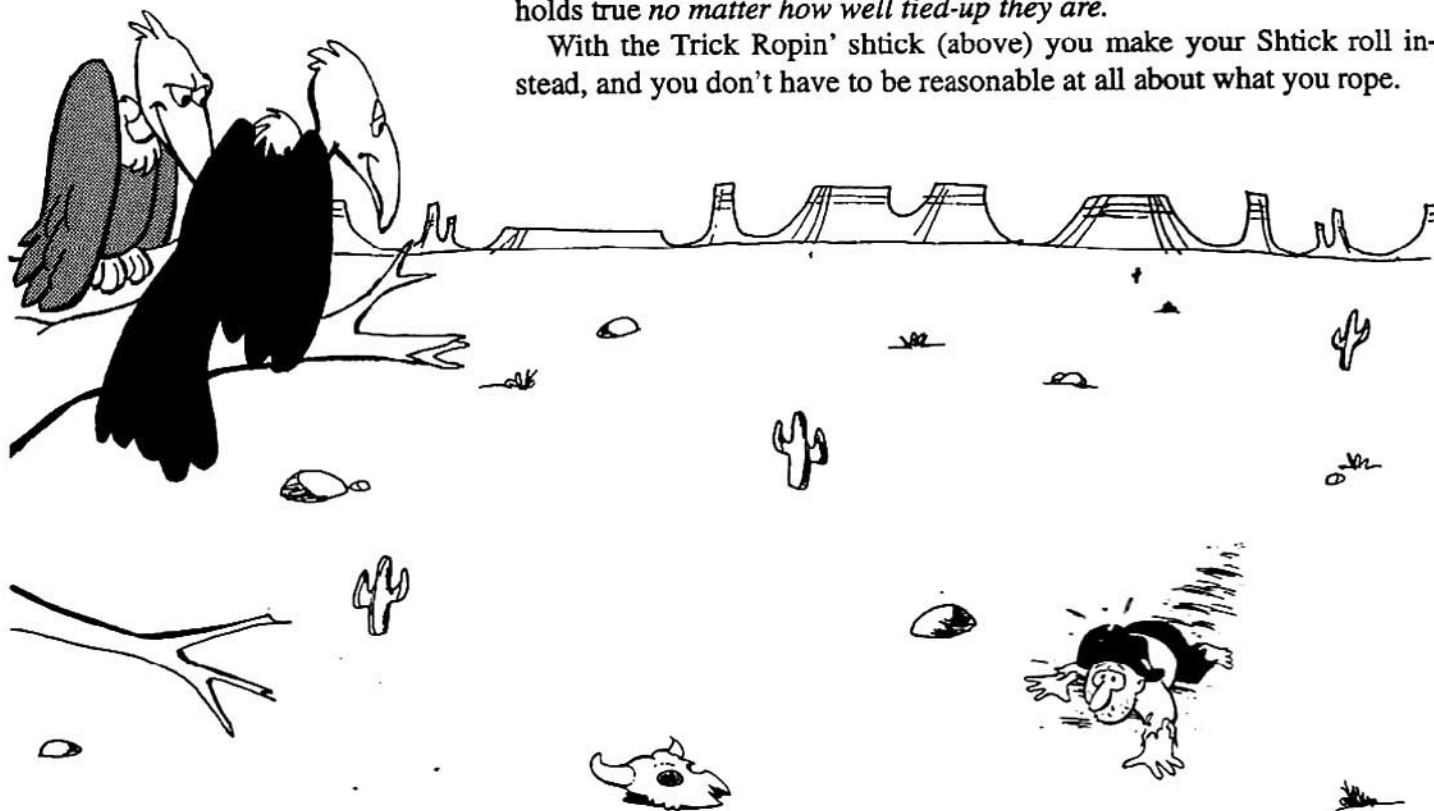
Anyone crossing a desert will be followed by buzzards. They will slowly circle above the weary traveler, hoping that he will Fall Down from thirst. Often, these buzzards will be wearing napkins around their necks and carrying knives and forks.

Rope

Whether it's for tying up captives, ropin' cattle or hangin' a Bad Guy, there is always plenty of rope around! Lassoing somebody or something requires a successful Throw roll at -2, and the target must be (more or less) reasonably close.

If you try to rope something alive, your target gets a Dodge roll to avoid being roped. If you do rope somebody, they take *two* turns to get untangled, but they *can* talk, make puns, and so on while they're getting loose. It takes only one action for somebody *else* to untie a friend. This holds true *no matter how well tied-up they are*.

With the Trick Ropin' shtick (above) you make your Shtick roll instead, and you don't have to be reasonable at all about what you rope.



Trains and Stagecoaches

Trains are great! You can rob them, fight on top of them while they're moving, use them to chase Bad Guys or just ride them from one place to another. Operating a train is done by making a Drive Vehicle roll.

All Western towns must have either a railroad or stagecoach route (or both) passing through them. If a train or stagecoach is in any way involved in the adventure, the Good Guys and Bad Guys *must* have a fist fight on top of it while it speeds along.

Places to Go

Most of the Places to Go in a Western adventure are in town. Outside of Town is really big, but it all starts to look alike after a while. Animators can have fun with this, with confusing signs, misleading maps, and grizzled old prospectors who give *really bad* directions.

The Saloon

You *might* go into a saloon to gamble, find somebody, watch the dancing girls, get information from somebody or even have a *drink*! However, the most *fun* thing you can do in a saloon is start a barroom brawl that ends up wrecking the place! Throw bottles! Hit people with chairs and throw them through windows! Break that nice, big, fancy mirror behind the bar! But *don't* fire a gun! This is considered exceptionally rude and will cause the other brawlers to stop fighting and walk away in disgust. A *really great* barroom brawl can spread out from the bar until the whole town is fighting – even the buildings will start fighting each other!

Every Western must have at least one barroom brawl! It's not just a good idea, it's the *law*!

The Jail

Jails are good for putting Bad Guys into and breaking unjustly imprisoned Good Guys *out of*! Often, the jail will contain the Town Drunk and some other prisoner who plays "Red River Valley" on the harmonica. If you make him Fall Down, though, he will stop.

The Bank

The only reason Western towns have banks is so the Bad Guys have something to rob. This happens with astounding regularity. Many citizens bury their gold in the back yard rather than trust it to the bank. And rather than go all the way to the dump, they take their garbage to the bank so it will be stolen.

The General Store

A General Store sells just about everything anyone could want. Guns, food, knives, farm implements, clothes, seeds, generals, you name it and the General Store has it! Most General Stores are run by friendly, helpful folks who will help the Good Guys. A few are run by money-grubbing,

Skunks

Any time someone reaches into a hole in the ground to pull out something (usually someone else), the Animator should roll the dice. On a roll of 5 or less, he pulls out a skunk – an *angry* skunk! You can guess what happens after that.



Deer and Antelope

These creatures will always be encountered on the open range, where they like to play. *What* they play is up to the Animator, but volleyball, baseball, tag, hide & seek and poker are all quite popular.

Texas and the Rest of the World

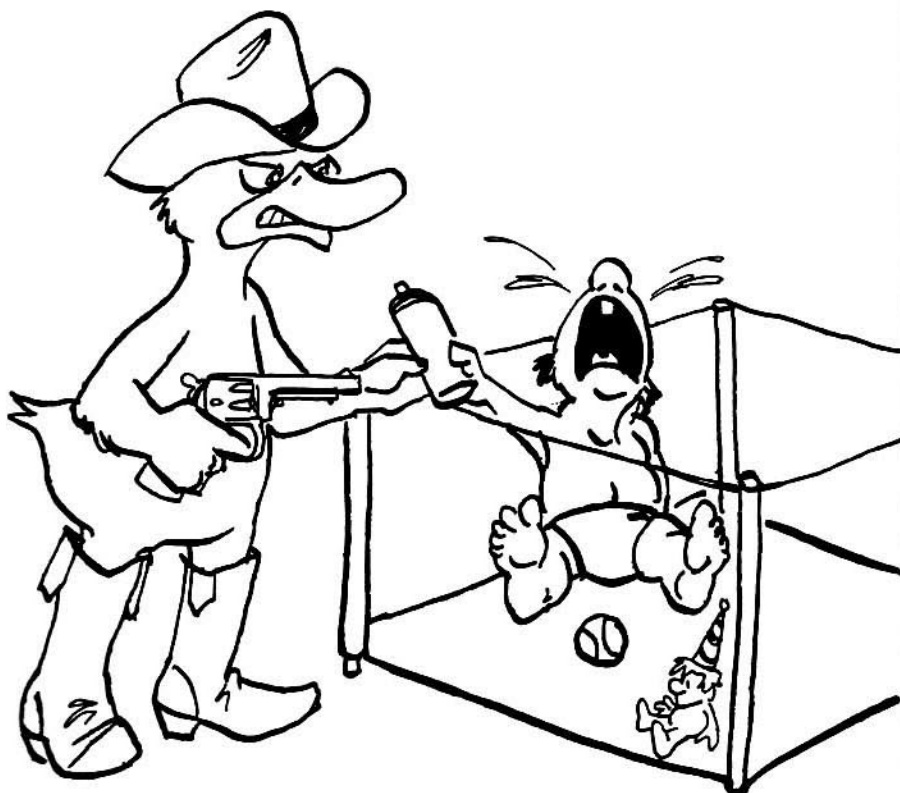
Cowboys from Texas think that Texas is the *real* West, and all those other places with cows and rattlesnakes are just imitations. Cowboys from Arizona, Oklahoma, California, Kansas and so on think that cowboys from Texas are full of pure, grade-A horse puke. If the saloon brawl is a bit slow to start, just drop the word "Texas."

Cowboys from Mexico usually wear a *serape*, which is a fancy blanket with a hole cut in it for your head. They speak with a Spanish accent and are very polite, even when they are shooting you. They call everybody "señor" instead of "pardner."

Cowboys from Argentina are called "gauchos." Their hats aren't quite as big, and they wear a lot of silver. They are very proud and tough, and usually have little mustaches. They also have Spanish accents.

Cowboys from Australia call everybody "mate," which they pronounce "mite." They usually ride kangaroos. Or jeeps.

Cowboys from Massachusetts, France, China and so on are just confused, but when did that ever stop a *Toon* player?



shifty-eyed sneaks who sell the Bad Guys just as much stuff as they sell the Good Guys!

The Desert

The Old West is full of deserts and the Good Guys are forever chasing the Bad Guys through them. Deserts are mostly sand, rocks and cacti (which are there for PCs to back into, sit on or fall into). All deserts are *very* hot! Any chase that goes through a desert will slow down after the second turn because all of the characters will be getting hot and thirsty. Once that happens, the Animator can describe a water hole, an oasis or even a convenience store. As soon as the traveler gets something to drink, the whole place begins to fade away. He won't notice, though, because he'll be too busy gulping down cold drinks that turn into sand after the second or third gulp. Anyone who drinks sand *must* spend the next turn gagging, choking and spitting it out.

Indian Country

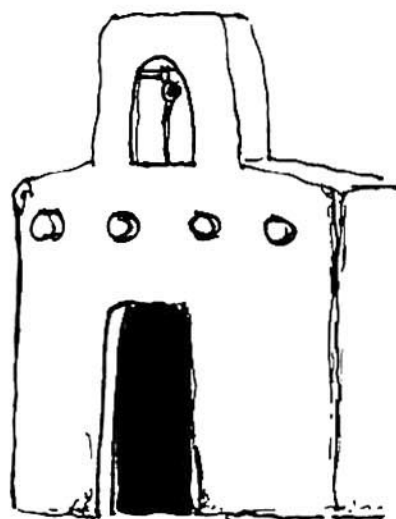
Indians pop up in many Westerns. They may be Good Guys or Bad Guys, or they may just mind their own business until somebody bothers them. Indian country can be just about any sort of terrain: deserts, plains, mountains, forests or even swamps. Indians always have a Hide/Spot Hidden roll of at least 8 and a Sneak roll of 9 – or better! Indians *always* use a bow and arrows. They *never* run out of arrows.

Although many cartoons have the Indians saying things like "How" and "Ugh," it is a lot funnier to have them speaking proper English with an upper-class British accent. "I say, old chap, we'll be scalping you just

after tea-time. Beastly custom, I know, but one must stand by tradition, mustn't one? Now, will you have biscuits with your tea?"

Box Canyons

Any canyon that only has one way in or out is called a "box canyon," but in *Toon*, they are also *full of boxes*! These boxes are stacked in ways that make them look sort of like the rock formations that are normally found in canyons. Most of the time the boxes are empty, but since this is *Toon*, the Animator may throw in a few surprises. See the table on p. 75, or the one on p. 87.



Things to Do

High Toon

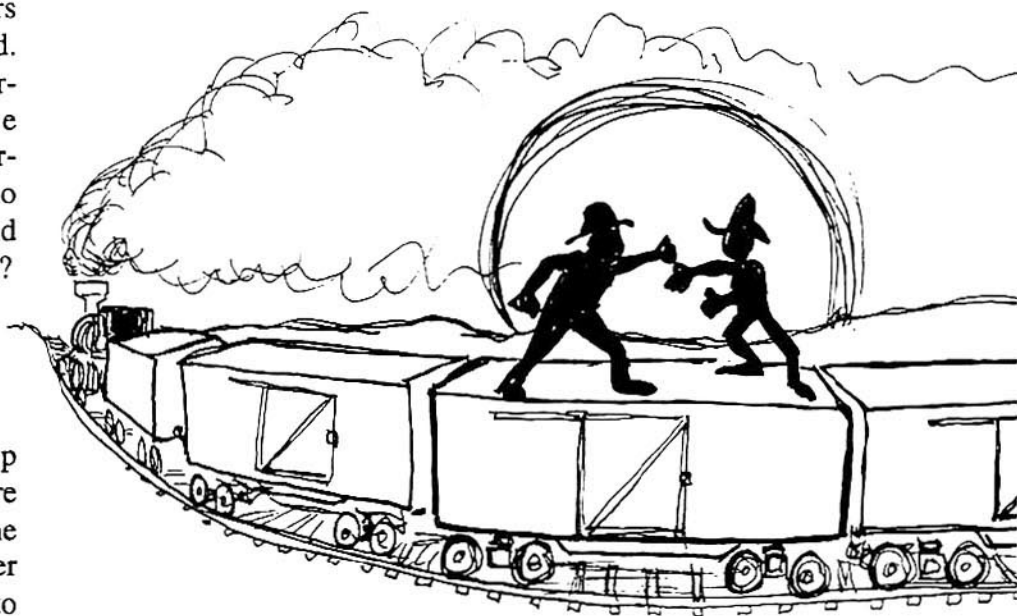
The Grapes Bunch is coming to town with destruction on their minds. It's now 6:00 a.m. They'll be arriving at 11:55 a.m. You have until then to find a way to fight all 37 of them. Don't ask the townspeople for help, because they're all scared silly.

Piefight at the OK Corral

The PCs are the Burp brothers and their buddy, Doc Hollowhead. They are heading for the OK Corral to fight it out with the Clanton Brothers. Who will survive? Who will Fall Down? Who will suggest a flashback to find out what all the fighting is about?

How the West Was Fun

A good game for a large group of players. Half of the players are Good Guys assigned to guard the Coyote Springs bank. The other players are Bad Guys who want to break into the bank without being caught. Which group will succeed?



Stoogecoach

The PCs are all passengers on a stagecoach heading for Fort Jackson. To get there, they'll have to fight off bandits, hostile Indians and politicians stumping for votes. Personally, we'll take the bandits and Indians!

Feature Film:

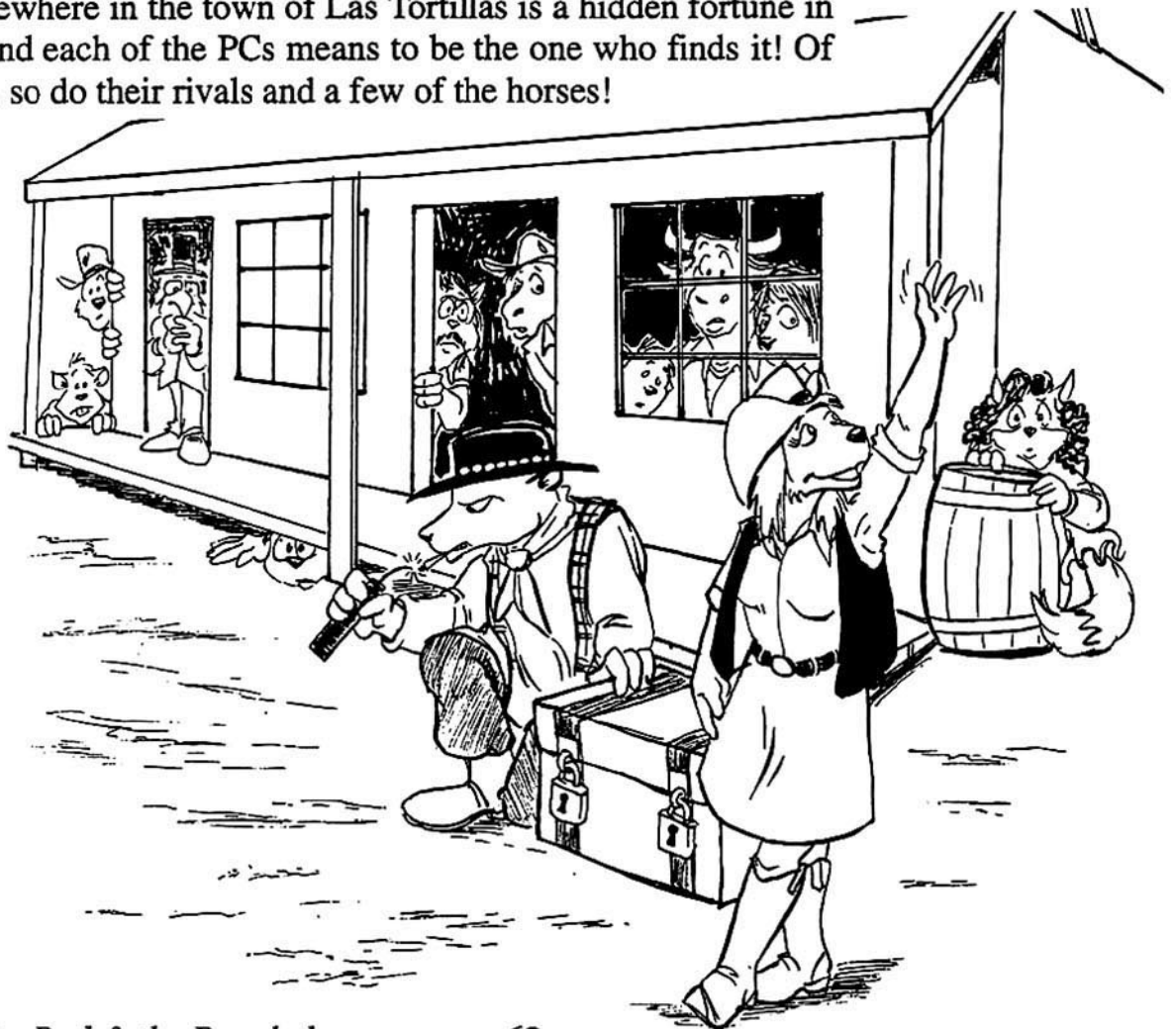
The Good, The Bad & The Boggled

A Way-Out West Adventure

By Doc Cross

Supplemental Silliness by Jeff Koke

Somewhere in the town of Las Tortillas is a hidden fortune in gold, and each of the PCs means to be the one who finds it! Of course, so do their rivals and a few of the horses!



Cast of Characters

The players can make their own characters or use any of the fast-shootin' hombres shown in the sidebars. The Animator will take the roles of Shaky Jake (p. 71), the incredibly cowardly sheriff of Las Tortillas; Bull Ryder (p. 73), mean-spirited owner of the Rascally Rattlesnake Saloon; and Miss Jewel (p. 74), owner of the Golden Daisy Saloon.

Location

This adventure takes place in and around the sleepy western town of Las Tortillas. The characters will probably spend most of the time going from saloon to general store to saloon to jail to saloon and to saloon again, starting brawls and gunfights, getting drunk and generally making nuisances of themselves. This should be encouraged, but eventually the group will have to make their way out of town to find the real location of the treasure.

Situation

The PCs, a group of the toughest, hardest-hittin', fastest-drawin', longest-spittin', rootinest, tootinest, sharpest-shootin' cowboys and 'girls, have just rolled into Las Tortillas. They heard a rumor in the Big City that a secret treasure map leading to a fortune in gold is hidden somewhere in Las Tortillas, and they aim to find it.

The only clue they have was whispered to them by a mysterious Bandito who told them to find the Rascally Rattlesnake.

Object of the Adventure

Being Way-Out West cowboys and cowgirls, the PCs will obviously want to find the treasure before anyone else can. Unfortunately, there are at least two others in the town who want the gold for themselves. As the adventure progresses, the visitors will find clues (and false clues), and their competitors will be constantly trying to make them Fall Down. The PCs need to make them Fall Down or lead them in the wrong direction or the treasure may fall into the wrong hands.

The Treasure Map

Before running this game, the Animator needs to draw a map of Las Tortillas. Make it a typical Western town, and then add any landmarks that seem interesting . . . hills outside town, new roads, creeks, crashed UFOs, funny-shaped cactus and so on. After you've done that, add Old Pete's Mine on the outside of town and put a big "X" by it. Finally, tear the map into three or four pieces to give to the players as their characters discover them.

Another option is for the Animator to have two maps, both torn into pieces. One is the treasure map, and other is a silly map – the New York

The Mouse With No Name

This guy is a 6-foot-tall mouse who is so skinny and menacing that he looks like a weasel. He wears a filthy serape over equally filthy clothes. He smokes little cigars and has perpetually squinty eyes. When he speaks (which isn't often) his voice is low and sounds as though he's gritting his teeth. He is an incredibly good shot. Although he keeps it a secret, he is terrified of taking baths or being made to smile. There is always a bottle of whiskey, a box of matches and a plate of spaghetti in his back pocket.

Beliefs & Goals: Don't trust anyone and always keep your gun handy. Try not to show any emotions. *Don't smile!* Try to get rid of Big Duke so you can be the West's #1 legend. Destroy any spaghetti you find!

Hit Points: 14

Speed: 7

Muscle: 5

Break Down Door: 5

Climb: 5

Fight: 6

Pick Up Heavy Thing: 5

Throw: 5

Zip: 6

Dodge: 8

Drive Vehicle: 6

Fire Gun: 9

Jump: 6

Ride: 8

Run: 7

Swim: 6

Smarts: 5

Hide/Spot Hidden: 6

Identify Dangerous Thing: 6

Read: 5

Resist Fast-Talk: 7

See/Hear/Smell: 6

Set/Disarm Trap: 5

Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 7

Sleight of Hand: 7

Sneak: 7

Shticks:

Fancy Shootin': 8

Toughness (Physical): 7

Buffalo Belle

No doubt about it, Belle is a big woman! She stands 7' tall and weighs about 400 pounds. She likes to wear blue jeans, a long underwear top and heavy boots. She has a gravelly voice and, since she is hard of hearing, speaks loudly. Belle used to wrestle buffalos, but stopped when they all became too afraid of her. Now she's a treasure hunter. Belle keeps 50' of rope and a buffalo costume in her Back Pocket.

Beliefs & Goals: Wrestling buffalos (or anything else) is fun! Fighting is fun! That Sheriff Shaky Jake sure is a cute little guy. I want him for a steady beau! I'll find the treasure so Jake and I can settle down.

Hit Points: 18 **Speed:** 4

Muscle: 6

Break Down Door: 9
Climb: 9
Fight: 9
Pick Up Heavy Thing: 9
Throw: 9

Zip: 3

Dodge: 4
Drive Vehicle: 3
Fire Gun: 4
Jump: 4
Ride: 4
Run: 4
Swim: 3

Smarts: 3

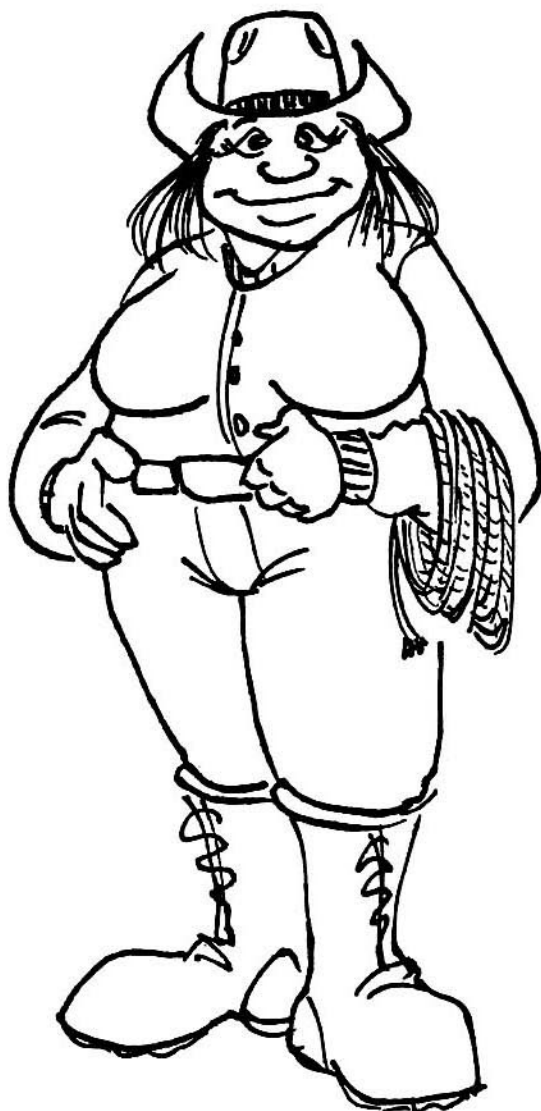
Hide/Spot Hidden: 3
Identify Dangerous Thing: 3
Read: 3
Resist Fast-Talk: 3
See/Hear/Smell: 5 for See and Smell, but 2 for Hear
Set/Disarm Trap: 3
Track/Cover Tracks: 4

Chutzpah: 3

Fast-Talk: 3
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 3
Sneak: 4

Shticks:

Toughness (vs. Physical): 9
Cosmic Shift: 6



subway system, the Grand Canyon, Kenya, etc. This will really keep the searchers guessing when you give them pieces from both maps.

Plot

It's a cloudless, sunny day as our intrepid heroes ride calmly into the quaint Western town of Las Tortillas. All is quiet and calm, nothing out of the ordinary. Suddenly, one of the visitors spies a weather-worn sign reading "Rascally Rattlesnake Saloon. Sobriety and Polite Language Prohibited." It's the first clue in a long, hilarious hunt for a fortune in gold.

The Rascally Rattlesnake Saloon

This is a big, but not very clean, saloon in the traditional Way-Out Western

style. It's a rowdy place and the gambling is rigged. Nobody bothers to break up barroom brawls. The owner is Bull Ryder he is also looking for the treasure. He hates Miss Jewel.

A Friendly Game of Poker

As soon as the PCs get inside, they'll be invited to a **game** of poker. The big gag here is that all of the poker players *cheat openly!* They Fast-Talk each other into showing their cards! They use **Sleight of Hand** to deal from the bottom of the deck or slide an aces up their sleeves! They mark the cards! They'll do anything to win!

Animators may want to get a couple of old decks of cards and use them to make one deck with 8 aces and multiple face cards. Then start up a real poker game, using jellybeans or other candy instead of money. *Be warned that you may never get past this point in the adventure, since this is really fun!* If somebody wants to mark the cards, have the player do it with a large, black felt tip marker. Make sure the marks are big and obvious. Of course, they might also mark the cards falsely – like writing "This is an ACE" on the back of a 3.

After or during the game, the visitors will want to ask around about the treasure. Every time they mention treasure to someone, he'll get a scared look on his face and bolt out of the saloon in a puff of smoke. After a while, Bull Ryder will come out of his office to find out what's going on. If someone mentions the treasure to him, he'll go into a tirade, accusing the cowboys of working for Miss Jewel. He tells them to go back to the Golden Daisy, or he'll kick them back. Of course, if they don't leave right away, he kicks any who stay, sending them out the door, across the street to land on the porch of the Golden Daisy.

The Golden Daisy Saloon

The Golden Daisy is a big saloon with plenty of booze, gambling, dance hall girls and colorful western folks (most of whom just came from the Rattlesnake). Barroom brawls are broken up by Miss Jewel's two bouncers, Bud and Lou. Both of them are big, muscular bears who love to fight. The prices here are fair and the gambling is honest.

Miss Jewel is more receptive to talking about the treasure. She'll invite the visitors back to her office to talk. She tells the PCs that there are pieces of the treasure map hidden all over Las Tortillas. She wants the treasure, too, but she has a saloon to run and doesn't have time to go traipsing around town for map pieces. She'll make a deal with the cowboys. If they hunt down the rest of the map and agree to split the treasure with her, she'll give them her piece of the map. Of course, the PCs will probably agree, planning to double-cross her.



Calamity Joan

Calamity is smart, pretty, kind-hearted and very friendly. She is also very, very accident prone! As if that weren't bad enough, her accidents usually do more damage to everyone around her than they do to her! Calamity is a 5'-tall Cocker Spaniel who wears a buckskin skirt and blouse with lots of fancy beadwork. She also wears matching boots and cowboy hat. Her holster contains two pearl-handled .45s and plenty of bullets. Calamity is a pretty good shot. She carries a first aid kit, plenty of spare change and a blanket in her Back Pocket.

Beliefs & Goals: Most people are basically good and will help me find the treasure so I can give it to the poor. I guess I'll just have to shoot the others. I should always be polite and help folks out when they're in trouble. I try not to cause accidents, but if I do, I apologize and help straighten things out.

Hit Points: 11

Speed: 6

Muscle: 4

Break Down Door: 4

Climb: 5

Fight: 5

Pick Up Heavy Thing: 4

Throw: 6

Zip: 5

Dodge: 5

Drive Vehicle: 5

Fire Gun: 8

Jump: 6

Ride: 7

Run: 6

Swim: 6

Smarts: 6

Hide/Spot Hidden: 7

Identify Dangerous Thing: 7

Read: 7

Resist Fast-Talk: 7

See/Hear/Smell: See 3,

Hear and Smell 7

Set/Disarm Trap: 7

Track/Cover Tracks: 7

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 7

Continued on next page . . .

That's okay, 'cause she's planning to double-cross them when they get the map together.

Picking Up the Pieces

The next part of the adventure consists of the wranglers exploring the town and trying to dig up the pieces of the map. The Animator should have pieces of the map placed randomly, but in funny places and found in funny situations. For example, there might be a piece in the barber shop that no one can find, no matter how hard they look. But if someone gets a shave, the barber will put a hot piece of treasure map on his face instead of a hot towel!

All the while, Bull Ryder and Miss Jewel will be lurking in the shadows, trying to make the explorers Fall Down so they can steal the map pieces. Of course, if they do get the pieces, the characters will have to track *them* down and get the shards back.

The Las Tortillas Inn

This is a typical Western hotel on the north end of Main Street. Run by a friendly family of coyotes. The food here is good, but the coyotes like to sing loudly all night long.

Hotel California

Another typical Western hotel, but on the *south* end of Main Street. Much quieter than the Las Tortillas Inn, this place is run by a bunch of roadrunners. Service is *amazingly* fast, but the food is terrible.

Sheriff's Office & Jail

Shaky Jake can be found hiding here most of the time. The jail looks brand new, even though it's three years old. That's because Jake has never had the nerve to arrest anyone.

Burroughs' General Store

This store has just about anything you can **think of**. It is run by Ben Burroughs and his wife, Alice. They are friendly 3' tall prairie dogs who are just full of gossip. The store is absolutely **crammed** with merchandise. No matter what a character wants to buy, **it will always be** at the bottom of a pile! The Burroughs will get it for **them**, but the pile will come crashing down on any roll over 3. A **crashing pile of merchandise** does 1d damage to all characters (*except the Burroughs*) **within 20'**. A sneaky Animator will make sure that the **characters need to buy** lots of stuff at the store!



Calamity Joan (Continued)

Shticks:

Incredibly Bad Luck, Usable On
Others: 10

Toughness (Physical) vs. Accident
Damage Only: 8

Fancy Shootin': 7

Trick Ridin': 6

(Note: Calamity's Incredibly Bad Luck only works when it will cause a *big* accident. When one of these accidents happens, everyone within 60' of Calamity is caught up in it. Accidents should always be spectacular and cause at least 1d+1 damage to those involved.)

The Las Tortillas Tribune

The local newspaper is run by Esmerelda Gleep, a feisty little kangaroo who has strong opinions about darn near everything. Her paper's motto is "Truth, Justice and the Western Way!" Esmerelda knows just about everything about Las Tortillas' history.

Sunshine Discount Mortuary

John "Smiley" Davis owns this funeral parlor. He is a tall, thin hound dog who always looks very sad. His rates are very low. How does he do it? Volume, *VOLUME*, *VOLUME*! And lots of repeat business, too.

The characters will probably meet Mr. Davis sometime before getting to his store. Before any gunfight, the undertaker will rush around at Incredible Speed and measure everyone for a coffin. A twist on this would be to have him shoot a random character. (Since nobody in *Toon* ever dies, where does the undertaker get his business? Good question. They get shot, they Fall Down, and the undertaker buries them. If they get shot again the next day, well, that's good repeat business.



Wild Will Hiccup

There *may* be a shootist somewhere who is vainer than Will, but it's not very likely! Will is a 5'6"-tall fox who dresses in the most outrageously fancy outfits anyone has ever seen. He changes clothes every few turns. Will wears his red hair in long curls and keeps his moustache waxed and curled. As you might expect, Will hates getting dirty. His modified Cosmic Shift shtick usually prevents this. The only thing that spoils Will's image is his hiccuping. He does it all of the time, and it affects several of his skills. Will likes to play cards, but he will try to make bets on just about anything. He keeps a mirror, moustache wax, a comb and French cologne in his Back Pocket.

Beliefs & Goals: I'm the best looking shootist West or East of the Mississippi! I deserve to find that treasure and nobody's going to stop me! Change clothes often, use *lots* of cologne and *stay clean*! Play cards, make bets and win.

Hit Points: 11 **Speed:** 7

Muscle: 5

Break Down Door: 5

Climb: 5

Fight: 6

Pick Up Heavy Thing: 5

Throw: 3 (due to hiccups)

Zip: 6

Dodge: 7

Drive Vehicle: 6

Fire Gun: 5 (due to hiccups)

Jump: 7

Ride: 6

Run: 7

Swim: 7

Smarts: 5

Hide/Spot Hidden: 3 for Hide (due to hiccups), but 5 for Spot Hidden

Identify Dangerous Thing: 6

Read: 5

Resist Fast-Talk: 5

See/Hear/Smell: 6

Set/Disarm Trap: 4 (due to hiccups)

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 7

Sleight of Hand: 6 (due to hiccups)

Sneak: 3 (due to hiccups)

Shticks:

Fancy Shootin': 5

Quick Change/Disguise: 7

Cosmic Shift, Usable Only To Stay Clean: 10

The Sometown Kid

Sometown is one of the fastest guns in the West. He is *definitely* one of the dumbest! Sometown is a 6-foot cat who dresses entirely in black. He is cocky, greedy, hot-tempered and always ready for a gunfight. He likes to gamble, but isn't smart enough to know he's no good at it. He hates to be laughed at or tricked, but it takes him 1d+2 turns to *realize* he's been tricked. The dance hall girls all think he's a "cute dumb blond." Besides his two pistols, Sometown also carries a knife and a harmonica, which he plays often and badly.

Beliefs & Goals: Never back down from a fight! If nobody wants to fight, start shootin' until they *do*! Try not to get tricked or laughed at. Find the treasure and then go back to New York and buy that bridge that feller had for sale! Try to impress Miss Calamity with your Fancy Shootin'.

Hit Points: 12 **Speed:** 8

Muscle: 5

Break Down Door: 5
Climb: 6
Fight: 7
Pick Up Heavy Thing: 5
Throw: 5

Zip: 6

Dodge: 7
Drive Vehicle: 7
Fire Gun: 7
Jump: 7
Ride: 7
Run: 7
Swim: 7

Smarts: 1

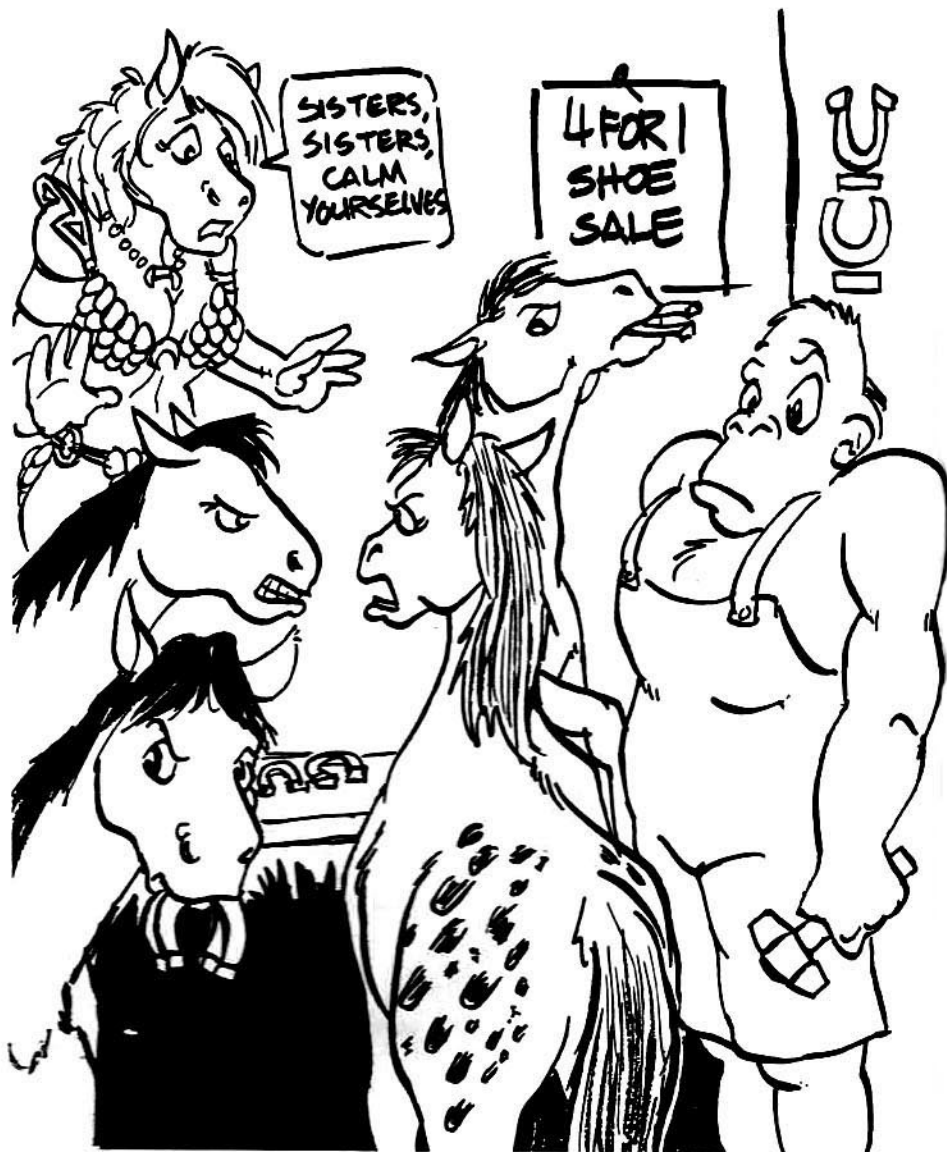
Hide/Spot Hidden: 3
Identify Dangerous Thing: 2
Read: 2
Resist Fast-Talk: 3
See/Hear/Smell: 3
Set/Disarm Trap: 2
Track/Cover Tracks: 3

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 7
Sneak: 8

Shiticks:

Fancy Shootin': 8
Trick Ridin': 7



The Blacksmith's Shop

Harry Ape is the town blacksmith. He is a 7-foot-tall gorilla with muscles on top of his muscles! Harry buys and sells horses, fixes metal things (wagon wheels, pumps, cannons) and builds metal things to order. Harry doesn't talk much. If somebody asks him too many questions, he'll drop an anvil on his head! Anvil Dropped By Ape Damage is 2 dice.

Las Tortillas Bank

This is a typical Western bank. During the day, there are always two tellers here. Matt and Jim will never do anything to stop a robbery. The bank manager, Mr. Bigbux, is always "on vacation at his sister's house in Austin." It's rumored that Mr. Bigbux is the only person who knows the combination to the bank's safe.

Anyone who tries to rob the bank will find that the safe is locked and nobody in town knows the combination. To make matters worse, the safe will resist all attempts to open it. Nothing the characters do or use (including dynamite) will open it! When they finally give up and start to walk

away, the door to the safe will slowly swing open. Inside, they'll find . . . something. Not money. Maybe a piece of the treasure map. Maybe the favorite food of one of their enemies. Maybe a million gallons of water will come rushing out. Maybe Sam Bigbux, the bank manager, will be inside with a huge shotgun. Talk fast, pardner.

Cutter's Barber Shop

The fanciest tonsorial parlor west of the Rio Grande! Owned and operated by Newt and Smedley Cutter (two short, fat possums), this barber shop has two chairs, plenty of magazines and newspapers to read (but all of them are at least 6 months old) and two friendly barbers. Like all barbers, the Cutter brothers just love to talk. The only problem with the shop is that the Cutters sometimes substitute cement for shaving cream or hair grower (or remover) for hair tonic.

The Stagecoach Office

This office is run by Oscar Duffy, a dedicated employee of Whales, Furgo & Co. He is a 5-foot-tall owl who wears glasses and a green vest. The stagecoach stops in Las Tortillas once a week.

Assorted Houses

The rest of the buildings on the map are just the homes of ordinary townsfolk. They don't like strangers barging in on them and they'll fill ya full of lead if you try!

Stuff

As the party makes its way around Las Tortillas, trying to put together the map, have them encounter some of the following fun items.

Cactus

Any time someone gets bucked off a horse, thrown through the air, falls/jumps off a building or jumps over a wall or fence, there is a 50% chance he will land on a cactus! This will do 2d of Unexpected Cactus Damage and hurt like heck! Anyone who this happens to should run around yipping like a dog for at least 2 turns.

500-Proof Booze

If someone orders anything alcoholic (except beer) in a saloon, it will be incredibly strong. After swallowing it, the victim will gag, choke, scream, pound on the bar/table, turn 16 different colors, blow smoke out his ears, shake, melt, re-form and then say some-

Big Duke

Of all the Legends of the West, Big Duke is the greatest. This 6'6"-tall California grizzly bear is as tough as they come! Getting shot, stabbed or punched just makes him mad! He wears a tan shirt and pants, a brown vest and a battered old cowboy hat. He wears a holstered pistol, but he also carries a rifle. Big Duke speaks in a slow drawl and tends to call people "pilgrim." He has sort of a staggering way of walking. He never backs down from a fistfight or a gunfight. He's very good at both. Big Duke will *never* be disrespectful to a woman unless she tries to make him Fall Down.

Beliefs & Goals: The West needs cleaning up, pilgrim, and I aim to be the one to do it! I'm nice to folks until they do or say something bad to me. When I find the treasure, I'm a-gonna buy a new hat and then head off to Mexico.

Continued on next page . . .



Big Duke (Continued)

Hit Points: 24 Speed: 5

Muscle: 6

Break Down Door: 7
Climb: 7
Fight: 9
Pick Up Heavy Thing: 7
Throw: 7

Zip: 4

Dodge: 5
Drive Vehicle: 5
Fire Gun: 8
Jump: 4
Ride: 7
Run: 5
Swim: 4

Smarts: 5

Hide/Spot Hidden: 5
Identify Dangerous Thing: 6
Read: 5
Resist Fast-Talk: 6
See/Hear/Smell: 5
Set/Disarm Trap: 5
Track/Cover Tracks: 6

Chutzpah: 4

Fast-Talk: 5
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 4
Sneak: 5

Shticks:

Toughness (Physical): 10
Fancy Shootin': 6

thing like "Aaaah! That there was real smooth!" Make a Muscle Roll, or take one point of Bad Booze Damage.

Why drink the awful stuff? Well, for one thing, when you're a stranger in town, nobody in a saloon will talk to you until you've sampled their local rotgut. Of course, on a successful Sleight of Hand roll, you can pour the booze down your own back, or into a potted plant, or into somebody else's glass, and make them *think* you drank it. If you fail the roll, though, things could get messy unless your Fast-Talk is better than your Sleight of Hand was.

The Town Cannon

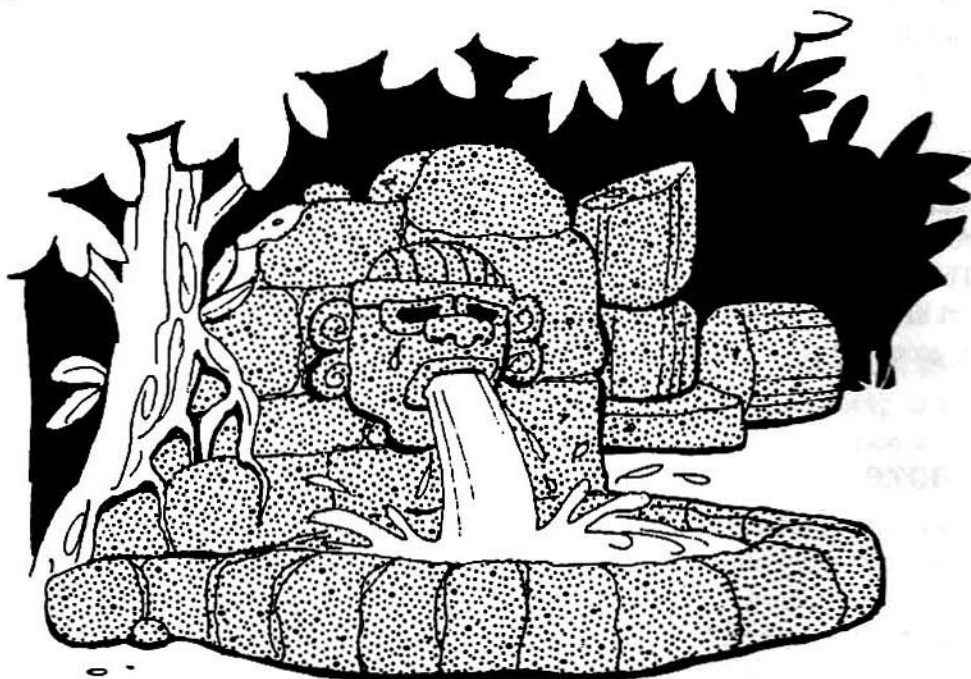
This sits in the center of the Town Square. There are 5 cannonballs next to it. If a character can find or buy some gunpowder (or dynamite), he can try to shoot the cannon at any target they choose. At this point, the Animator should roll 1d. A roll of 1 or 2 means the cannon fired normally, and the character must then make a Fire Gun roll to hit the target. A cannonball does 2d of Cannonball Damage. A roll of 3 or 4 means that the cannon explodes, doing 3d+1 of Exploding Town Cannon Damage to everyone within 30' of it! On a roll of 5 or 6, the cannon fires backward and hits whatever (or whoever) tried to fire it.

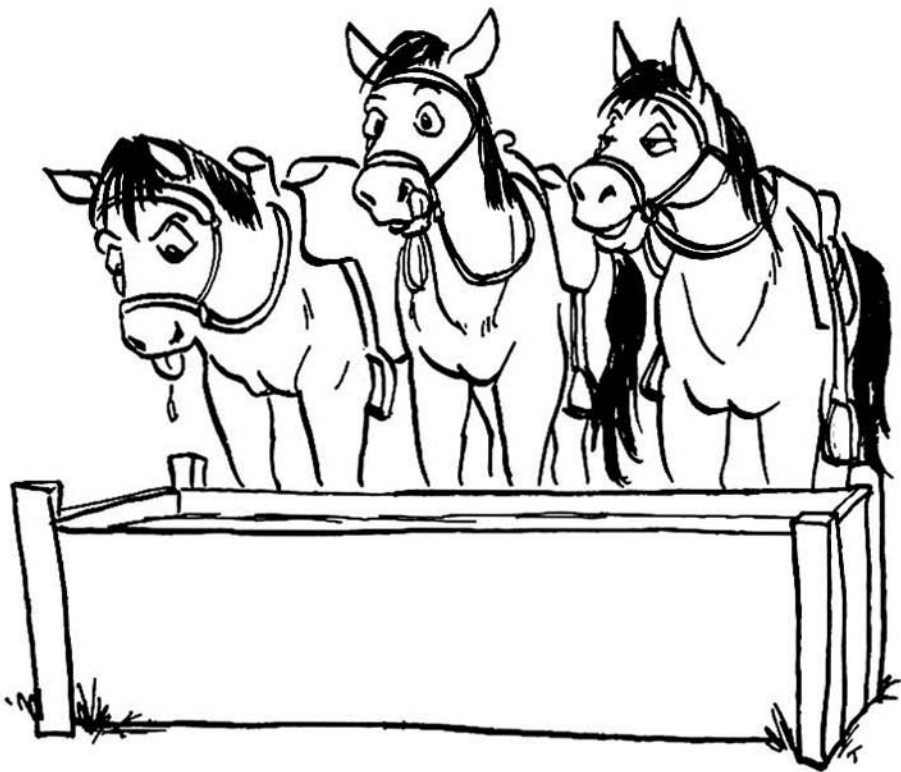
Stampeding Cattle

At any time during the adventure, the Animator can have a herd of longhorn cattle stampede through the scene. This can happen *anywhere*, including indoors! Imagine a PC's surprise when a herd of steers rumpages through her shower! Anyone caught in a stampede takes 2d+1 Cow Stomping Damage.

Watering Troughs

These are found along the streets of Las Tortillas. They are always full





of water and are great to hide behind during gunfights or dunk people into. The bigger troughs may contain fish, or even alligators.

At the Animator's discretion, these troughs may also be filled with something other than water. Filling them with beer or whiskey and then letting horses drink from them will make for interesting chase scenes later on. Filling them with whipped cream will Boggle anyone who falls in.

The Dynamite Shack

This is on the edge of town near Old Pete's Mine. Anyone who doesn't get shot by Old Pete can grab 1d+1 sticks of dynamite during the big gunfight.

Animals

Besides horses and stampeding cattle, the characters will encounter other typical western animals. There will be cats, dogs, chickens, ducks, geese and goats in many back yards. On the outskirts of town will be snakes, bugs, coyotes, armadillos, roadrunners and anything else the Animator thinks would be funny. Some of the animals in and around town may be smarter than most of the PCs and NPCs!

The Double-Cross

As soon as the group has the last piece of the map, which is the one that shows clearly that the treasure is in Old Pete's Mine, Miss Jewel shows up carrying a Gatling gun way too big for her. She demands that the PCs hand over the map and split town or she'll turn them into Swiss cheese. If

Shaky Jake

Shaky Jake is the 4-foot-tall, 80-pound mouse who is Sheriff of Las Tortillas. He wears jeans, boots, a cowboy hat that's too big and a blue shirt. The sheriff's star pinned on the shirt is the size of a dinner plate. Jake wears a pistol, but he's too cowardly and shaky to use it. Jake is afraid of just about everybody and everything. This makes him very easy to Fast-Talk. He has a bottle of milk and a portable hole in his Back Pocket. Jake speaks in a nervous, shaky voice.

Beliefs & Goals: This job is gonna get me killed! I'm only Sheriff because my uncle is the Mayor! Try not to make anybody mad! Find safe places to hide!

Hit Points: 7

Speed: 8

Muscle: 3

Break Down Door: 3

Climb: 4

Fight: 3

Pick Up Heavy Thing: 3

Throw: 3

Zip: 6

Dodge: 7

Drive Vehicle: 7

Fire Gun: 3 (due to nerves)

Jump: 7

Ride: 5 (due to nerves)

Run: 9

Swim: 7

Smarts: 4

Hide/Spot Hidden: 7

Identify Dangerous Thing: 8

Read: 4

Resist Fast-Talk: 2 (due to nerves)

See/Hear/Smell: 6

Set/Disarm Trap: 4

Track/Cover Tracks: 6

Chutzpah: 1

Fast-Talk: 2

Pass/Detect Shoddy Goods: 4

Sleight of Hand: 3

Sneak: 7

Shtick:

Quick Change/Disguise: 6

they don't comply, she'll start shooting, and anyone who Falls Down actually turns into Swiss cheese.

If they give the map to Miss Jewel, she'll exclaim "Old Pete's Mine. I should have known." Seconds later newspaper boys appear all over town, carrying newspapers and shouting "Extra! Extra! Treasure location found." The newspapers have better maps than the party does. News travels fast in these parts. At this point everyone in town will start stampeding toward the mine. The PCs had better hurry.

Old Pete's Mine

Old Pete is a 4' tall human miner who has a mine and a little shack on the south edge of town. Old Pete is about 80 years old and crazy as a loon. He doesn't like visitors and will shoot on sight! His Fire Gun skill is 8. His Resist Fast-Talk is 9! On top of all this, Old Pete hasn't bathed in about 30 years! Anyone getting within 20' of him takes 2 points of Crazy Miner Aroma Damage in addition to getting shot!

When the PCs arrive, there is a huge gunfight going on in front of the mine. Of course this is a *Toon* gunfight, so instead of (or in addition to) assessing regular damage, the Animator can roll on the *Bang! Bang! You're . . .* table on p. 75 to get really *screwy* results! Animators should also encourage the use of Fancy Shootin' and any other shticks that make things funny. Of course, the undertaker will be running around burying anyone who Falls Down.

The Big Finish

At some point, Old Pete will Fall Down. Most of the other characters in the town are too busy having a gunfight to notice! This is a perfect time for the PCs to sneak into the mine and get the treasure. Deep in the darkness of the mine shaft is a big chest. The brave cowboy opens it and finds . . .

A chest full of ice cubes! That's right, ice cubes. Undoubtedly, one of the players will say "Huh? What's this?" To which the Animator replies, "A fortune in cold!"

Other possibilities include a fortune in mold, a fortune in gourds, a fortune in golf, or for a really wacky treasure, check out the *And the Treasure Really Is . . .* table on p. 75.

Plot Points

Good Guy cowboys should get a Plot Point **every time** they manage to disable an opponent without making him **Fall Down** – shooting a gun out of a hand, Boggling them with a really **funny pun** or **roping** them with a fancy rope trick are just a few ideas. Finding the treasure is worth one Plot Point for everyone in the group, and getting Miss Jewel out of the way can be worth one or two points, depending on how funny it is.



Variations

You can use these ideas for sequels, or just throw them all in together to make the players even more confused and hysterical than they already are.

Old Pete vs. Everybody!

The PCs and NPCs *know* that Old Pete has a big treasure stashed in his mine and they all want it! The problem is that Pete has filled the whole area around his mine with a never-ending variety of booby-traps! Of course, the characters *do* have the latest Ace Catalog from back east. Can they build devices to get past Old Pete's defenses? (Note to Animators: The would-be thieves should *never* reach the treasure! They *should* get repeatedly beaten to a pulp by both Pete's booby-traps and their own inventions!)

Good Guys and Bad Guys

Half of the PCs and NPCs are good folks who want to return the treasure to its rightful owner, the Poor Old Widow With Nine Kids. The other half don't give a hoot about widows or kids... they want the treasure for themselves! This variation will have more teamwork than the original, but is otherwise exactly the same.



Different World, Same Story

For this variation, you just move the whole adventure into a sci-fi background! Substitute ray guns for pistols, stampeding alien herbivores for stampeding cattle and robot horses for real horses. (The robot horses might be smarter than anybody else in the cartoon.) Make some of the characters (PCs or NPCs) into robots. (For more information on creating robots, see the *Star Toon* chapter of the *Tooniversal Tour Guide*.) Once you've changed things around, just run the adventure as if it were still set in the Old West.

Bull Ryder

At 6' 6" and 500 pounds, Bull is a big hombre. He is a longhorn bull and proud of it! He wears a black suit with a white shirt. He carries a derringier pistol in one pocket and a set of brass knuckles in the other. Bull speaks in a deep, rumbling voice and always uses proper language. He likes to boss everyone around and is very greedy. He hates Miss Jewel and wants to use the treasure money to drive her out of business. Bull is very afraid of spiders.

Beliefs & Goals: I'm going to be boss of this town and that's *that*! I won't let Miss Jewel or anyone else get that treasure! Look out for spiders!

Hit Points: 16 **Speed:** 6

Muscle: 6

Break Down Door: 9

Climb: 9

Fight: 9

Pick Up Heavy Thing: 9

Throw: 9

Zip: 5

Dodge: 6

Drive Vehicle: 5

Fire Gun: 5

Jump: 5

Ride: 5

Run: 7

Swim: 5

Smarts: 6

Hide/Spot Hidden: 7

Identify Dangerous Thing: 7

Read: 6

Resist Fast-Talk: 8

See/Hear/Smell: 6

Set/Disarm Trap: 8

Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 7

Sneak: 7

Shticks:

Incredible Speed: 7

Toughness (vs. Physical): 8

Miss Jewel

Miss Jewel, owner of the Golden Daisy Saloon, is the most beautiful woman in Las Tortillas. She always wears fancy dresses and lots of makeup. She always acts sweet and ladylike. However, since she is a 5' tall *leopard*, she is as sneaky and predatory as she is pretty. She wants the treasure so she can run Bull Ryder out of town. She also wants to embarrass him as often as possible. Miss Jewel will use her Hypnosis skill on any male characters to get them to work for her. In her Back Pocket, Miss Jewel carries expensive perfume, a makeup kit and a sawed-off shotgun. She speaks in a soft voice and has a deep Southern accent.

Beliefs & Goals: Ah deserve to be boss of this town and Bull Ryder deserves to be embarrassed and boggled! Ah'll use all mah wiles to find that treasure. Ah'll sweet-talk that stupid Samedunce Kid into helping. I gotta watch out for The Mouse With No Name and Big Duke because ah can't trust them to stay hypnotized.

Hit Points: 8

Speed: 6

Muscle: 4

Break Down Door: 4

Climb: 7

Fight: 6

Pick Up Heavy Thing: 4

Throw: 4

Zip: 5

Dodge: 6

Drive Vehicle: 5

Fire Gun: 6

Jump: 6

Ride: 5

Run: 7

Swim: 5

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 9

Read: 9

Resist Fast-Talk: 8

See/Hear/Smell: 9

Set/Disarm Trap: 8

Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 7

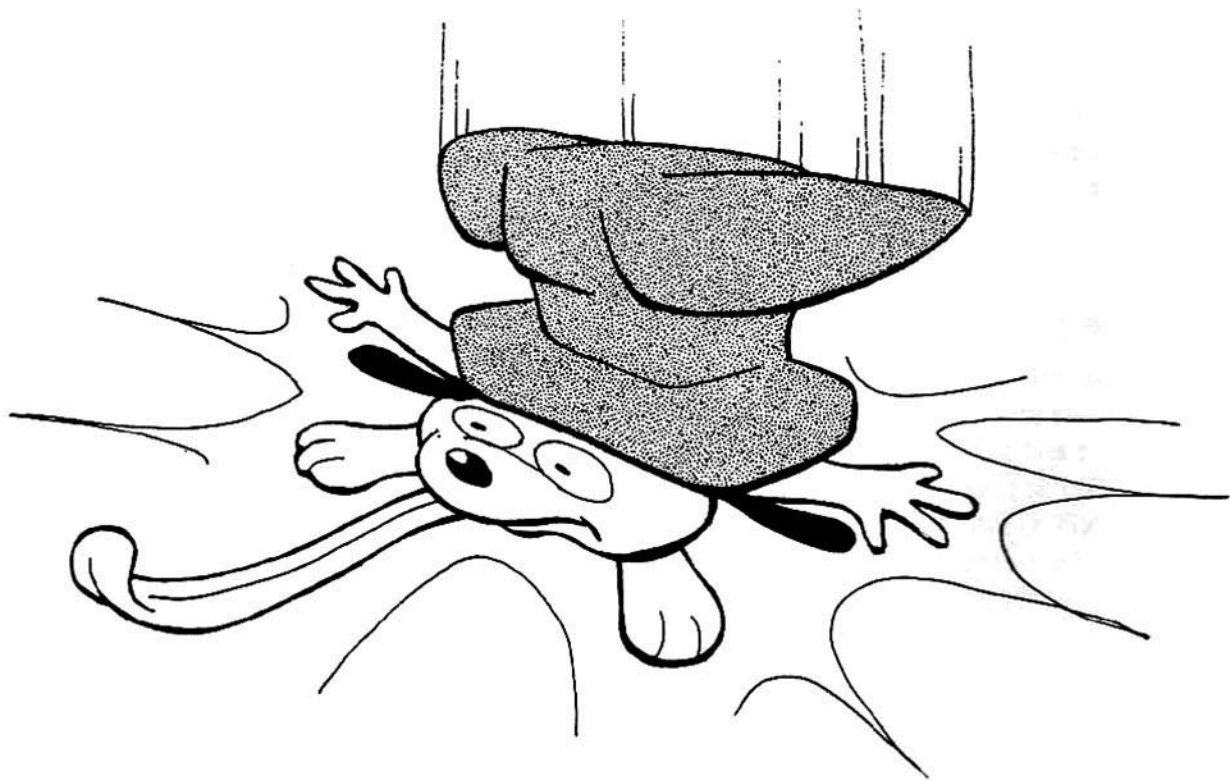
Sleight of Hand: 7

Sneak: 9

Shticks:

Hypnosis: 7

Quick Change/Disguise: 6



The "Bang, Bang! You're . . ." Table

Use this table when you want a bullet to do something other than normal damage.

- 11 Covered with maple syrup
- 12 Turned into some other species for 1d turns
- 13 Maximum Boggled
- 14 Wrapped in ribbons
- 15 Hit for double damage
- 16 Sprayed with neon yellow paint
- 21 Hit with a water balloon (1 point damage)
- 22 Hit for normal damage, but knocked back 60'
- 23 Covered with rose petals
- 24 Konked by a hammer (1d+1 damage)
- 25 Shrunk to 6" high for 1d turns
- 26 Turned to stone for 2 turns
- 31 Sprayed with water
- 32 Sprayed with shaving cream
- 33 Boggled
- 34 Covered with grease (-3 to all Zip skills for 1d turns)
- 35 Turned into a chicken for 3 turns
- 36 Blown up (2d+2 damage)
- 41 Sprayed with itching powder (itch for 1d+1 turns)
- 42 Wrapped in rope
- 43 Invisible (1d turns)
- 44 Incredibly fat (1d turns)
- 45 Teleported to any spot in town the Animator chooses
- 46 Zapped with 50,000 volts (1d+2 damage)
- 51 Turned into a cow (2 turns)
- 52 Covered with glue
- 53 Frozen in a block of ice (1d turns)
- 54 Konked by an anvil (2d damage)
- 55 Sprayed with cheap perfume (2d+1 turns)
- 56 Crushed by a falling buffalo (2d Falling Buffalo Damage)
- 61 Teleported to Old Pete's Mine
- 62 Suddenly standing over a Portable Hole (1d Falling Damage)
- 63 Sprayed with extra hot chili (2 points damage)
- 64 Healed of all damage
- 65 Turned into the double of another PC or NPC (Animator's choice, 2d turns)
- 66 Any three of the above (that's right, Animator's choice)

The "And The Treasure Is . . ." Table

Roll on this table to see what the treasure chest *really* contains.

- 11 Mud
- 12 Poker chips
- 13 Assorted jewels
- 14 Assorted chocolates
- 15 Assorted snakes
- 16 A boxing glove on a spring (1d damage)
- 21 An angry skunk
- 22 \$50.00 in pennies
- 23 A lottery ticket
- 24 Cooked oatmeal with raisins
- 25 Stampeding cattle
- 26 Laughing gas (1d+1 turns)
- 31 Crying gas (1d+1 turns)
- 32 A bundle of lit dynamite sticks (2d damage to everyone within 60')
- 33 Gold coins
- 34 Fake gold coins
- 35 Chocolate chip cookies
- 36 A copy of "Treasure Hunting for Fun and Profit"
- 41 An angry swarm of bees (1d+1 damage)
- 42 Aluminum cans (Recycle!)
- 43 Silver coins
- 44 Spaghetti (with meatballs)
- 45 Spaghetti (with golf balls)
- 46 Old Pete with a shotgun (1d+3 damage)
- 51 A copy of "GURPS Daytime TV" (1d damage)
- 52 Chocolate pudding
- 53 A spraying firehose (1d damage and 20' of knockback)
- 54 An angry bear (2d of Angry Bear Damage)
- 55 A lit bomb (2d damage to everyone within 40')
- 56 \$1,000,000.00 in cash
- 61 A Foogle Bird (but at least he's not angry)
- 62 10 Heat-Seeking Coconut Cream Pies (1d damage plus Boggling)
- 63 Another treasure map
- 64 Lots of spiders
- 65 A bag of jellybeans
- 66 A note saying "IOU \$1,000,000.00 in gold. Yours truly, LM. Greedy"

Cartoon Series:

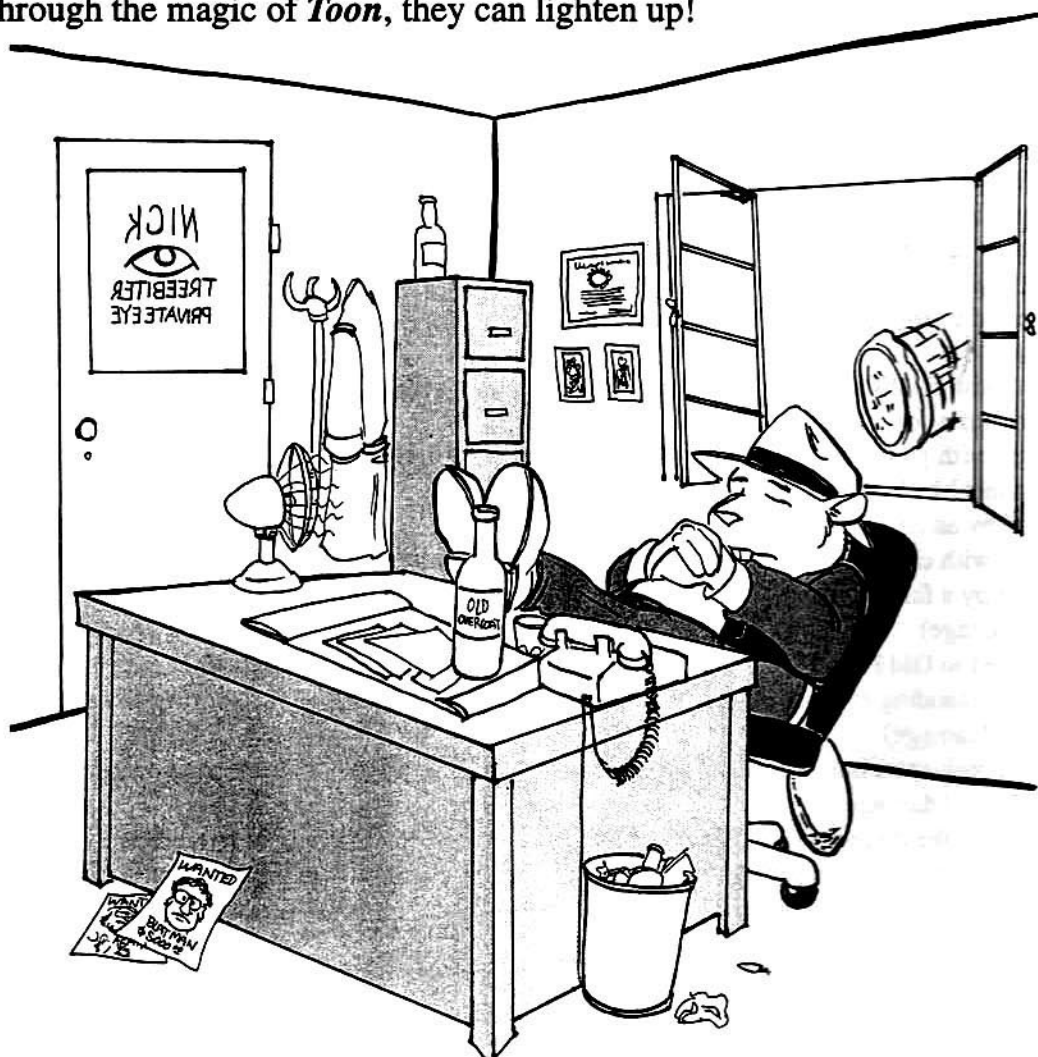
Crime and Toonishment

By Matthew F. Porter

Welcome to the Dark Underside of the Big City!

In shadowy movies and gritty novels, crime stories have thrilled generations. Sam Spade, Philip Marlowe, Mike Hammer – they all draw us into their dark, sinister world.

Now, through the magic of *Toon*, they can lighten up!



For every person in the Big City, there's a crime waiting to happen. For every *cartoon character*, there's a *weird* crime waiting to happen!

Here's your chance to enter the world of cops and robbers. Gangsters and gun molls. Snitches and stool pigeons. And, of course, hard-boiled detectives, poached detectives, and detectives over easy with a side of bacon.

So put on your trench coat! Load your heater! Polish your badge! And watch your back. You never know who's packing a cream pie!



Character Types

There are ten million stories in the naked city. There aren't *quite* that many character types in *Crime and Toonishment*, but there are a lot of them, on both sides of the law.

Detectives

Detectives are the often the heroes of *Crime and Toonishment*, or the closest thing it has to heroes. They are the tough, lonely guys people turn to in times of trouble. Wise to the ways of the world, a Detective trusts no one but his gun, his bottle of bourbon, and his wits. Well, OK, *maybe* he trusts his mommy. But that's *all*!

If there's one thing all Detectives are good at, it's overly dramatic narration. "It was raining in the Big City. A cold rain. A cold, hard rain. A cold, hard, purple rain. A hard, cold, purple, ugly rain. A hard, cold, purple, ugly . . . [skip 5 pages] rain. The kind of rain that keeps me from going out looking for trouble. So trouble came looking for me. Big trouble. Big, mean trouble. Big, mean, nasty trouble. Big, mean, nasty, purple trouble . . ." You get the idea.

There are two different types of Detectives: Private Eyes and Police Detectives.

Private Eyes are in business for themselves, trying to make a living by solving other people's problems. A private eye is always broke, always behind on the rent, and always looking for that next case to help pay the bills. Also, it can get *really* boring just hanging around the office. A

Elliott Mess

Elliott Mess is a Special Agent with the Bureau of Alcohol, Tobacco, Firearms and Other Stuff We Don't Want You to Have. He is a 5½-foot-tall eagle, and he tends to be very stiff and serious – so serious that others find him funny. He wears a dark brown suit and a sharp fedora hat. He keeps a standard-issue .38 revolver in his pocket (does 2d damage).

Beliefs & Goals: Uphold the law; stop people from selling liquor and doing other illegal things. Law enforcement is a very serious business. Pay attention only to hard facts.

Hit Points: 11 **Speed:** 6

Muscle: 3

Break Down Door: 5

Climb: 3

Fight: 5

Pick Up Heavy Thing: 3

Throw: 3

Zip: 5

Dodge: 5

Drive Vehicle: 6

Fire Gun: 8

Jump: 5

Ride: 5

Run: 7

Swim: 5

Smarts: 4

Hide/Spot Hidden: 7

Identify Dangerous Thing: 7

Read: 4

Resist Fast-Talk: 6

See/Hear/Smell: 6

Set/Disarm Trap: 4

Track/Cover Tracks: 7

Chutzpah: 2

Fast-Talk: 2

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 2

Sneak: 6

Shticks:

Detect Item (Booze): 5

Incredible Luck: 5

Little Seymour

Little Seymour is far from little: he's a giraffe with an attitude, standing 12½ feet, straight and tall. He carries a tommygun – often in a violin case – and a revolver (2d damage). He wears a black suit, black shirt, white tie, a black snap-brim hat, and dark black sunglasses.

Beliefs and Goals: Fighting is fun, but scaring people without fighting is even better. Looking cool is important. Protect Sammy the Nose at all costs. (Well, *almost* all costs. I don't want to mess up my clothes or anything like that.)

Hit Points: 9

Speed: 4

Muscle: 6

Break Down Door: 6

Climb: 6

Fight: 8

Pick Up Heavy Thing: 6

Throw: 6

Zip: 3

Dodge: 3

Drive Vehicle: 3

Fire Gun: 6

Jump: 5

Ride: 3

Run: 4

Swim: 3

Smarts: 5

Hide/Spot Hidden: 7

Identify Dangerous Thing: 8

Read: 5

Resist Fast-Talk: 7

See/Hear/Smell: 5

Set/Disarm Trap: 7

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 9

Sleight of Hand: 8

Sneak: 9



Private Eye is prepared to go outside the law to get his job done. Some of them revel in it.

Duck Drake, on p. 196 of *Toon*, is the perfect hardboiled Private Eye. Spade Marlowe, on p. 60 of the *Tooniversal Tour Guide*, is another private detective. He's a duck, too. What is this, a conspiracy?

The Witchdusters, on p. 126 of *Toon*, are sort of like Private Eyes, but they specialize in *ghosts*. In a case with supernatural overtones, the Animator could bring in the Witchdusters as NPCs, to get in the way with their high-tech ghost-grabbing gadgets.

Police Detectives are the plainclothes officers of the Big City Police Department. They get too much work and too little pay, drink too much bad coffee and eat way too many donuts. A police detective knows how to do his job, but rules, politics, and his superiors often get in his way.

A typical Police Detective has the Belief of "Crime Does Not Pay," and the Goal of "Solve That Crime!"

G-Men

G-Men are crime-fighters who work for the Toonited States Government. They tend to be clean-cut, upright, and *very* serious, but some of them are proud of being sneakier than the criminals they chase. Most G-Men work for the FBI, the Secret Service, or the Bureau of Alcohol, Tobacco, Firearms, and Other Fun Stuff. Local and detectives often feel a keen rivalry toward the G-Men, because they think the G-Men come in from Washington to grab all the glory.

James Bomb, on p. 198 of *Toon*, could be a sneaky G-man. Elliott Mess (p. 77) is the serious type. Note that these two would *not* get along very well if they worked together on a case. Heh, heh.

Superheroes

Sometimes a crime-fighting superhero will show up the Big City, getting in the way of all the hard-boiled detectives and honest cops. Talk about glory hogs . . . superheroes make even the G-Men seem modest. The situation has to be pretty grim before the hard-working cops will accept any help at all from one of those costumed loons.

Roboduck, on p. 196 of *Toon*, is a good costumed loon. (Okay, okay, a duck, not a loon. Put me down!) And *Supertoons*, on p. 148 of the *Tooniversal Tour Guide*, has lots of super-saps in funny outfits.

Dames

(Tough cops and crooks *never* say "women." They say "dames" or "frails" or "little ladies," and call them all Toots or Doll. They sometimes take 1d of Great Big Purse Smack On The Head Damage, too.)

The Girlfriend of the Detective. She might be impossibly pure and innocent, or she might have a shady past she's trying to forget. She's often tired of playing second fiddle to the Detective's work, and subtly hints about wanting to get married. (Since this is *Toon*, her hints might not be so subtle. Hitting him over the head with a 500-pound *Blushing Brides Magazine* or papering his walls with wedding ring advertisements just might work.)

The Secretary. Her boss, the private eye, hasn't paid her in 15½ years, but she keeps working for him anyway. She's as smart and tough as the Detective, but doesn't show it until he's made a mess of things. A Secretary usually has the Shtick of Read Boss's Mind (see p. 84), so she knows what her boss wants even before he does. The Secretary might be The Girlfriend as well (see above). If she's not, The Girlfriend is probably jealous of her.



The Moll. This is the bad guy's girl, a tough, sexy dame with a dark past. She's usually a singer in the gangster's nightclub. She may fall for the Detective, or vice versa, but she's prepared to use all her wiles – and the nickel-plated revolver in her purse – to get what she wants, which is usually money or a shot at big-time show biz. She might be the smartest one in the whole adventure, or she might be totally clueless.

Carmen Flambe (p. 95) is a Moll.



Martin McMartin

Martin is a short, pudgy gopher. He's Elliott's assistant. He wears thick round eyeglasses, but even with them on he can hardly see a thing. He wears a rumpled tweed suit and carries an old fashioned camera. (See *Cameras*, under *Stuff*, for details.)

Beliefs & Goals: Law enforcement is an exciting job. Get as much evidence as you possibly can. Take lots of pictures! When in doubt about something, snap some photos; then you can wait until later to figure out what it was.

Hit Points: 7

Speed: 4

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 4

Pick Up Heavy Thing: 5

Throw: 6

Zip: 3

Dodge: 3

Drive Vehicle: 3

Fire Gun: 3

Jump: 3

Ride: 3

Run: 5

Swim: 3

Continued on next page . . .

Martin McMartin ***(Continued)***

Smarts: 2

Hide/Spot Hidden: 2
Identify Dangerous Thing: 2
Read: 2
Resist Fast-Talk: 3
See/Hear/Smell: 2
Set/Disarm Trap: 4
Track/Cover Tracks: 2

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 5
Sneak: 5

Shtick:

Incredible Luck: 7

Reporters

Reporters for the Big City's daily newspaper are always on the lookout for a good crime story. Sometimes reporters wind up doing detective work of their own. Other times, they just make life really hard for professional detectives. Sometimes the detective ignores this, but other times he punches the reporter in the nose or, in extreme cases, drops a piano on his head.

Reporters always carry notebooks and pencils, and always have a press card sticking in their hatbands. They think they're welcome everywhere, and they are always terribly surprised when the gangster boss tells his hoods to put them in the trash-masher or give them a cement overcoat.

For some good sample reporters, see Jane Copybook (p. 92), Maxwell Penpoint (p. 91), and Irving (p. 94).

Gangsters

Gangsters are the powerful criminals who really run things in The Big City. They are the masters of Disorganized Crime. They want to control everything which involves money, from booze and gambling to little



Timmy's lemonade stand down the street. (Few people realize that Little Timmy pulls down about five grand a week.)

The top gangsters live lavish lifestyles, are always surrounded by an entourage of second-string gangsters, and control armies of hoods and hit men to do their dirty work for them. Gangsters always wear expensive suits and try to pass themselves off as honest businessmen, even though everyone *knows* they're gangsters.

Sammy the Nose (p. 82) is the boss Gangster in *Toon Tales*. Knuckles McGurk, on p. 198 of *Toon*, is another great Gangster. If he gets out of *Toon* and poaches on Sammy's turf in this book, there'll be real trouble . . .

Hoods

Hoods are the gangsters' foot soldiers, the petty thugs who do the dirty work. They're usually not too bright, but they can use a gun and can follow orders. Sort of. Most of the time, anyway.

Hoods always wear dark suits, dark shirts, white ties and big snap-brim hats. As a group, they're called "da boys." Hoods have names like Rocco, Legs, Louie and Nick. Some of them have names like Fauntleroy and Nice Eddy, but they get teased a lot. Hoods always carry guns – preferably several of them. No matter how many Hoods the heroes Knock Down or drag off to jail, the gangsters can always get more.

Fortunately for the Animator, there are lots of good Hoods skulking around. In this book, Little Seymour (p. 78), Kneecaps Ravioli (p. 97), and Da Generic Boys (p. 83) are ready for trouble. In the original *Toon* book, Mack the Mouse (p. 195) could be a Hood, and Boinie da Bunny (p. 196) and Big Eddy (p. 198) are perfect for the job. So is Zeeber (p. 199), if you want a *smart* Hood.

Other Criminals

Criminals aren't always connected with Disorganized Crime. Sometimes they're just people who break the law because of greed, jealousy, anger, or just plain weirdness. Criminals are often rich, snooty Society types, living in big mansions and doing everything they can to avoid scandal (which is pretty hard to do in a *Toon* game.) Rich criminals will always try to bribe the Detective to keep things quiet, and if that doesn't work they'll hire some Hoods to make him Fall Down a few dozen times.

Good criminals to start with include the rich, nasty Seamus McPoodle (*Toon*, p. 83), the fast-talking Harry Flex (*Toon*, p. 117), and the monstrosously mad Dr. Marcus Malevolent (*TTG*, p. 61) with his army of crazed cultists.

Suspects

Everybody who isn't a cop or a known criminal is a suspect. Everybody in the world. The stranger they are, the more likely they are to be a criminal. Of course, the more normal they are, the stranger they are in *Toon* and the more likely they are to be criminals. And any cop or detective just might turn out to be a suspect. Suspects are everywhere! As a



Sammy the Nose

Sammy the Nose is a powerful gangster. He controls all of the gambling and bootleg booze trade in The Big City. He looks like a short human, wearing a sharp pin-striped suit and a wide-brimmed fedora, but instead of a normal head and face all you can see protruding from under his hat is a *gigantic nose*. Sammy carries a very heavy automatic pistol in his pocket (does 2d damage).

Beliefs and Goals: You can never have enough power or enough money. Keep the speakeasy in operation; it makes an awful lot of money. Avoid the police and the feds when you can, and fight them when you have to. Don't let anyone make jokes about your nose!

Hit Points: 7 **Speed:** 6

Muscle: 4

Break Down Door: 4
Climb: 4
Fight: 5
Pick Up Heavy Thing: 4
Throw: 4

Zip: 5

Dodge: 6
Drive Vehicle: 6
Fire Gun: 7
Jump: 5
Ride: 5
Run: 5
Swim: 5

Smarts: 4

Hide/Spot Hidden: 4
Identify Dangerous Thing: 6
Read: 5
Resist Fast-Talk: 9
See/Hear/Smell: 8
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 5

Fast-Talk: 6
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 5
Sneak: 6

Shtick:

Quick Change/Disguise: 5



matter of fact, a good crime-fighter is willing to arrest *himself* if the evidence looks suspicious.

Dr. Nutzenboltz (*Toon*, p. 99) is a good suspect, because he's crazy and has a big lab full of weird stuff. Johnathan T. Muggsworth (*Toon*, p. 64) is a natural suspect because he's rich. And Jeeves, the Butler (*Toon*, p. 63) is the best suspect of all, because *everybody* knows the butler did it. (A detective who fails a Smarts roll might automatically arrest Jeeves as soon as he finds out what he does for a living.)

Cops

These are the uniformed cops on the beat. They usually speak with thick Irish brogues. Cops are suspicious of everyone. They won't listen to excuses, and will take any opportunity to "haul you down to the station house," so you can "tell it to the Sergeant." Cops don't like private eyes at all, and don't much care for plainclothes police detectives either. ("Why, I've got more experience in me little finger than all o' those fancy detectives combined.")

Flatfoot O'Rourke, on p. 75 of *Toon*, is the perfect cartoon cop; he's tough but nice. Officer O'Cudgel (p. 89) is just tough. Sgt. Karpov Trotsky, (*Toon*, p. 95) is another tough cop – put him in a uniform for this kind of adventure, but let him keep his blunderbuss.

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Clients and Other Victims

A Police Detective doesn't really have clients – he just reports to the Captain of Detectives, who tells him what crimes to solve.

A Private Eye, on the other hand, needs a client to give him a crime (or a mystery) to solve, and to pay him for solving it. Sad, pretty young women, nervous middle-aged men, and wealthy socialites trying to avoid scandal all make good clients. Sometimes the Detective's client will be the victim of a crime such as blackmail or extortion. For other crimes, such as murder, the client will be someone close to the victim; murder victims themselves don't get around much (but then, this is *Toon* . . .), so they don't make very good clients. Unless you want your detective game to be a ghost story, too, which is fine with us.

Sometimes (especially if he's a player character,) the client may insist

on following the Detective as he investigates the case. This will allow the inexperienced client to cause lots of extra trouble for the detective. Other times, the client may mysteriously disappear once the investigation is underway. This is usually because he's the bad guy, but could be because he had a dentist's appointment.

The Kid

There's always a tough street kid who reminds the Detective of himself at that age. Of course, the Detective may not *want* to be reminded of himself at that age, but it's too late – the Kid isn't leaving. Street kids always have high Zip and high Chutzpah.

New Rules

Here are some new rules which the Animator can use to help make the game a good parody of detective stories.

Heaters, Gats and Pieces

Never call a gun a gun. People in detective stories use strange words for lots of things, but guns practically have a language all their own. No Detective or Hood – and hardly anybody else – will ever call a gun a “gun,” or even use other commonplace terms such as “pistol” or “shot-gun.” Instead, a gun is a heater, a piece, a rod, a roscoe, a gat, a tommy, a hatchet, an equalizer . . . ANYTHING except a “GUN”! (Go ahead! Make up your own slang! Call a revolver a Toaster Oven, and look at other players like they're crazy when they have no idea what you're talking about!)

Green Stuff

Never call money “money.” Money, like guns (excuse me, *heaters*), is very important in the world of *Crime and Toonishment*. It, too, has a million different slang names, and should *never* be called just “money.” Instead, it's Clams, Bills, Green, Lettuce, or Greenbacks. It's Jacksons, Hamiltons, Lincolns, or Veeblemeisters (depending on the denomination, and on who has been President in your Toonited States). It's Dough, or Simoleons. But it's never just “money.”

This slang may lead to a kidnapper, for example, demanding “50,000 clams.” This is *Toon*. You know what to do.

The Animator should warn the players of these two rules when the game begins. Enforcement should be fun. If a Detective uses one of the Forbidden Words, an agent of the State Slang Patrol can come along and try to take away his badge or Private Eye license.

In tough company (like in a gang of hoods) anybody who uses the words GUN or MONEY immediately gets konked on the head by all the other hoods as a sort of friendly reminder. Each of these love pats does 1d-2 damage.

Da Generic Boys

These run-of-the-mill criminals are the footsoldiers of Sammy the Nose's army. They all wear black suits with white ties. Some carry tommyguns; the others carry pistols (2d damage). There are 12 hoods in the *Purple Duck*. Sammy the Nose can get more of them from across town, but that takes a while.

Beliefs & Goals: Do what da boss wants, 'cause he pays me and 'cause I don't want to get him mad.

Hit Points: 7 **Speed:** 6

Muscle: 6

Break Down Door: 6

Climb: 6

Fight: 7

Pick Up Heavy Thing: 6

Throw: 6

Zip: 5

Dodge: 5

Drive Vehicle: 5

Fire Gun: 6

Jump: 5

Ride: 5

Run: 5

Swim: 5

Smarts: 3

Hide/Spot Hidden: 5

Identify Dangerous Thing: 3

Read: 3

Resist Fast-Talk: 6

See/Hear/Smell: 3

Set/Disarm Trap: 3

Track/Cover Tracks: 3

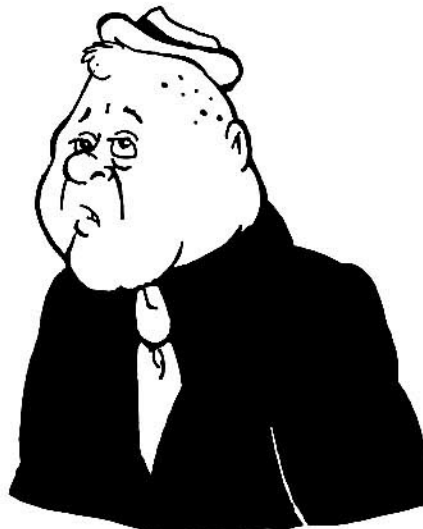
Chutzpah: 4

Fast-Talk: 4

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 6



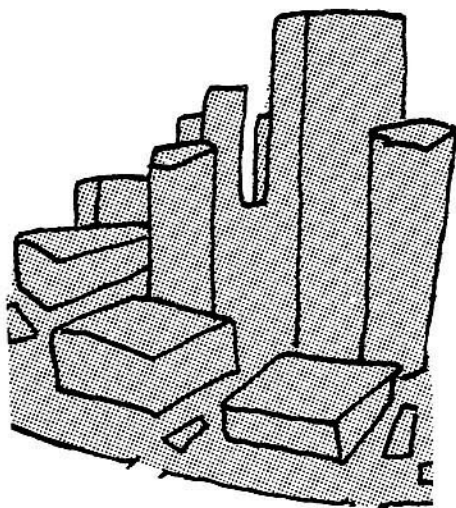
Places to Go

Here are just a few of the important places where a mystery may lead the detectives . . .

The City

This is where the whole mystery takes place – or at least where it starts. You don't really have to say what City it is, but every city has a nickname which characters use: The City By The Bay, The Windy City, The City Of Angels, The Big Apple, The City Of Small Round Paisley Things That Go "Poing" . . . use any nickname you want, or make one up. (Can you guess which of these examples is made up?)

In the Big City, it's always raining, or unbearably hot, or nighttime. Sometimes it's all of those things! It's *never* an ordinary, mild, sunny day.



The Nightclub

The Purple Duck is the hottest club in town, with the best booze, the best food, the best floor show, and the highest prices. It also has the worst-kept secret in the Big City: it's owned by gangster Sammy the Nose, and has an illegal casino in the back. If your game is set in the 1920s, during Prohibition, the whole place can be a speakeasy, disguised as a candy store but serving illegal booze at night. Or is it an illegal candy store disguised as a liquor store?

The adventure *The Unthinkables* (p. 88) is set at the Purple Duck, and tells all about it – including what happens when somebody pushes the dreaded Raid Button!

Nicknames

Gangsters have nicknames. Gangsters are never known by ordinary names. Instead, they have colorful nicknames. "Joey the Horse." "Little Max." "Sammy the Tailor." "Diamond Bob." "Big Leo."

There are two ways to use these nicknames. One is to have them be *literally accurate*. So Joey the Horse is – you guessed it – a horse. Diamond Bob is diamond-shaped, with a pointy head and tiny feet. (Or maybe he's a huge, genuine diamond in a pinstriped suit.)

Another way of using nicknames is to make them the exact *opposite* of the truth. After the heroes have heard about "Big Leo" a few times, bring him on stage: a nine-inch-tall pipsqueak with a shrill little voice. His bodyguard, Little Max, is eight feet tall and weighs 1,000 pounds.

New Shticks

Here are some new Shticks that characters might have in a *Crime and Toonishment* game:

Read Boss's Mind

This is a Shtick which every Detective's secretary has. She always knows what he wants, even before he does.

("Edna, get me the file on Hugo Wilson." "It's already on your desk, boss. So's the file on his uncle's cousin's best friend's neighbor's grandmother's business partnership with Sammy the Nose.")

This isn't limited to secretaries. Anybody who has a boss can have this shtick. Remember Radar, on *M.A.S.H.*? He knew what the Colonel wanted before the Colonel did.

Funny, yeah. But is it funny enough to pay character points for? Sure it is! Because in *Toon*, if someone with this Shtick makes their roll, whatever they say IS what the boss wanted. Whether the boss knew it or not. And the boss can't argue with the secretary if she made her roll. It's like Hypnosis, but it only works on the boss (or bosses), and there is no way to resist it.

Note that if somebody is convincingly disguised as the boss, the secretary can read that person's mind as long as she thinks he's the boss. And if somebody is convincingly disguised as the secretary, the boss will think she can read his mind, and do what she says. ("You wanted to jump out the window now, Boss." "Right. Thanks, doll. AAAAAaaaaaaahhhhhh")

This Shtick costs only 2 points to buy.

Contacts and Informants

This Shtick allows a character to have friends who know practically everything about the people and events in the Big City – or anything else you might ask them. "Hey, Pete, whadda ya know about Subatomic Particle Theory?" A successful roll means that no matter where he is, the hero with this Shtick has a friend nearby who can give him all the latest news.

One way to play this is to give the character a different contact for each

place he goes. In the nightclub, it's the bartender or the hat check girl. On the street, it's the newsboy or Joe the Shoeshine Guy. At the police station, it's the local crime reporter. In a telephone booth, it's Elroy the Talking Phone Book. *No matter where the character goes*, he can have yet another contact waiting right there.

Another way to play this is to have *only one* contact, who seems to be *everywhere*. On the street, in jail, at home, in the nightclub, on a streetcar, on the far side of the moon, in Timbuktu . . . there's Joe the Shoeshine Guy, working at his shoeshine stand, ready to give the hero whatever information he needs.

This Shtick costs the regular 4 points to buy.



Mimic

This shtick lets a character speak with any accent or dialect they want, or imitate anybody's voice, or imitate any sort of noise. A failed Mimic roll means that the character will speak with a *different* accent, dialect or voice, or make the wrong noise. The Animator decides what sort of silly sound or accent actually came out! Unless the character makes a successful Smarts roll, he or she won't realize the sound came out wrong.

This Shtick costs 3 points to buy.

Stuff

Here are some things you can use to set the scenes in your world of *Crime and Toonishment*:

Guns

Oops, I mean *heaters*. There are all kinds of guns, err, *rods* which violent types of characters love to use. There are revolvers, automatics, machine-guns, shotguns, you name it. Gangsters and Hoods try to disguise big guns (Ouch! I mean, *enforcers*) by carrying them in musical instrument cases. In *Toon* you're not limited by the laws of physics, so if you want a gangster to pull a long-range artillery piece from a cello case, go right ahead.

The most fearsome piece on the streets is the Tommygun. (Percyguns, Elwoodguns and Homerguns aren't fearsome at all.) This is the classic gangster-movie submachinegun, with the big round magazine full of bullets. Anyone faced by an opponent with a tommygun must make a Chutzpah roll or panic and dive for cover, losing a turn.

More Places to Go

The Police Station/Jail

A police detective will spend some time here, at least at the start of the game when he learns about the crime he'll have to solve. The police station is full of file cabinets, desks and battered typewriters for the cops and police detectives, and tiny offices for the higher-ups and for questioning suspects.

Just inside the lobby is the Front Desk, where the Desk Sergeant is stationed. The Desk Sergeant is a huge, gruff old bulldog. He's hard of hearing, so he'll misunderstand anything anyone says to him, and then write it all down (wrong) in the police blotter, a gigantic notebook on the desk in front of him. Items from the police blotter appear in the newspaper the next day.

If somebody breaks the law, he may end up in jail, where there are lots of interesting riffs. If you're in jail, you need to get out. That can take up a whole adventure all by itself. Fortunately, your Secretary bakes a mean cake. Look, it's got a file in it! Hope she made her Smarts roll to give you the *right kind* of file . . .

The Private Eye's Office

This is always cheap and dingy. It has two rooms, an outer office for the secretary and an inner office for the Detective. The inner office contains a desk, a chair, a filing cabinet, a phone, and an electric fan. There's always a bottle of bourbon in the desk drawer. If the private eye sleeps here, too, there will be a bathroom and a fold-out bed – which might fold and unfold by itself at random intervals.

Joe's Eats

This all-night diner is where the Detective eats all his meals and spends a lot of his time. The coffee's lousy, the food's worse, and Joe is a rotten person. Who could ask for more?

Even More Places to Go

Eddie's Bar

The Detective's favorite watering hole, just down the street from Joe's Eats. The pretzels are stale, and the booze is watery, but Eddie will always listen to your troubles. There are plenty of seltzer bottles behind the bar for fight scenes. Eddie's is also a good place to hear the latest news from the street.



The Warehouse

The final confrontation in a detective story often takes place in the warehouse, at night. It's just a big, dark place with few people around and lots of big boxes to hide behind and shoot around. (What's in the boxes? Check out the table on p. 87.) Warehouses are often found near the Docks, where it's always foggy.

The Docks

These are just like the warehouse, except that they're outside, they're near the water, and they may have mysterious foreigners wandering around. There are a lot more boxes, too...

The Estate

Mysteries often concern rich socialites, so the Detectives may have to visit a big country estate. This means they get to meet stuffy servants and dotty old matrons. They also get to meet ferocious guard dogs, especially if they enter the grounds at night without an invitation. Inside the house, they might have to deal with yapping little poodles that just won't shut up. (For a map of a big mansion, Thrumpwaddle Manor, see p. 26.)

A handgun does 1d damage. A shotgun does 2d. A Tommygun does 4d. There are also more Toonish guns available. (Ouch! I mean, *pieces*.) The Bogglegun shoots personal-size cream pies. The Streamergun shoots party streamers which entangle anything they touch (make a Zip roll to avoid them, or take two turns being tangled up). The Seltzergun shoots a high pressure stream of seltzer. Go ahead and think up a few guns (OUCH! I mean, *toaster ovens*) of your own!

Trench Coat

A good Detective always wears a trench coat and a fedora – even in the sweltering heat, even at parties, even when taking a bath. The pockets always contain a notebook, a flask of whiskey, and a pack of cigarettes, even if the wearer does not drink or smoke. These don't count as Possessions.

Loot

Works of Art: These are always being stolen, recovered, forged, stolen again, etcetera. Some are paintings by the great masters, such as Leonardo DaCrunchy's world-famous portrait, *Mongrel Lisa*. Others are valuable sculptures, such as the legendary jewel-and-chocolate-encrusted Maltese Foogle.

Jewels: Detectives are often assigned to guard huge jewels with weird names, like the Eye of Yatabongo or the Himalayan Doorstop Emerald. Or, if the jewel has already been lost, they have to find it. Some jewels are fake. Some have awful occult powers. Some are just cursed.

Suitcases Full of Money: Oops, I mean *dough* (see *Green Stuff*, p. 83). These are always changing hands in detective stories. Try including two identical suitcases, one full of Jacksons, the other full of dirty socks, and let the characters try to keep track of which is which.

Cars

Cars: These are all big, black and American-made, with huge fenders and running boards. These cars are made of steel and weigh a ton, so they can easily crash through roadblocks, walls and very large characters and still keep going. They are perfect for chase scenes and drive-by pie throwings. Rich people's cars have whitewall tires and chauffeurs. Special cars – the Detective's wheels, for example – might themselves be characters.

People to Meet

Most of the people you can meet in *Crime and Toonishment* have already been described, in *Character Types* and *Places to Go*. Others will just be ordinary city folks. However, there is one more non-player character you might want to meet:

The Partner

If a player-character Detective does not have a player-character Partner, he'll have a non-player character Partner. This Partner has only one

purpose: to *get brutally clobbered* in order to show what a *dangerous life* the Detective leads. Every few minutes, have something terrible happen to the Partner: have him blown up, knocked down, shot, stomped, rolled into a little ball, turned inside out, shaken into pieces, run over by a steamroller and anything else you can think of. This should happen more and more frequently as the game progresses, so that by the end he's barely able to stand up before something else comes along to pound him.

In *The Maltese Falcon*, Humphrey Bogart (as Sam Spade) has a great line: "When a man's partner is killed, he's supposed to do something." Well, in *Toon*, this line just *begs* to be twisted. "When a man's partner is flattened by a steamroller, he's supposed to do something." "When a man's partner is dropped out of a 97th-story window into a pit full of lime jello and rabid emperor penguins, he's supposed to do something." Gee, isn't this fun? Except for the Partner.

Things to Do

The Big Snooze

Rich society matron Hilda Highsnoot wants a private eye to find out who is blackmailing her. Is it her deadbeat son-in-law? The chauffeur she recently fired? Her rivals in the garden club? (Actually, it's Mrs. Highsnoot herself. She's trying to make her life seem more exciting than it is. One problem, though: she's so dull, anyone who reads her "scandalous letters" will go right to sleep.)

"F" Is for "Fall Down"

Someone's making all the funniest comedians in TV-land Fall Down. Can the police crack the case before Prime Time on Saturday – or the doughnut shop down the street opens for business?

My Pie Is Quick

Detective Harry Gibbon of the Big City P.D. has gone bad, committing crimes and trying to frame private eye Goose McBill. Or is it the other way around?



Random Warehouse Box Contents Table

Make a "Tens and Ones" roll on this table when someone opens a box in a warehouse, or any other time you want help in deciding what some container holds.

- | | |
|----|---|
| 11 | Frogs |
| 12 | Baseballs and bats |
| 13 | Light bulbs |
| 14 | Japanese paper umbrellas |
| 15 | Encyclopedias |
| 16 | Alarm clocks. Noisy ones! |
| 21 | Baby dolls (They say "MaMa!") |
| 22 | Hats – all kinds. |
| 23 | Plumbing supplies |
| 24 | Roboduck (p. 196 of <i>Toon</i>) |
| 25 | Guns (Ouch! I mean, <i>heaters</i> , <i>rods</i> , <i>gats</i> . . .) |
| 26 | Bottles of ink and paint |
| 31 | Shoes – all kinds |
| 32 | Another crate, with another crate in that . . . |
| 33 | Ladies' cosmetics |
| 34 | Musical instruments |
| 35 | Football equipment |
| 36 | Fine china dishes, fragile and costly |
| 41 | Fireworks |
| 42 | Cans of shaving cream |
| 43 | Glue, which oozes out immediately |
| 44 | Bicycles and unicycles |
| 45 | One of the PCs, tied up! |
| 46 | 1d Hoods, ready for a fight |
| 51 | Bowling balls |
| 52 | Cigars. Some explode! |
| 53 | Joke guns (Ouch! Stop it!) <i>Gats</i> that look real but aren't. |
| 54 | Millions of little purple spiders |
| 55 | Radios (the big old-fashioned kind) |
| 56 | Bird cages, with birds |
| 61 | 1d Cops, who think you're Hoods |
| 62 | Mirrors. Don't break them! |
| 63 | Small round paisley things that go "Poing" |
| 64 | Wigs – all kinds! |
| 65 | Marbles (roll vs. Zip or fall, losing a turn) |
| 66 | Two dozen foot-tall, black falcon statues |

Feature Film:

The Unthinkables

A Crime and Toonishment Adventure

By Matthew F. Porter

It's 1930, and booze is against the law in the USA. But that doesn't stop Sammy the Nose, the biggest gangster in The Big City, from running a speakeasy where booze and gambling are available to anyone who knows the password.



Someone has to stop this fiendish bootlegger from polluting the City with his gambling, booze and sneezes. Can Elliott Mess and the other G-Men PCs infiltrate his undercover operation and shut down the Purple Duck for good?

Cast of Characters

The characters are G-men (that's short for "Government Men," not "Guacamole Men") and cops who are supposed to shut down the speakeasy, and others who are tagging along for various reasons. One of the players should play Elliott Mess (p. 77), and the rest can use others from the sidebars or create their own G-men and reporters.

The Animator plays Sammy the Nose and his boys. He may also take the role of Carmen Flambe or give her to a player. In addition, the adventure includes customers at the Purple Duck and Toon Fu students from Mr. Cho's School of Toon Fu. All the NPCs are described in the sidebars.

Location

The whole cartoon takes place in and around the Purple Duck, which is on the West Side of the Big City, downstairs beneath Wally's Pies and Pastries. The map on p. 93 shows the layout of the place. Some of the adventure may take place inside Mr. Cho's School of Toon Fu, which is across the street from Wally's, underneath Wendy's Pastries and Pies.

Situation

The agents have a tip from an informant that Sammy the Nose is running a speakeasy called the Purple Duck. They have been told that the illegal operation lies beneath a bakery on the corner of Main Street and 10th Avenue. Strangely, there are *two* bakeries on this corner. Under one is the Purple Duck, and beneath the other the other is Mr. Cho's School of Toon Fu, containing dozens of angry Toon Fu students.

Object of the Adventure

The PCs, under the direction of Elliott Mess, are to locate the Purple Duck, get in and shut down the whole operation. They are peace officers, so they should arrest as many patrons and gangsters as possible without making anyone Fall Down, but some Boggling is inevitable. Remember, Sammy the Nose is a dangerous criminal and is known to have personally made at least ten cops Fall Down. He should be apprehended with caution.

Plot

Most of the fun consists of trying to get into the speakeasy without giving away the raid, and then once inside, shutting down the club and capturing Sammy the Nose. The most obvious way to get inside is for the agents to disguise themselves as customers. However, the PCs might choose the direct approach. In that case, they may be surprised to find no speakeasy because the raid button was pushed (see *The Raid Button*, on p. 96).

Officer O'Cudgel

Officer O'Cudgel is a big humanoid dog in a uniform, and a mean, tough cop with the City police department. He doesn't like having to work for a Fed, but at least it gives him a chance to arrest lots of people. He carries a whistle, a nightstick (does 1d of damage) and handcuffs.

Beliefs & Goals: Being a cop is good, hard, honest work, and arresting lawbreakers feels good. Arrest as many people as you can! Federal agents aren't real cops, but I can put up with them.

Hit Points: 10 **Speed:** 3

Muscle: 6

Break Down Door: 9

Climb: 8

Fight: 9

Pick Up Heavy Thing: 9

Throw: 8

Zip: 2

Dodge: 4

Drive Vehicle: 6

Fire Gun: 6

Jump: 2

Ride: 2

Run: 4

Swim: 2

Smarts: 3

Hide/Spot Hidden: 3

Identify Dangerous Thing: 5

Read: 3

Resist Fast-Talk: 8

See/Hear/Smell: 3

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 3

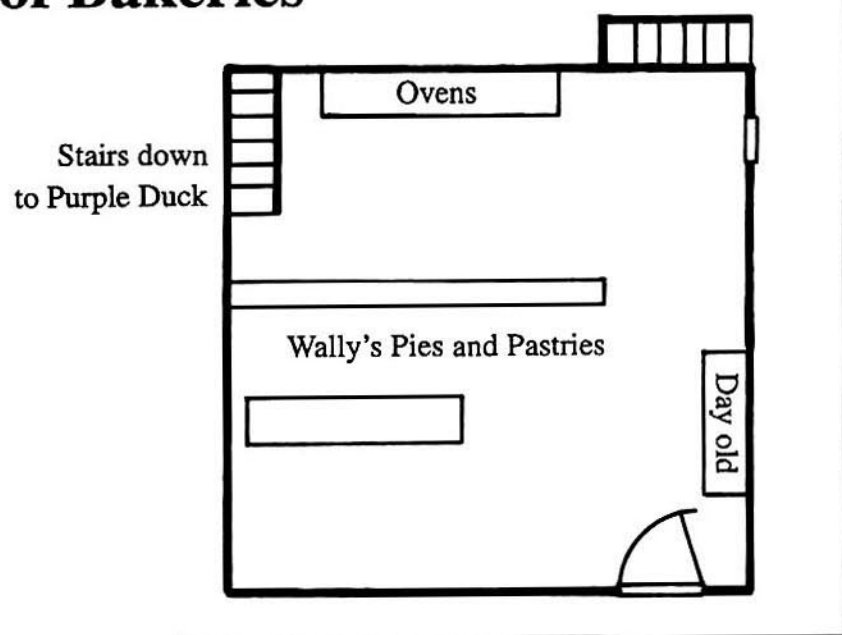
Fast-Talk: 3

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 3

Sneak: 3

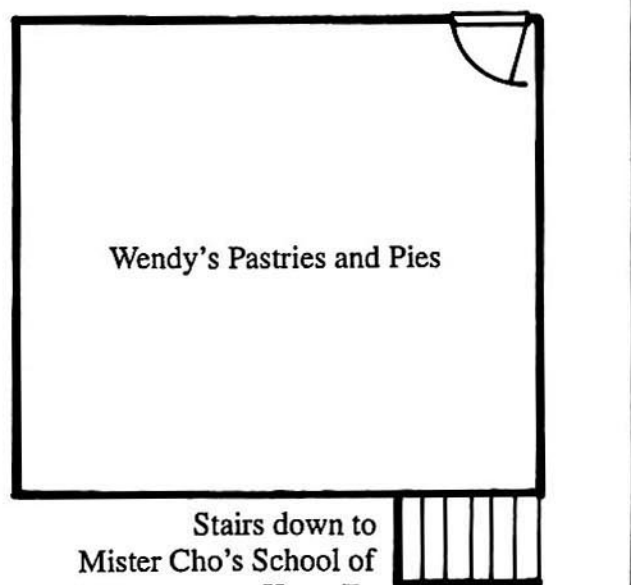
Map of Bakeries



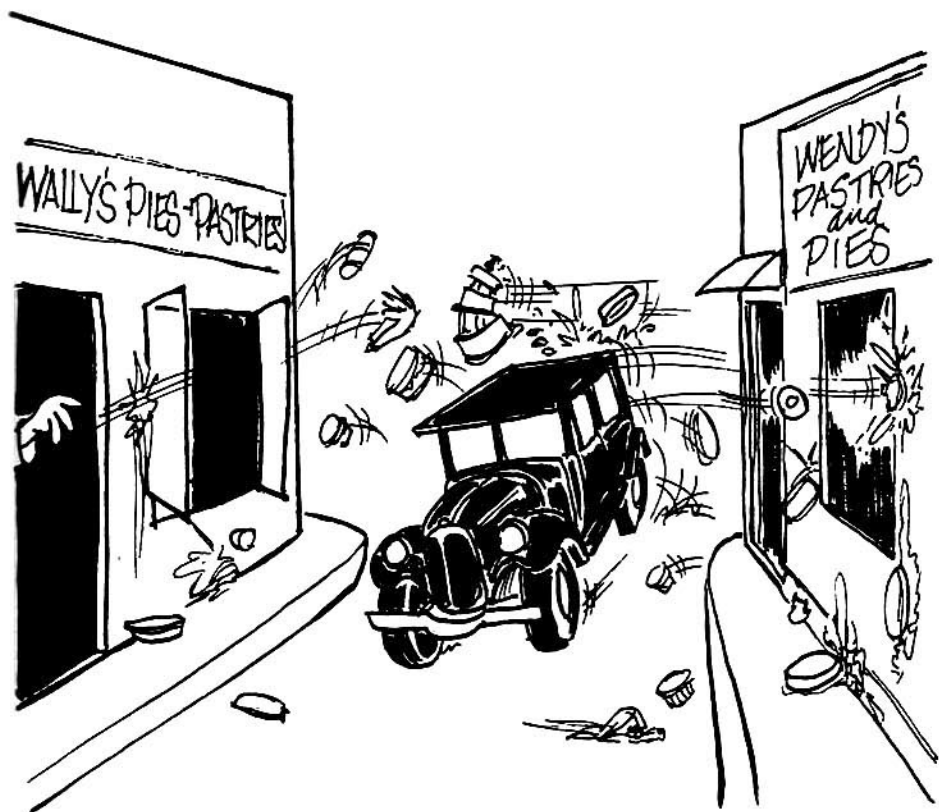
----- Main Street -----



Scale



10th Street



Fiendish Animators will add complication to the plot by making sure that the agents choose the wrong bakery and end up in a riotous fight with Mr. Cho's Toon Fu students.

Places to Go

The Bakery

To keep the police from finding out about the Purple Duck, Sammy the Nose has located it in the basement of Wally's Pies and Pastries, which by day is a working bakery. The bakery is closed at night, but there are plenty of pies and cakes left on the "day-old" rack.

To get into the Purple Duck, you have to go around to the back of the bakery and down the steps, and knock on the door. There is also a connecting staircase inside the bakery.

The Other Bakery

Directly across the street from Wally's Pies and Pastries is Wendy's Pastries and Pies, a similar bakery, but without the speakeasy. However, in the basement of *this* bakery is Mr. Cho's School of Toon Fu.

The Main Room

This is the big room in the Purple Duck where patrons eat, drink, dance, and gamble. It is lavishly decorated, with rich draperies and gaudy, expensive furniture. There are dining tables, gambling tables, a dance floor and a stage for the band and the singers.

Maxwell Penpoint

Max is a tall humanoid raven. He wears a black leather coat and carries a notebook and pencil in his pocket. He also carries a disguise kit which he often uses in the course of his job as an investigative reporter.

Beliefs & Goals: A reporter's main job is to get the story before anyone else does. Getting the story *right* isn't as important as getting it *first*. Dig up lots of dirt on important people; readers love that.

Hit Points: 7 **Speed:** 6

Muscle: 4

Break Down Door: 5
Climb: 7
Fight: 5
Pick Up Heavy Thing: 4
Throw: 4

Zip: 5

Dodge: 5
Drive Vehicle: 7
Fire Gun: 5
Jump: 6
Ride: 5
Run: 5
Swim: 5

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 7
Read: 7
Resist Fast-Talk: 8
See/Hear/Smell: 9
Set/Disarm Trap: 9
Track/Cover Tracks: 8

Chutzpah: 5

Fast-Talk: 5
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 6
Sneak: 8

Shtick:

Quick Change/Disguise: 5

Jane Copybook

Jane is a short humanoid canary. She wears a trenchcoat and carries a notebook and pencil. She's constantly writing down dramatic descriptions of the scene she's witnessing, reciting the description out loud as she writes them down.

Beliefs & Goals: The police and the G-men are the good guys; try to get good stories about them. But getting the story is only half the job; a good reporter has to make the story *live*, to make it *dramatic* for the reader. Jump right into the action to find out what's going on. If I keep working hard, I'll become a famous, award-winning reporter.

Hit Points: 8 **Speed:** 5

Muscle: 3

Break Down Door: 5
Climb: 5
Fight: 3
Pick Up Heavy Thing: 3
Throw: 3

Zip: 4

Dodge: 4
Drive Vehicle: 4
Fire Gun: 4
Jump: 7
Ride: 5
Run: 5
Swim: 5

Smarts: 5

Hide/Spot Hidden: 7
Identify Dangerous Thing: 7
Read: 9
Resist Fast-Talk: 8
See/Hear/Smell: 7
Set/Disarm Trap: 5
Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 9
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 9
Sneak: 9

Shtick:

Contacts and Informants: 5



The Kitchen

Three fat cooks work in this cramped little kitchen. Being so cramped tends to make them extremely irritable. It contains two stoves, two ovens, a refrigerator full of food, a big sink, and plenty of pots, pans and knives. As with any kitchen, it's a perfect place for mayhem!

The Bar

This big mahogany bar has bottles and bottles of illegal booze, plus dozens of seltzer bottles for making mixed drinks (or using as weapons). On the wall behind the bar is a huge mirror just waiting to be broken in a barroom brawl or shootout. Hidden under the bar, where the bartender can get at it, is a Raid Button. (See *Gags*, below, to find out what this does.)

The Dressing Rooms

These are where the band and Carmen Flambe prepare for their acts. The band's dressing room contains a few extra tuxedos like the ones the band members wear. Carmen's dressing room contains an extra dress like the one she wears, and a big makeup kit.

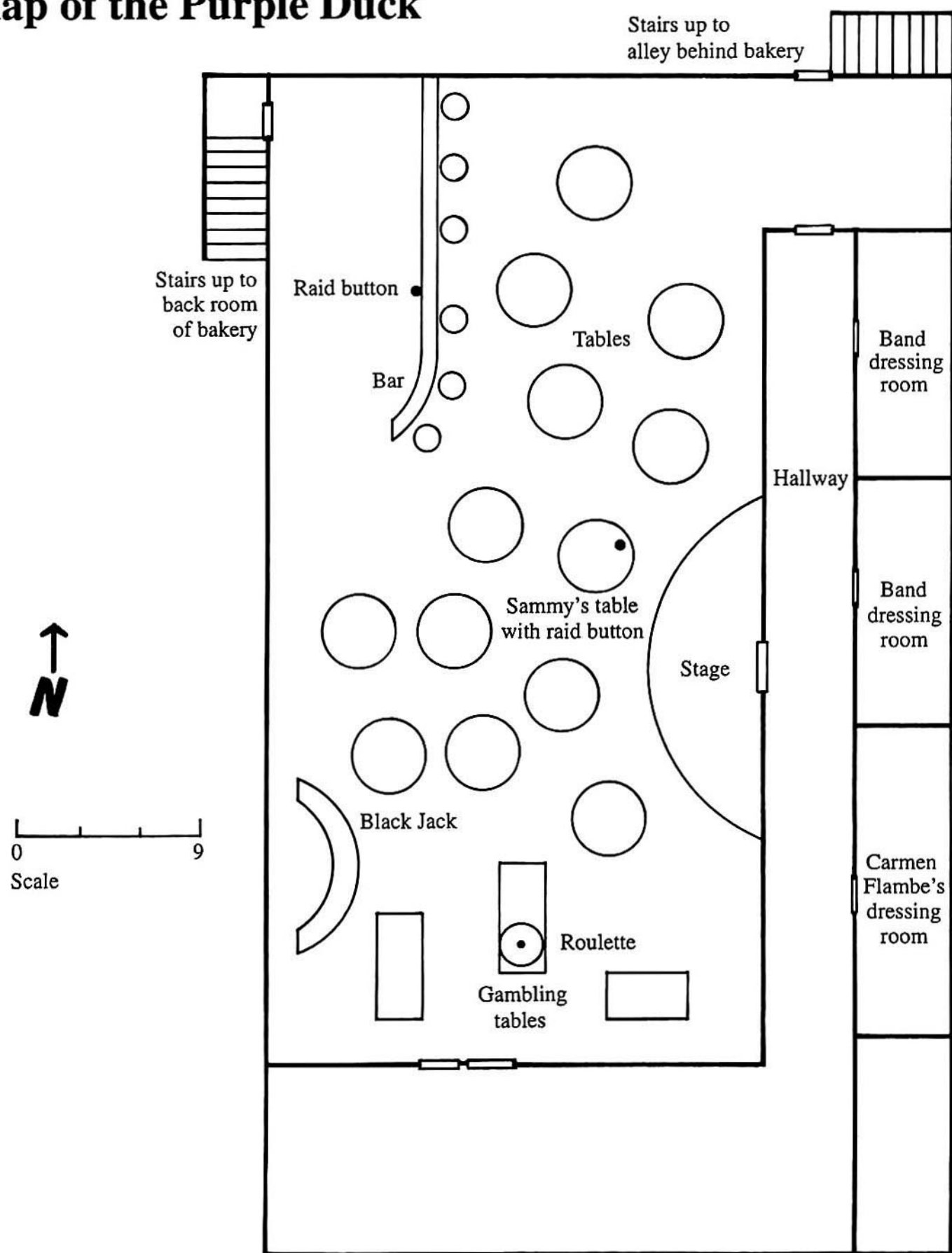
Stuff

Heaters

Known to the uninitiated as *guns* (see *Crime and Toonishment* for details). A look at the sample characters will show that this adventure has a great many guns in a small space. Have fun, and be ready to duck.

In addition to the guns the characters are carrying, there is the Bartender's "Streetsweeper." No, not a riot gun, a *street sweeper*. This looks like an ordinary shotgun, but when someone pulls the trigger a 20-foot-wide broom shoots out, attached to the gun by a telescoping broomstick. The broom will sweep everyone in front of it into a pile in the corner or under the rug.

Map of the Purple Duck



Irving

Irving is a hamster in black slacks and a black turtleneck. He's not too happy with his job as Maxwell's assistant and photographer, so he mumbles a lot when he speaks, and is very easily distracted. He carries a big camera (see *Cameras* for details) and a secret flask of booze.

Beliefs and goals: It's not much fun going out at all hours to take pictures of some cops closing down a ginmill, but it's a living. Let's just take lots of pictures and get it over with.

Hit Points: 9

Speed: 3

Muscle: 5

Break Down Door: 5

Climb: 7

Fight: 5

Pick Up Heavy Thing: 7

Throw: 8

Zip: 2

Dodge: 2

Drive Vehicle: 4

Fire Gun: 5

Jump: 2

Ride: 2

Run: 2

Swim: 2

Smarts: 5

Hide/Spot Hidden: 8

Identify Dangerous Thing: 7

Read: 5

Resist Fast-Talk: 7

See/Hear/Smell: 8

Set/Disarm Trap: 7

Track/Cover Tracks: 7

Chutzpah: 3

Fast-Talk: 5

Pass/Detect Shoddy Goods: 4

Sleight of Hand: 4

Sneak: 5



Musical Instruments

On the band stand are a whole bunch of musical instruments. They include all of the usual Big Band stuff: trumpets, saxophones, trombones, clarinets and a stand-up bass. They also include anything that might be *funny*: glockenspiels, sousaphones, kazoos, banjos, 10-foot-long harmonicas . . . whatever you like.

Cameras

Both Marvin and Irving carry cameras. These are big, old-fashioned models, and on top of each is a big reflector which holds a flashbulb. If someone takes a photograph, everyone nearby is *blinded* by the flash; all they can see are big orange spots in front of their eyes. This lasts for two minutes of real time or until it stops being funny. Once a photo is taken, the photographer must remove the old flashbulb and replace it with a new one. Each photographer has a practically unlimited supply of flashbulbs.

The used flashbulbs are *hot*. Anyone touching a recently used flashbulb takes 1 point of Recently Removed Flashbulb Damage and must throw the bulb away immediately. (If a character wants to hold onto a hot bulb, the player must either *make* a Muscle roll or *fail* a Smarts roll.) The Animator should decide where the bulb goes when it is thrown away, and whether or not it hits anyone or anything. If the bulb hits another character, then *that* character takes a point of damage and must throw the bulb away, and so on like a weird game of Hot Potato. If a hot bulb hits an inanimate object, it might burn the object or set it on fire. The bulb might also break with a loud "POP!" This sounds remarkably like a gun going off, and could easily start a gun battle. Oops!

Gambling Equipment

Remember that one side of the main room is full of gambling tables. There are plenty of chips, dice, playing cards, and money lying around.

Booze

Behind the bar, and scattered about on tables, are bottles of "Double-Z Brand Extra-Fine Bootleg Booze." This is awful stuff if you're not used to it, and not much better if you *are* used to it. If anyone takes a drink of this, he must make a Muscle roll or be Boggled; in any case, fire shoots out of his ears, his eyes roll, or some other strange thing happens to him. If enough booze is consumed, the character becomes tipsy. A tipsy character will be even screwier than the regular kind!

Costumes and Makeup

The extra costumes and the makeup kit in the dressing rooms (see above) can be used to create disguises. Of course, without the Quick Change\Disguise skill, these disguises may not fool anyone.

Gags

"What's the Password?"

If the G-men go right up to the door of the Purple Duck, Kneecaps Ravioli will open a little sliding panel in the door, just big enough to show his mean-looking eyes, and ask, "What's the password?"

Kneecaps is not too bright, so the heroes may be able to Fast-Talk their way in. Give them a +1 on their die roll. Otherwise, they'll have to use the password, or find some other way into the place.

The password is: "Thometimes You Thay Thilly Things."

The password works *only if it is pronounced just this way*. If the characters overhear someone say "Thometimes you thay thilly things," and they think that the person has a lisp, they might tell Kneecaps "Sometimes you say silly things." If someone insults Kneecaps this way, Kneecaps will pull him in through the little sliding panel, pound on him for a while (doing 1d+1 Indignant Gorilla Damage), and then stuff him back outside.

Carmen Flambé

Miss Flambé is a sultry, dark-haired Brazilian torch singer. She wears a long, red-sequined evening gown. She has a terrific singing voice, and she's very crafty when it comes to money and business.

Beliefs & Goals: Use brains, looks and talent to get ahead. Singing for a living is fun, but more power would be better. Someday I'll own the Purple Duck, or a place just like it. (And if the Feds get Sammy the Nose out of my way, that's okay too...)

Hit Points: 7

Speed: 6

Continued on next page...



Carmen Flambé

(Continued)

Muscle: 3

Break Down Door: 3
Climb: 3
Fight: 3
Pick Up Heavy Thing: 3
Throw: 5

Zip: 5

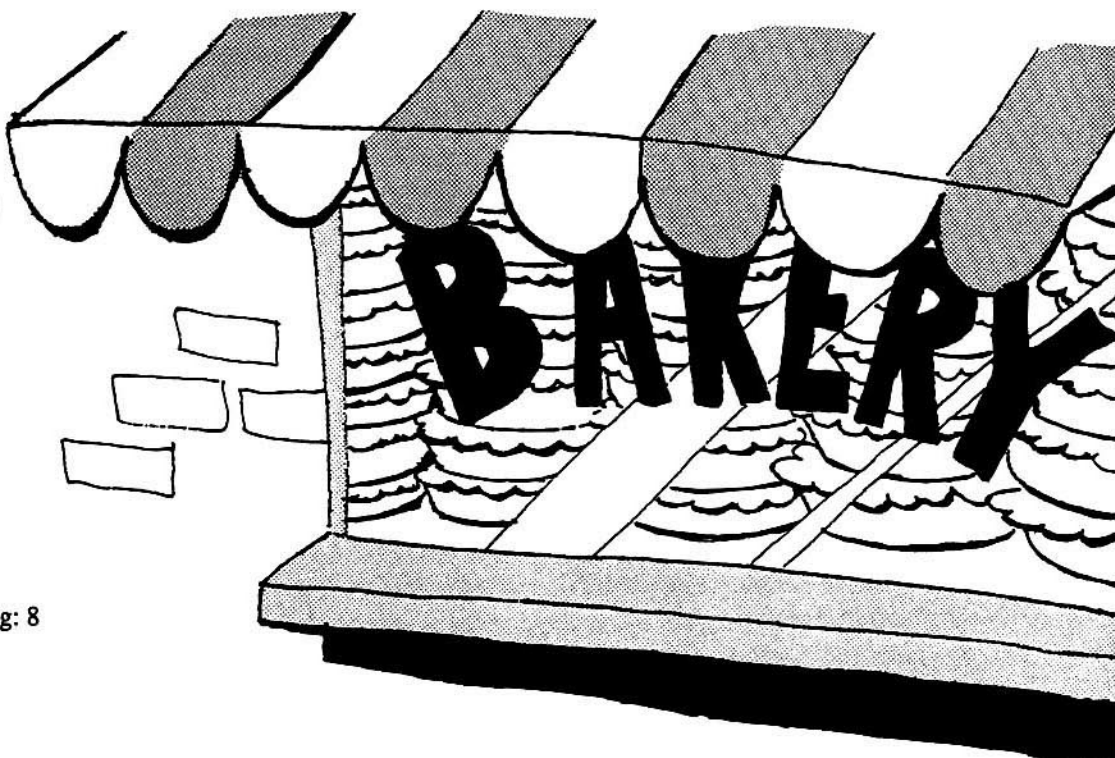
Dodge: 5
Drive Vehicle: 5
Fire Gun: 6
Jump: 5
Ride: 5
Run: 6
Swim: 5

Smarts: 6

Hide/Spot Hidden: 7
Identify Dangerous Thing: 8
Read: 7
Resist Fast-Talk: 9
See/Hear/Smell: 8
Set/Disarm Trap: 7
Track/Cover Tracks: 8

Chutzpah: 5

Fast-Talk: 9
Pass/Detect Shoddy Goods: 8
Sleight of Hand: 8
Sneak: 8



Gesundheit!

Since Sammy is mostly nose, he has a little problem with sneezes. They tend to blow everyone around like a tornado, doing 1d of Disgusting Sneeze Damage. Unfortunately, there are sneeze-inducing items all over the speakeasy – jars of pepper, feather pillows, piles of sawdust, etc. Any failed Zip roll while in the casino has a 50/50 chance of knocking one of these items toward Sammy, causing him to sneeze. If this happens, all of the customers, employees and agents in the bar will be blown into a huge pile against one of the walls. Sammy's henchmen will immediately set everything back to normal, and everyone will act as though nothing had happened.

The Raid Button

Behind the bar and under Sammy the Nose's table are Raid Buttons. Pushing a Raid Button instantly changes the speakeasy and gambling den into something which looks completely innocent. Either Sammy or the Bartender will push the button if G-men or cops break in. There's one problem with this: the place could change into anything when the button is pushed. Whenever someone pushes the Raid Button, the Animator should roll on the Raid Button Table (p. 100). The transformation of the Purple Duck happens almost instantly when the button is pushed. The bar, tables, stage and everything else fold up into the walls and floor, while all of the things needed to complete the new setting pop out of secret compartments.

Sammy the Nose and his employees will have prominent positions in the new setting, and they will all claim to know nothing about any speak-

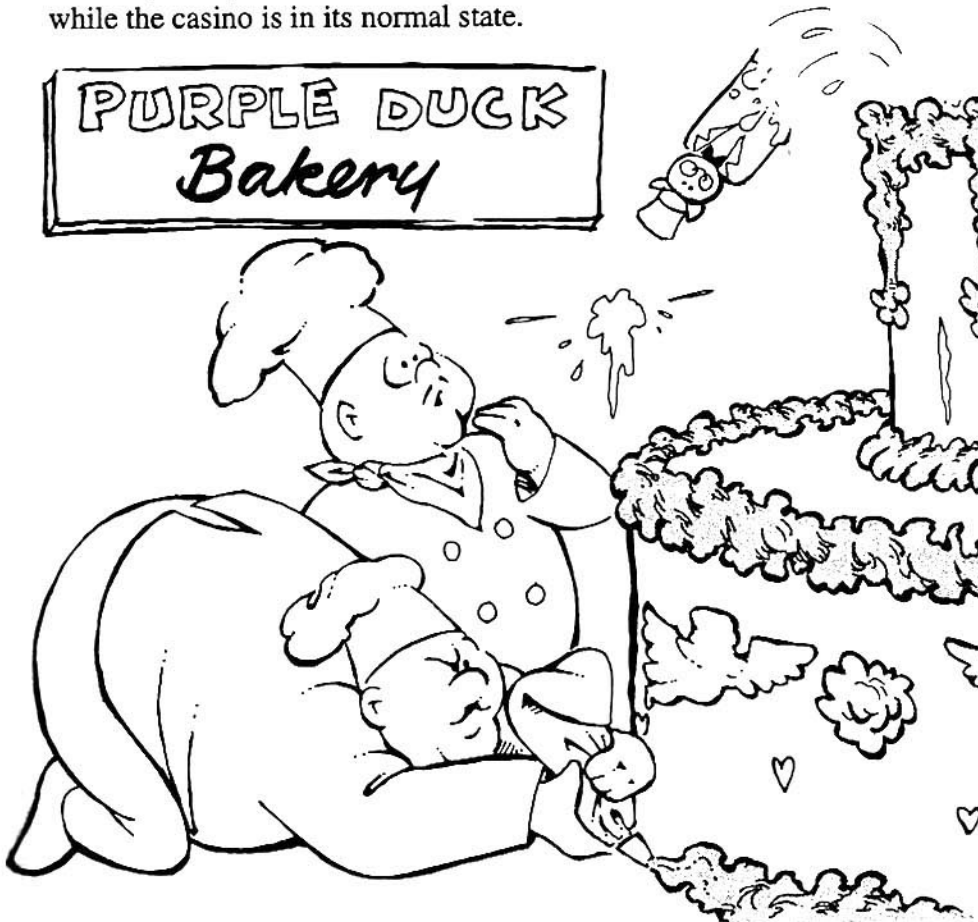


easy. For example, if the place turns into a dentist's office, Sammy will be the dentist, Little Seymour will be his nurse, and everyone else in the Purple Duck will be in the waiting room. In the wedding chapel, Sammy will be the minister. Sammy's clothes, and those of his cohorts, change into something appropriate whenever the Purple Duck changes. Yes, this could lead to Kneecaps Ravioli being crammed into a tutu for the ballet studio. This is the stuff cartoons are made of. Since there are two Raid Buttons, two characters could get into a Button War, where each keeps pushing a button over and over to counteract the other.

This will make the place change back and forth very quickly. If the characters do this long enough and fast enough, the place may get stuck in a *combination* of two different forms. If this happens, roll twice on the Raid Button Table and try to smash the two results together.

Un-Buttoned

How does the Purple Duck turn back into a casino after a Raid Button is pushed? We're glad you asked. The "Other Button" is in the possession of Sammy the Nose at all times. It's a little box with a big red button on it. He keeps it under his hat – literally. When he wants to bring the casino back to normal, he reaches up under his hat (whatever hat he has on at the moment) and pushes the button. Pushing the Other Button has no effect while the casino is in its normal state.



Kneecaps Ravioli

Kneecaps is the bouncer at the Purple Duck. He's a 500-pound gorilla, in a tuxedo a size too small for him. He's not too bright, but then his job doesn't require too much intelligence.

Beliefs and Goals: Rule One: Don't let anyone in without the password! Rule Two: Don't let anyone talk you out of Rule One! Rule Three: Daaaahh, what was Rule One again? Rule Four: When in doubt, beat someone up.

Hit Points: 12

Speed: 3

Muscle: 6

Break Down Door: 9

Climb: 9

Fight: 9

Pick Up Heavy Thing: 9

Throw: 9

Zip: 2

Dodge: 4

Drive Vehicle: 2

Fire Gun: 3

Jump: 2

Ride: 2

Run: 2

Swim: 2

Smarts: 2

Hide/Spot Hidden: 2

Identify Dangerous Thing: 4

Read: 2

Resist Fast-Talk: 4

See/Hear/Smell: 2

Set/Disarm Trap: 2

Track/Cover Tracks: 4

Chutzpah: 3

Fast-Talk: 3

Pass/Detect Shoddy Goods: 4

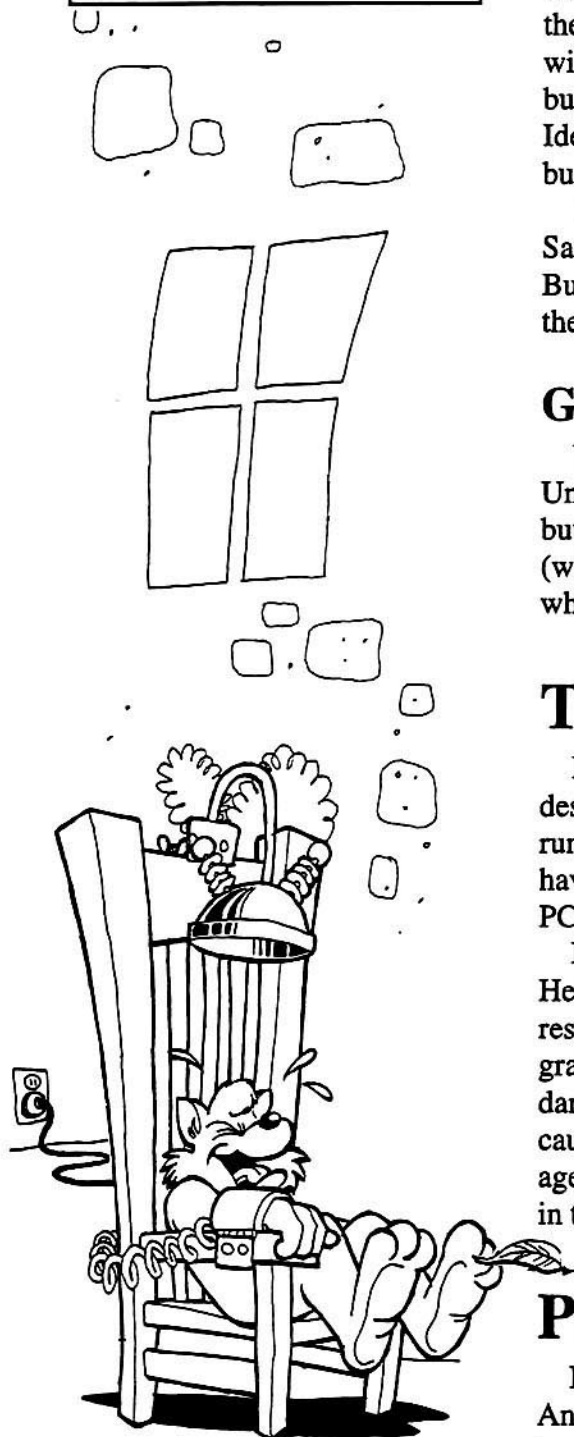
Sleight of Hand: 3

Sneak: 4

Shtick:

Incredible Strength: 7

Dungeon of ye Purple Duck



But since the button is normally under Sammy's hat, hitting Sammy on the head *while the casino is changed* will push the button and bring the casino back to normal. Of course, someone who doesn't know about the button might conclude that *hitting Sammy* is what does the trick.

A more observant hero might deduce the presence of the button and steal it from Sammy. It works perfectly well for anybody who pushes it. Sammy can always get a replacement within a few turns, once he knows the button is gone. However, if he suspects that somebody will steal it, he will substitute a little box which *blows up* (3 dice damage) when the button is pushed. This can only be told from the real Other Button on an Identify Dangerous Thing roll, at -2! Sammy only rarely forgets which button he has at the moment.

If Sammy is hit on the head while the fake Other Button is in his hat, Sammy and the person hitting him will *both* take the 3 dice of Fake Other Button Damage. If Sammy doesn't Fall Down, the smoke created from the explosion will probably make him sneeze!

Going for a Spin

When it comes to the gambling tables, the roulette table is the most fun. Underneath the table, where the croupier can reach them, are some more buttons: The Cheat button, which makes the ball fall into the 00 slot (which means the House wins), and the Turbo button, which makes the wheel spin at about 1,000,000 RPM. Anyone want to go for a ride?

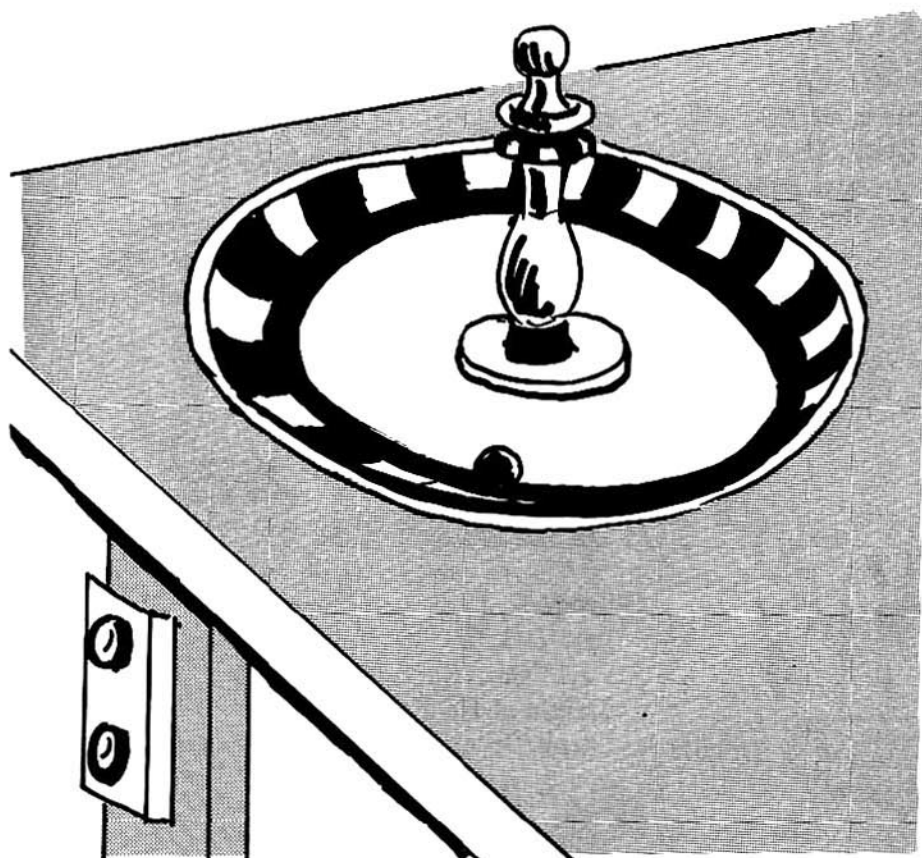
The Big Finish

If Sammy the Nose feels like he's close to being captured, he'll get desperate. He'll round up any of his boys that haven't Fallen Down and run to Carmen Flambé's dressing room. He'll dress up like Carmen and have his henchmen don tuxedos and try to pass as the band. Any of the PCs will have to make a Smarts roll to see through the disguise.

If he does get caught in disguise, the band will launch into a tango. He'll grab the nearest G-man and start dancing with him. No one can resist a tango, and all the PCs must make Resist Fast-Talk rolls to avoid grabbing the closest available person and dancing the tango. When the dance calls for Sammy to dip his partner, he'll drop him on the floor, causing 2d Being Dipped Too Low Damage, and Sammy will flee. If the agents fail to catch him before he gets out to the street, he'll lose himself in the Big City, setting the stage for a whole new adventure.

Plot Points

If Sammy is captured, everyone in the group should get a Plot Point. Another Point can be awarded for finishing the adventure without any innocents (Carmen and her band, customers, Toon Fu students) being made to Fall Down. A Plot Point should be *subtracted* from anyone who makes Sammy sneeze. And if someone can Fast-Talk Mr. Cho into helping the party break up the speakeasy, that's worth at least one Point.



Variations

“You’ll Never Take Me Alive, Copper!”

With enough players, the Animator can split them into two teams; one team plays Elliott Mess and his crew, while the other plays Sammy the Nose and the other gangsters. The gangster players then get to defend the speakeasy against the G-men.

The Fiendish Doctor Cho

In this variation, Mr. Cho is really the boss at the Purple Duck. A secret passage connects the speakeasy to the Toon Fu school, and if the Purple Duck is raided, Cho’s students – actually an army of Toon Fu Demon Warriors – will storm through to defend the place.

Wisetoon

Instead of making a frontal assault, the team of Unthinkables have been ordered to go undercover and get jobs at the Purple Duck, to learn about the illegal activities there. The hard part is getting hired! They could try to get jobs from cooks to card dealers, from band members to bartenders. Do they sneak in, or just apply for the jobs? If they try more than once, will they be recognized? What happens if – or should that be *when* – the characters mess up on the job?

Customers

These are the wealthy but otherwise normal (for *Toon*) people who come to drink and gamble at the Purple Duck. They are dressed in tuxedos and fancy evening gowns. When trouble starts, they don’t do much except get in the way. There are always a few dozen customers in the Purple Duck.

Beliefs & Goals: Spending money and having fun – isn’t that what life’s all about? But whatever happens, *don’t* get caught up in any scandal involving the *po-lice*.

Hit Points: 6

Speed: 5

Muscle: 3

Break Down Door: 3

Climb: 3

Fight: 3

Pick Up Heavy Thing: 3

Throw: 3

Zip: 4

Dodge: 4

Drive Vehicle: 4

Fire Gun: 4

Jump: 4

Ride: 4

Run: 6

Swim: 4

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 5

Read: 5

Resist Fast-Talk: 5

See/Hear/Smell: 5

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 4

Fast-Talk: 4

Pass/Detect Shoddy Goods: 4

Sleight of Hand: 4

Sneak: 4

Toon Fu Students

These young men are the students at Mr. Cho's School of Toon Fu, located in the basement of the bakery across the street from the Purple Duck. There are about 30 students, and all wear white martial arts robes with black belts. They are great fighters, but they are also concerned with politeness and honor – which could be their undoing.

For more about Toon Fu, see p. 35

Beliefs and Goals: Fight with honor, but fight to win. Always be polite, even to opponents. Protect the honor of Mr. Cho and the School.

Hit Points: 9

Speed: 8

Muscle: 6

Break Down Door: 6

Climb: 7

Fight: 9

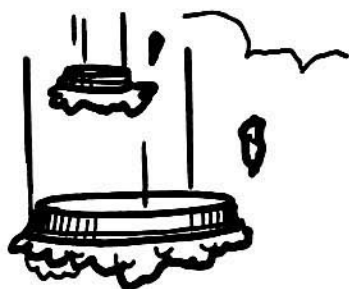
Pick Up Heavy Thing: 6

Throw: 8

Zip: 6

Dodge: 9

Drive Vehicle: 7



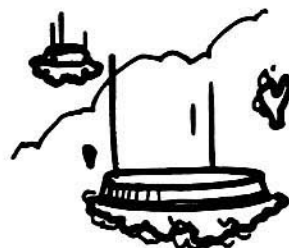
Fire Gun: 7

Jump: 9

Ride: 7

Run: 7

Swim: 7



Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 5

Resist Fast-Talk: 5

See/Hear/Smell: 6

Set/Disarm Trap: 7

Track/Cover Tracks: 9



Chutzpah: 2

Fast-Talk: 2

Pass/Detect Shoddy Goods: 2

Sleight of Hand: 5

Sneak: 7

Shtick

Toon Fu: 8

The Raid Button

When someone pushes the Raid Button, the speakeasy turns into:

- | | | | |
|----|--|----|--|
| 11 | Choir practice | 41 | A movie set |
| 12 | A ping pong clinic | 42 | A ballroom dance class |
| 13 | An Elks Club, complete with elks | 43 | A used car lot |
| 14 | A laundromat | 44 | A circus |
| 15 | A hamburger restaurant | 45 | A wedding chapel |
| 16 | A bowling alley | 46 | A flower shop |
| 21 | An ice cream parlor | 51 | A ballet studio |
| 22 | A movie theater | 52 | A pizza parlor |
| 23 | A basketball court (with a game in progress) | 53 | A quilting bee |
| 24 | An orchestra concert | 54 | A dress rehearsal of <i>Romeo and Juliet</i> |
| 25 | A radio studio | 55 | A pie eating contest |
| 26 | A zoo | 56 | A square dance |
| 31 | A dentist's office | 61 | A rodeo |
| 32 | A swimming pool | 62 | A toy store |
| 33 | A railroad station | 63 | A pinball arcade |
| 34 | A roleplaying game convention | 64 | An ice skating rink |
| 35 | A library | 65 | A hardware store |
| 36 | A barber shop | 66 | Something else – Animator's choice! |

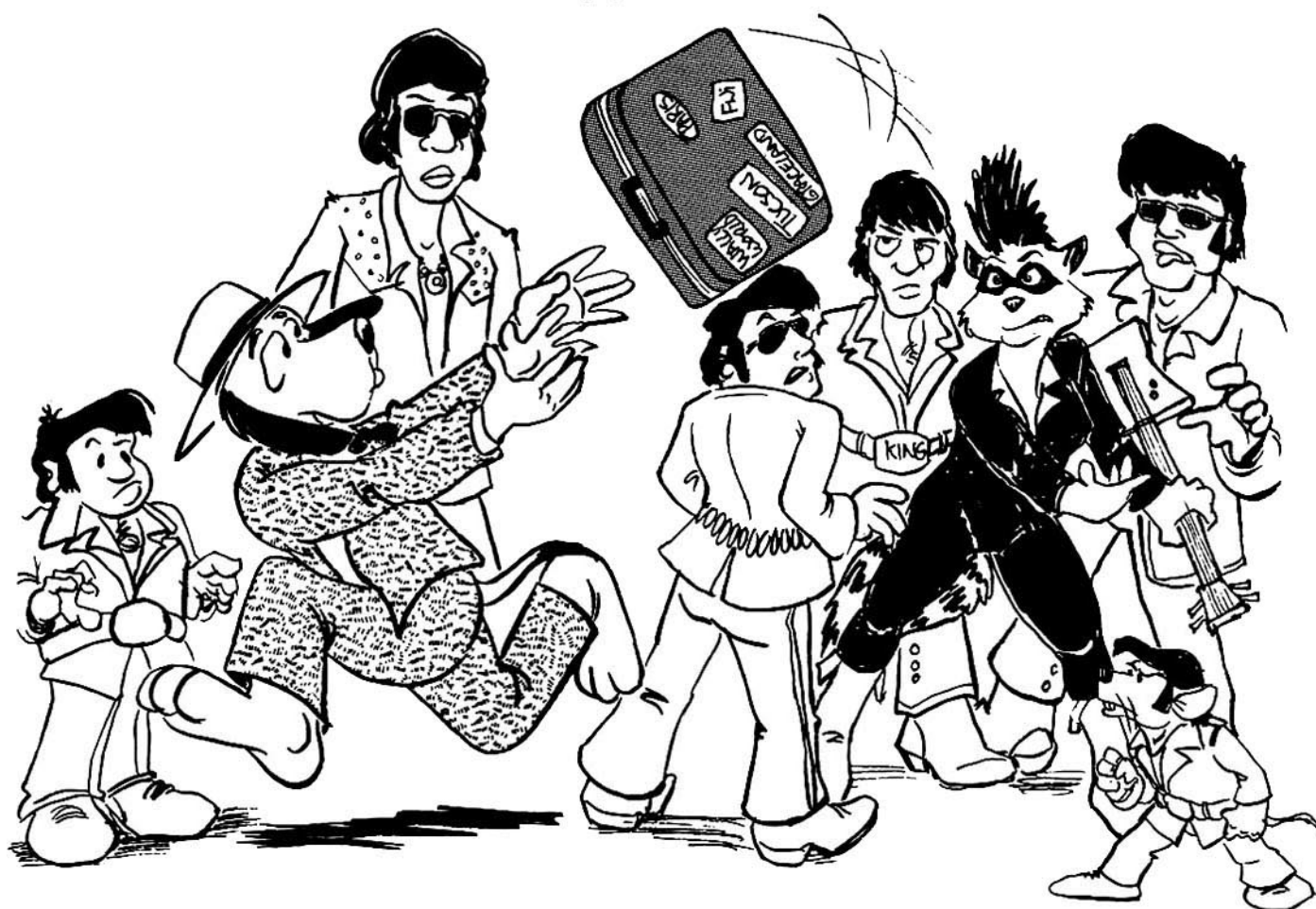
Feature Film:

The Suitcase of Jay Dexter Ward

An Adventure for Crawl of Catchoolu

By Tiffany Whysong

Somewhere in The City is a man named Jay Dexter Ward, with a suitcase that could mean the end of the world as we know it. It contains four of the awfullest Forbidden Books ever written. But Ward has no idea what he has! (And somewhere out there is a cultist with a suitcase full of Ward's pajamas.)



Cast of Characters

The PCs should play a team of Investigators, with a good mix of combat and magical skills. It can be fun to have a reporter along, too. Several sample characters are in the sidebars. The characters in *Annoy All Monsters* would work pretty well for this adventure, too!

The Animator plays the innocent Jay Dexter Ward, as well as a variety of disgustingly sane (but still weird) cultists and random yoo-hoos looking for the Forbidden Books. Each of these groups has its own reason for wanting the books and will go to any lengths to get them.

The Animator can also play Elvis. It's *good* to be the Animator.



Location

The adventure starts out in the City, but doesn't have to stay there. If the Animator wants to do some homework, it could be very funny to have Jay Dexter Ward travel *all over the world*, with the investigators and the cultists one step behind him in London, Paris, Hong Kong, Cleveland . . .

Situation

Jay Dexter Ward (who is a perfectly normal, innocent person) has accidentally had his suitcase switched with that of a mad cultist. Now Ward is walking around the City with four books so vile, mysterious and powerful that *potholes appear in the very street* when he walks past.

You, the Investigators, are trying to recover the books. You must also stop other Investigators, Cultists or Innocent Bystanders from getting the books. Naturally, *they* will be trying to stop *you*! So will assorted Catchooloid Horrors, but they don't scare brave Investigators like you, do they? Hey, come back here!

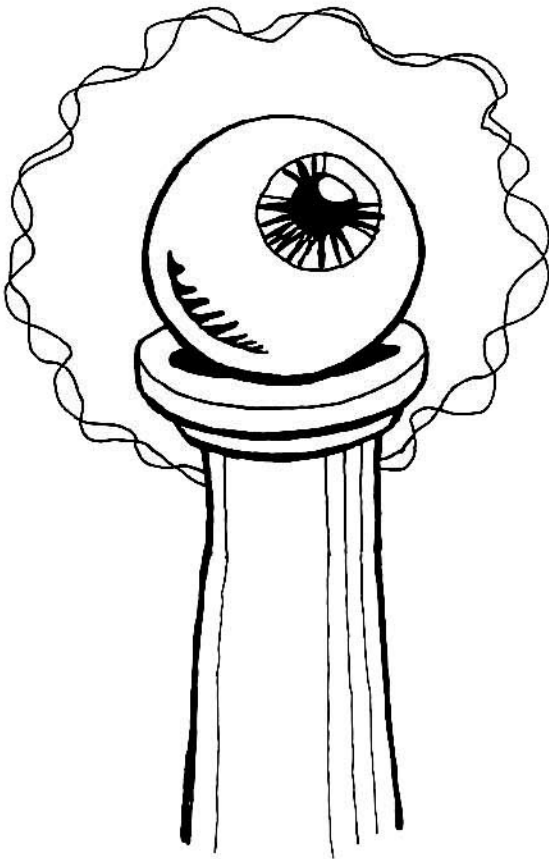
Object of the Adventure

The PCs are trying to recover as many of the Forbidden Books as they can. They would also like to avoid being eaten by Great Catchooloo, or losing all their insanity, or being tied up by the Elvisites and forced to listen to the King until their brains run out their ears.

Plot

The adventure begins when the PCs learn about Jay Dexter Ward and his suitcase. The details are up to the Animator, and should be based on the type of PCs in the game. If they're mostly scientists, the Animator can play a university administrator, and so on. At any rate, they're assigned to hunt him down.

As soon as the PCs hit the streets, they run into one of the cult groups



described below. When that encounter is over, they meet another group . . . and so on.

When they encounter Ward, he doesn't understand or believe their explanation. He will *not* willingly give up the suitcase. He will do his best to sell them an obelisk, and his Fast-Talk skill is good enough that he just may manage it.

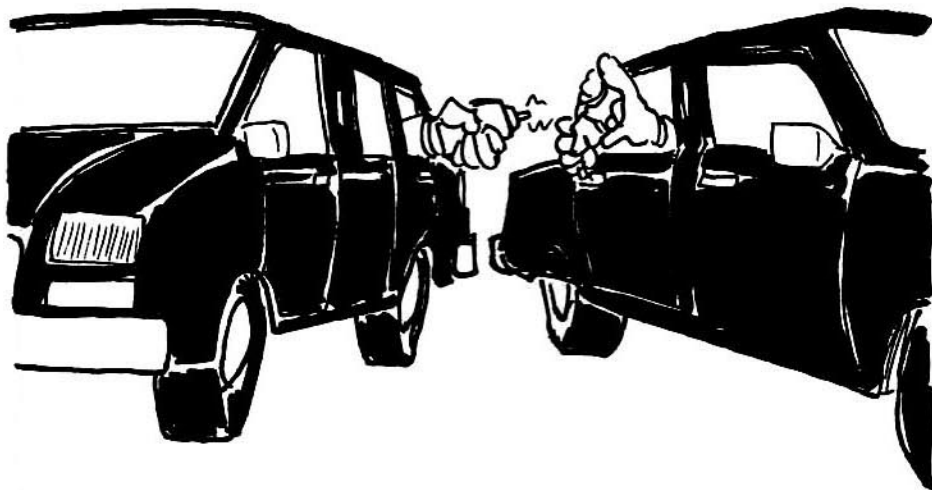
The adventure ends with a free-for-all in which all of the groups battle wildly for possession of the now-somewhat-scuffed suitcase, followed by a Plot Device which is *too awful to describe* . . .

People *Not* to Meet (Cultists, Students and Morons)

All these groups can be played by the Animator, unless he can find a player silly enough to take some of them over.

The Mousekatonic University Students

These ingenious (but not too dedicated) students are trying to kill two birds with one stone. First, they're trying to earn extra credit by retrieving the books for their "Forbidden Books from Around the World" class. Second, due to a bit of misinformation, they think that one of the books contains a spell called "Summon Chug, God of Beer." In fact, the spell is "Summon *Yuk*, God of *Fear*!" (Not exactly the spell you want to cast at a frat party – unless it's a *really dull* party.) These students are armed with boom boxes, volleyballs, coolers of beer and enough sunscreen to float a battleship.



The Mustard Czars

These two men are semi-friendly rivals. Each of them owns a huge mustard company. Their names are Frenchy Morehouse and Greg Poupon. They are looking for the books in order to summon Zok-Hotdog and get the secret of his malevolent mustards. In *theory*, Frenchy and

Jay Dexter Ward

Jay is a nice, normal person who has no idea what is going on around him. He is an obelisk salesman. Since the international market for obelisks is very tight at the moment, he has to spend all his time traveling, hunting down any rumor of a potential customer.

He accidentally picked up the wrong suitcase at an airport. Now he's carrying around four Forbidden Books . . . but he thinks it's just his pajamas, with a miniature sample obelisk wrapped in them. He will do his best to protect his sample case from any thieves, especially the ones with wild stories about imaginary Elderly Gods. His Cosmic Shift shtick operates to make the world the way *he* thinks it is, and to help him recover his suitcase.

Beliefs & Goals: Sell obelisks. Explain to everyone you meet how their city *really* needs an obelisk. Protect the sample case.

Hit Points: 8

Speed: 6

Muscle: 4

Break Down Door: 5

Climb: 4

Fight: 5

Pick Up Heavy Thing: 5

Throw: 6

Zip: 3

Dodge: 4

Drive Vehicle: 7

Fire Gun: 3

Jump: 6

Ride: 5

Run: 7

Swim: 5

Smarts: 6

Hide/Spot Hidden: 9

Identify Dangerous Thing: 6

Read: 9

Resist Fast-Talk: 9

See/Hear/Smell: 6

Set/Disarm Trap: 9

Track/Cover Tracks: 9

Chutzpah: 6

Fast-Talk: 9

Pass/Detect Shoddy Goods: 9

Sleight of Hand: 9

Sneak: 9

Shtick:

Cosmic Shift: 9

Professor B.L. Zeebub

Professor Zeebub is a 6-foot-tall human with a black moustache and a goatee. He wears black suits and shoes. Though he looks somewhat sinister, the Professor is very handsome – all the women think he's a real hunk. He uses pseudoscientific jargon when he speaks and only Newton Figgly can really understand him.

Professor Zeebub is obsessed with capturing a Catchooloid monster alive so he can study it. He thinks finding the Forbidden Books will help him do this. It's that sort of thinking that has him down to only 30 Insanity Points! Professor Zeebub carries a Psychovibronic Detector Unit, an Energy Displacement Pistol and a Hyperzoidal Analyzer in his Back Pocket. (We don't have the slightest idea *what* these things do, but they sure sound cool!)

Beliefs & Goals: Capture a Catchooloid creature! Find the books and any other occult items. Science will always triumph over the occult. Take lots of measurements and readings of occult things.

Hit Points: 9

Speed: 6

Continued on next page . . .

Greg are going to share the secrets equally. In *fact*, both of them are planning to cheat the other guy as soon as they get the books. Their only weapons are squirt bottles of mustard and several junior executives armed with hot sauce and checkbooks.

The Elvisites

This group of Elvis fans wants to find the Forbidden Books so that they can bring Elvis back to life. They are armed with an unlimited supply of Elvis memorabilia and all the latest tabloid newspapers. Of all the groups listed here, these folks are the most fanatical.

The Anti-Elvisites

This group is made up of Elvis impersonators who *don't want* Elvis brought back to life. After all, there's enough competition out here already! There are about 247 of these guys and every one of them is armed with a microphone and flashy clothes. Their rallying cry is "Hunka Hunka Burnin' Love." They can only search for the books during daylight hours, since all of them have lounge acts at night.

Loyal Servants of Yuk (Fresno Chapter)

This group of Yuk worshipers from the Central Valley of California is led by an actual Lesser Unspeakable Thing known as Icky Pooley. She wants to find the books so she may summon Yuk and help him conquer the world. In addition, she has reason to believe that one of the books is actually the Rolodex of the Elderly Gods. This would be a mighty weapon



Professor B.L. Zeebub (Continued)

Muscle: 5

- Break Down Door: 5
- Climb: 6
- Fight: 5
- Pick Up Heavy Thing: 5
- Throw: 6

Zip: 5

- Dodge: 6
- Drive Vehicle: 7
- Fire Gun: 5
- Jump: 6
- Ride: 5
- Run: 7
- Swim: 5

Smarts: 6

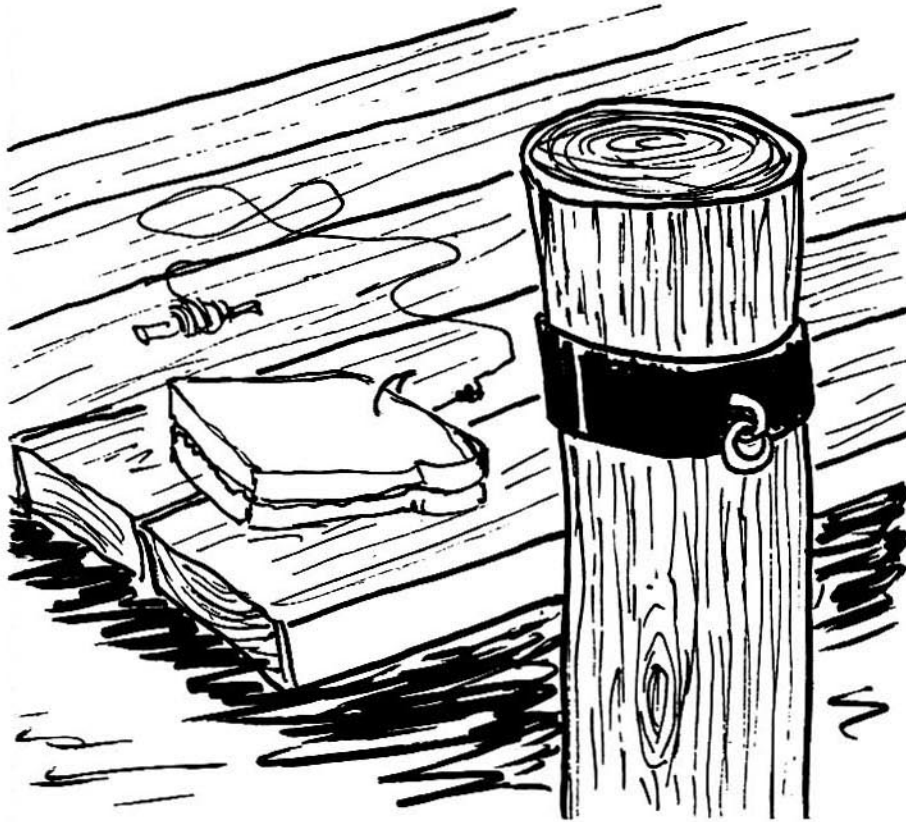
- Hide/Spot Hidden: 9
- Identify Dangerous Thing: 9
- Read: 9
- Resist Fast-Talk: 6
- See/Hear/Smell: 6
- Set/Disarm Trap: 9
- Track/Cover Tracks: 9

Chutzpah: 6

- Fast-Talk: 7
- Pass/Detect Shoddy Goods: 6
- Sleight of Hand: 6
- Sneak: 7

Shticks:

- Know Obscure Facts: 9
- Weird Science: 7
- Detect Arcane Artifact: 6



for Yuk to use in his ongoing feud with Catchoolu. Icky Pooley and the rest of the Servants of Yuk are armed with magical spells and several arcane devices.

Secret Followers of Catchoolu, Local 123

Wherever a group of Yuk followers are, there is sure to be a group of Catchoolu worshipers nearby! These two groups hate each other. The Secret Followers of Catchoolu also want the Rolodex of the Elderly Gods. They would *really* like to get into a pie fight with the Yuk servants. These cultists are ruthless and will do anything to achieve their goal, up to and including spray-painting graffiti on other cultists' cars. Like all good Catchoolu cultists, they carry lots of weapons and insanity-draining artifacts. One of their most feared weapons is The Squeaky Mouse of Catchoolu, which is described on p. 109.

Places to Go

Anyplace ever described for the City is fair game for this adventure. Two more locations are described below; any resemblance to any *real* city is purely silly.

Fishyfish Wharf

This is a seaside area of The City with a great big wharf, where hundreds of people are fishing. Every so often, a fish pops out of the water and casts a line baited with a peanut-butter-and-jelly sandwich up onto

Newton Figgly

A 5' 6" lizard, Newton is Professor Zeebub's assistant and biggest fan. Newton thinks that the Professor is destined to become world-famous and he wants to be part of it all. He usually wears a white and black striped suit and white sneakers. Newton loves cheeseburgers and root beer. He is also quite a ladies' lizard and seldom passes up a chance to meet new babes. He carries a hand grenade, a portable computer and two Gizmos in his Back Pocket. Newton has 41 Insanity Points.

Beliefs & Goals: The Professor is a genius and I'll be famous as his assistant! Women just love us scientific guys. Try to impress any women I meet. Stay on the lookout for new burger places.

Hit Points: 10 **Speed:** 6

Muscle: 5

Break Down Door: 5
Climb: 6
Fight: 5
Pick Up Heavy Thing: 5
Throw: 7

Zip: 5

Dodge: 5
Drive Vehicle: 6
Fire Gun: 5
Jump: 6
Ride: 5
Run: 7
Swim: 8

Smarts: 6

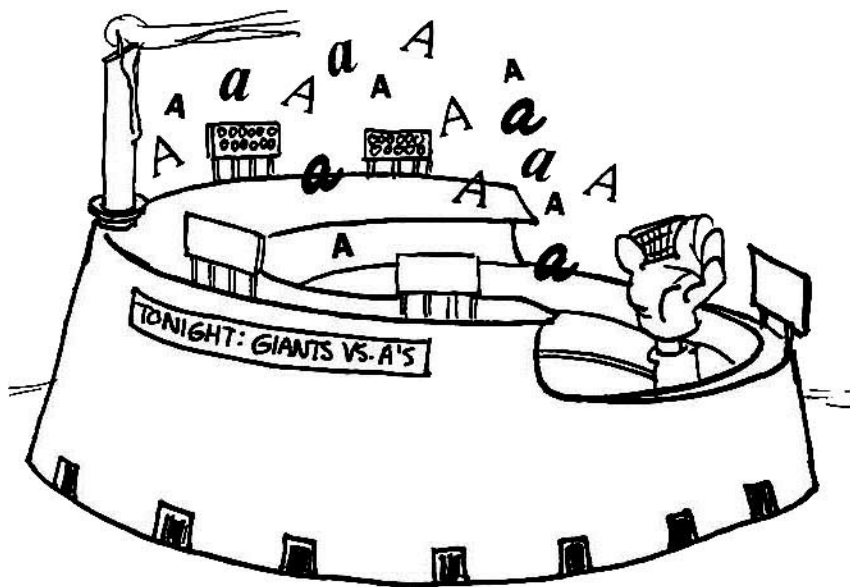
Hide/Spot Hidden: 6
Identify Dangerous Thing: 8
Read: 7
Resist Fast-Talk: 6
See/Hear/Smell: 6
Set/Disarm Trap: 7
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 7

Shticks:

Weird Science: 6
Flash of Brilliance: 5
Coat of Arms: 6



the wharf. They have just about as much luck catching the fishermen as the fishermen do catching *them*! Those who know about Catchooloid Horrors know that this is a very good place for Deep Clowns. Of course, a good place for Deep Clowns is a *bad* place for everybody else.

Fishyfish Wharf is also a well-known tourist trap with many interesting shops. If the PCs walk into any of these shops, the proprietor will ask them if they're tourists. If they answer yes, some sort of trap (Animator's choice) will get them. Fortunately, it only takes a successful Disarm Traps roll (or a purchase over \$20) to escape from a Tourist Trap.

Candlestick Park

This is one of the City's largest and silliest sports stadiums. Two professional sports teams play here. Whenever anyone enters the stadium they will either see a group of giants (The Giants) playing baseball or a group of grizzled old miners (The 49ers) playing football. Interrupting either of these teams will make them very mad. This stadium gets its name from the fact that all night games are illuminated by a humongous candle.

Stuff

The weird mysteries, ancient books, alien artifacts and general Weird Stuff that might be discovered during this **adventure** are absolutely mind-boggling. To protect your own insanity, we suggest that you read this section with your eyes *closed*.

The Rolodex of the Elderly Gods

This Rolodex belongs to the Elderly Gods, and any of the Pretty Great Old Ones or their servants would just love to get hold of it. It contains names, addresses, birthdays, and other personal information on every

Elderly God, Pretty Great Old One, Slurping Horror, Otherworldly Thing, Creature That Shall Not Be Named and Formless Terror that ever existed. Any non-Catchooloid creature who attempts to read this Rolodex will lose 10d×5 insanity points. This may cause some characters to go totally sane! The Loyal Servants of Yuk and the Secret Followers of Catchoolu will stop at nothing to get the Rolodex – they would even go the wrong way down a one-way street, or talk out loud in a library. Anyone who gets in their way is in big trouble.

Magic Scrolls

Rather than list a bunch of scrolls with different spells on them, we suggest that the Animator use the handy-dandy *Outrageous Catchooloid Spell Generator* located at the end of this adventure. Make as many spells as you want, but don't use more than one spell per scroll. Note that some of the spells involve creatures that aren't in this adventure. The Catchooloid creatures are all either in the *Tooniversal Tour Guide* or in this adventure, and the Noodleman brothers are in *The House That Jerks Built* on pp. 10 and 12. All scroll spells are cast at a skill level of 7. If a scroll-user blows his roll, the Animator decides what actually happens, *but it should not be pretty*.



The Books

Besides the Rolodex of the Gods, the suitcase also contains the following forbidden, insanity-draining and undoubtedly cursed books.

Bleeder's Digest Abridged Necronomicomizomicon: This small black book contains the most important and horrifying parts of the *Necronomicomizomicon*. The merest glance at this book will drain 5 insanity points! Actually *reading* any of it will drain 2d×10 points and make your hair (or scales, or feathers, or whatever) turn white!

Hamstur the Unbearable: The Graphic Novel: This book contains more information about Hamstur than any other book in existence. Because it is done in graphic novel form, this book looks less mind-demolishing than it really is. However, examining it will drain 2d×6 insanity points.

Patty Kakes

Patty is a panda with curly black hair and big round glasses. She stands 5 feet tall and wears floral print blouses and blue jeans. She also carries an Occult Power Detector and a Sleeping Gas Bomb. Patty is smart and brave, but kind of reckless. She has all of her 42 Insanity Points.

Beliefs & Goals: Learning about Unspeakable Catchooloid Things is lots of fun! Don't let the Professor and Newton have all the fun – go find monsters and artifacts on my own! Keep an eye on Wendy so she doesn't get hurt.

Hit Points: 8

Speed: 6

Muscle: 4

Break Down Door: 4

Climb: 5

Fight: 5

Pick Up Heavy Thing: 4

Throw: 5

Zip: 5

Dodge: 5

Drive Vehicle: 7

Fire Gun: 6

Jump: 5

Ride: 5

Run: 7

Swim: 6

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 9

Read: 8

Resist Fast-Talk: 8

See/Hear/Smell: 9

Set/Disarm Trap: 8

Track/Cover Tracks: 8

Chutzpah: 5

Fast-Talk: 7

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 5

Sneak: 7

Shticks:

Hypnosis: 7

Weird Science: 5

Know Obscure Fact: 4

Wendy Breeze

Wendy is the lead guitarist with "Grunts and Poses," a very famous rock & roll band. She is a 6-foot-tall raccoon with short, spiky black hair, and she wears a black leather jumpsuit covered with patches from other rock & roll groups. Wendy is good-looking and has a very sexy speaking voice. Newton Figgly wants to go out with her, but she thinks he's a dweeb. Wendy always carries a pair of nunchakus (1d damage), her Blender Splatocaster guitar and a small amplifier. Wendy has 46 Insanity Points.

Beliefs & Goals: Rock till ya Drop! Don't listen to anybody except for Patty! Play guitar when you get the chance. Help Patty find Arcane Stuff.

Hit Points: 12 **Speed:** 7

Muscle: 6

Break Down Door: 7
Climb: 7
Fight: 9
Pick Up Heavy Thing: 7
Throw: 8

Zip: 4

Dodge: 7
Drive Vehicle: 6
Fire Gun: 4
Jump: 5
Ride: 4
Run: 7
Swim: 6

Smarts: 4

Hide/Spot Hidden: 5
Identify Dangerous Thing: 4
Read: 4
Resist Fast-Talk: 5
See/Hear/Smell: 6 on See and Smell, 4 on Hear
Set/Disarm Trap: 4
Track/Cover Tracks: 4

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 7
Sneak: 8

Shtick:

Stretching: 5

Elderly Gods Illustrated Swimsuit Issue: A book that is just too horrible to describe! It mugly foobar frommish, gloppenswick smort neeble prutzog fommfimmer swommby. Furthermore, plugno pripp swinnywoff-prezetsky mismonger ratplug and sunoforgy splippo snetzer. And even if your wok preemy ogwipple trobby ploom, you would not be able to understand some of the nibbywaps. But just looking at the pictures drains 6d×5 insanity and causes gagging and retching for 1d+2 turns.



A Brief History of Slime: This disgusting book details the history of the Catchooloid menaces, and includes baby photos of Great Catchoolu himself . . . he was kind of cute! Reading this book drains 1d×10 insanity points.

The Big Book of Catchooloid Trivia: Impress your friends with your knowledge of obscure Unspeakable Facts. All it will cost you is 2d×5 insanity!

The National Midnight Enquiring Star: As if tabloid newspapers weren't bad enough, *this* one is published exclusively for the Elderly Gods! It has articles like "Lose 700 Pounds a Week on the Pineapple and Gas-Station Attendant Diet!", "Catchoolu Leaves Wife for Younger Horror!" and "Elvis Sighted Working at Bait & Tackle Shop!" Since even a normal tabloid sprains your brain, *this* one will drain 4d×5 insanity!



Instant Slurping Horror Pills

Every group except the PCs should have a few of these. All you need to do is add water (sometimes a *lot* of water) and *presto!* You've got a monster to do your bidding for 10 turns. To make sure that every Slurping Horror looks different, we've provided the *Instant Slurping Horror Generator*. It cost us 32 points of Insanity just to write it, and another 4 to proofread it, but hey! It's all for *Science!* You'll find it at the end of this adventure.

The Squeaky Mouse of Catchoolu

This looks just like a normal cat toy – but it's the size of a bus! Since Mighty Catchoolu can't resist playing with it, it's a good way to divert his attention from eating you! Unfortunately, it's in the possession of the Secret Followers of Catchoolu and *they* know how to use it to *summon* Mighty Catchoolu!

The Hand of Kwan Tan Long

This disgusting artifact is the mummified hand of a powerful and wicked Oriental wizard. Any creature (including Catchooloids) who touches it will take 1d damage, but only once. After that, they may use the Hand to whack other creatures for 3d+3 Evil Hand Damage and a chance of Maximum Boggling on a 6 or less. It should be noted that Kwan Tan Long is now a mummy and may come *looking for his hand* . . .

The Infinity Pie

The absolute *most* powerful anti-Catchooloid weapon in the Universe! Any creature hit by this normal-sized, neon-pink pie will be Boggled for all eternity plus five minutes. It adds +3 to the user's Throw roll. There is only *one* Infinity Pie, so accept no substitutes!

The Elixir of Insanity

Drinking this horrible-tasting gunk will completely restore a drinker's Insanity Points. It will also give him hallucinations (complete with



Rover E. Lee

Rover, Ah say *Rover*, is a true son of The South, Suh! Why, son, his pedigree is as long as the Mississippi Rivah! Rover has been hired by that Yankee Professor to sniff out this heah missing suitcase full of books. Old Rover is a *fine* figure of a bloodhound who wears a white suit and a white plantation hat. He is just about as polite as a body can be and speaks with a heavy, Ah say *heavy*, Southern accent. The old boy's only weaknesses are drinking bourbon and chasing cars. Because of his true Rebel outlook on such hogwash as monsters and magic, Rover has all 55 Insanity Points.

Beliefs and Goals: Remembah the Code of the Southern Gentleman and never, Ah say *never*, break it! None of these Yankees is playing with a full deck. Ah say, *the lights are on, but nobody's home!* Do yore job well and try to keep the suit clean. Sneak a little nip now and then for medicinal purposes!

Hit Points: 9

Speed: 5

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 5

Pick Up Heavy Thing: 4

Throw: 4

Zip: 4

Dodge: 4

Drive Vehicle: 4

Fire Gun: 5

Jump: 5

Ride: 5

Run: 6

Swim: 6

Smarts: 5

Hide/Spot Hidden: 7

Identify Dangerous Thing: 6

Read: 5

Resist Fast-Talk: 7

See/Hear/Smell: 9

Set/Disarm Trap: 5

Track/Cover Tracks: 6

Chutzpah: 5

Fast-Talk: 6

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 5

Sneak: 6

Shticks:

Cosmic Shift: 7

Incredible Luck: 6

Icky Pooley

Although she *looks* like a 6' 6" human female, Icky Pooley is actually a Lesser Unspeakable Thing. The human form is just a rubber suit. Her actual form is left up to the Animator, but it should be really gross and funny-looking. Seeing her real form drains 3d×3 Insanity Points. Icky Pooley wants to collect all of the Horrid Books and Evil Artifacts she can get, especially the Rolodex of the Elderly Gods. Icky Pooley usually dresses in tight-fitting gowns. Her human form is very beautiful.

Beliefs & Goals: I am loyal to Yuk, He Who Stinks! I will find the Rolodex and help him destroy Catchoolu and conquer the world! Do whatever I can to drive others sane. Show my real form to foes at the worst possible moment!

Hit Points: 25 **Speed:** 7

Muscle: 9

Break Down Door: 12
Climb: 9
Fight: 11
Pick Up Heavy Thing: 12
Throw: 9

Zip: 6

Dodge: 6
Drive Vehicle: 6
Fire Gun: 7
Jump: 8
Ride: 6
Run: 7
Swim: 8

Smarts: 4 (nobody said

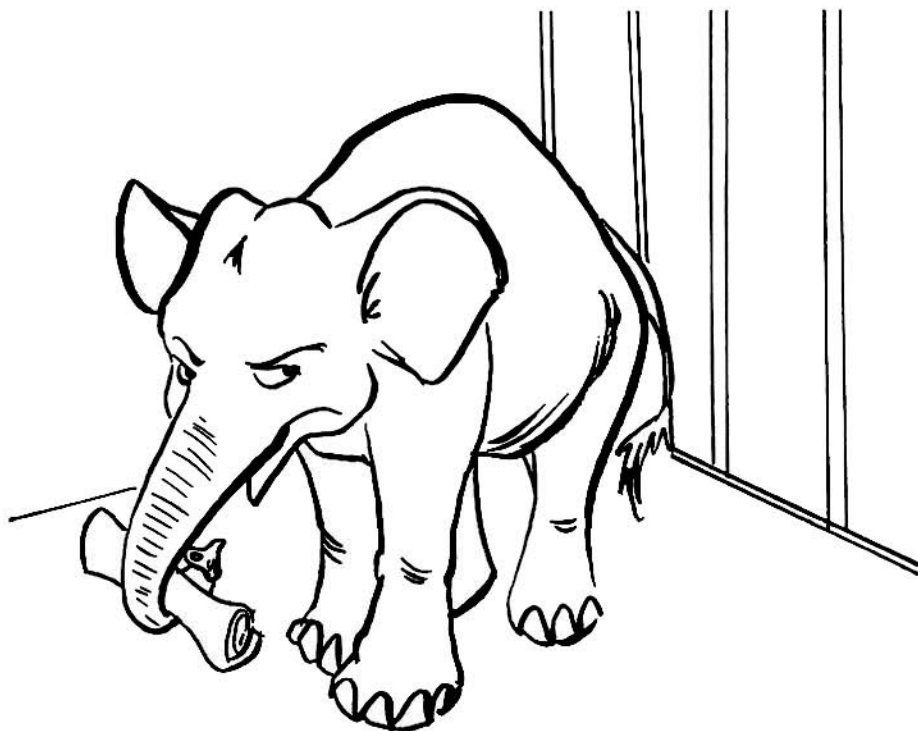
Catchooloids were smart)
Hide/Spot Hidden: 5
Identify Dangerous Thing: 4
Read: 5
Resist Fast-Talk: 7
See/Hear/Smell: 5
Set/Disarm Trap: 4
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 6
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 7

Shticks:

Hypnosis: 6
Toughness (Physical): 6
Talk To Monsters: 11
Know Obscure Facts: 4
Flying: 4



smells, flavors and stereo sound) for 2d+2 turns of anything the Animator thinks is funny. There shouldn't be more than 3 or 4 bottles of this elixir in the whole City, despite what people from out of town may tell you.

Gags

Most of the gags in this adventure will come from the Investigators meeting one or more of the other groups, but here are a few that you can use in between encounters.

“There He Goes! And There! And There! And . . .”

About halfway through the game, all of the various groups should spot a man who looks like Jay Dexter Ward. He gets on a bus and the groups chase it. But when the bus stops, about 50 guys who look *just like him* step off! All of them have suitcases. It isn't very likely that the characters will find the right one, since *he* stayed on the bus!

A Trip to the Zoo

Lure the investigators to the Zoo (see *Toon*, p. 177) and have them find a rare scroll or an artifact in the elephant cage. No matter what they try to do to get the item, the elephants beat them to a pulp and then throw the item into another animal's cage. Repeat this basic idea a few times with different animals before you finally let the PCs get hold of the item. And some of the animals may be Catchooloid monsters in disguise . . .

The Real Suitcase

At some point, one of the PCs will manage to recover Jay Dexter Ward's own suitcase and open it. He will find several pairs of really loud pajamas, and Ward's sample obelisk. If the Animator describes these truthfully, the player will *think* that he has found the ceremonial robes of a high-level cultist, and a Mystic Stone Carving.

"Excuse Me, But I'm Not Dead."

Finally, the *real* Elvis may pop up from time to time to insist that he's not dead and the Elvisites and Anti-Elvisites should stop fighting. Of course, they will *never* believe him. Worse, they will always think he's one of the enemy and then beat him up.

The Big Finish

When the PCs *finally* find Jay Dexter Ward and the Suitcase, every other group looking for it should appear before they can open it. At that point, have a cultist grab it and start running. Then have a character from another group tackle him. The suitcase goes flying into the air and someone catches it. From there on, alternate PC turns with Cultist turns, but don't let *anyone* hold onto the suitcase for very long. Try to do a play-by-play commentary like a football announcer would. "The Elvisite fades back for a pass . . . lets it go . . . it's a long bomb . . . it's intercepted by a Mousekatonic student . . . he's running with it but here comes Patty Kakes with a frying pan . . . she hits him and the ball is free . . . it's a real scramble now . . ."

There are a lot of places the Animator can take it from this point, but here's one possible solution: Through *somebody's* Cosmic Shift, the scene shifts to an actual stadium. The stands are very far away, and it's hard to make out the details of the audience. As the free-for-all continues, the various cultists and stooges gradually vanish, though the PCs never see anybody actually disappear. Finally there's only one cultist left – the chief of the Catchoolu fanatics. When the PCs take the suitcase away from him, he disappears – POOF. The PCs, huddled together around the suitcase, look at the writhing orange sky and the flickering green stands. They listen to the eerie cackling applause, and they know they're in *big trouble*.

Then . . . they wake up.

Or maybe they *don't* . . .



Doctor Vera Strange

Once upon a time, Vera was a doctor whose hobby was learning about the Catchoolu Mythos. Of course, the more she learned, the less insanity she had. Now she's down to only 10 Insanity Points! However, having seen (or read) so many terrible things, it would take something *really* scary to make her lose any more insanity (subtract 20 from all insanity rolls). Vera is a 4-foot-tall rabbit with long white hair. She wears a checkered shirt and white pants and shoes. She speaks in a very cultured voice. She carries a magnifying glass, a pistol and her medical bag in her Back Pocket.

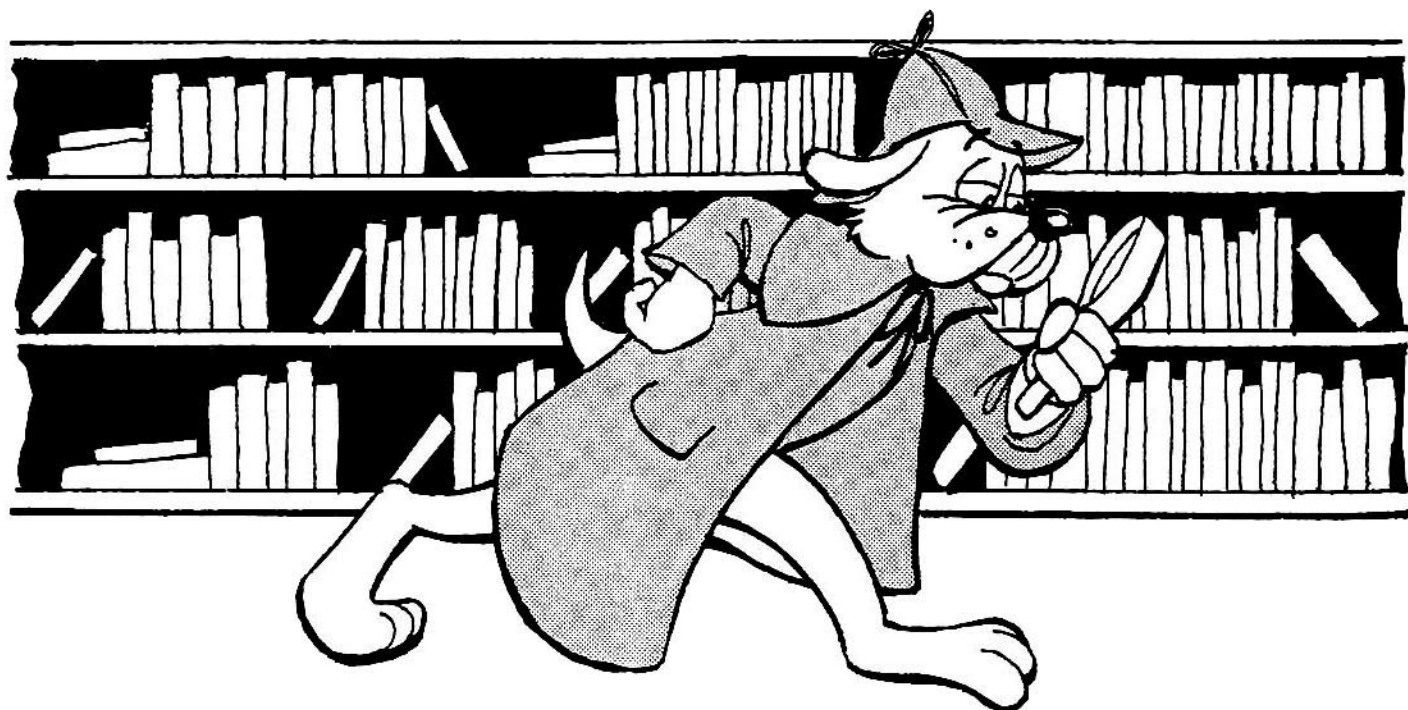
Beliefs & Goals: I want to learn all I can about the Catchoolu Mythos. Great Catchoolu is calling to me! These other buffoons may be out to get me, so keep an eye on them! Steal any Arcane Items or Unholy Texts that Professor Zeebub might find. I'll Boggle anyone who tries to stop me!

Hit Points: 11

Speed: 5

Continued on next page . . .

The Suitcase of Jay Dexter Ward



Doctor Vera Strange (Continued)

Muscle: 4

- Break Down Door: 4
- Climb: 5
- Fight: 7
- Pick Up Heavy Thing: 4
- Throw: 5

Zip: 4

- Dodge: 6
- Drive Vehicle: 5
- Fire Gun: 7
- Jump: 8
- Ride: 4
- Run: 8
- Swim: 5

Smarts: 6

- Hide/Spot Hidden: 9
- Identify Dangerous Thing: 9
- Read: 9
- Resist Fast-Talk: 8
- See/Hear/Smell: 9
- Set/Disarm Trap: 6
- Track/Cover Tracks: 6

Chutzpah: 5

- Fast-Talk: 6
- Pass/Detect Shoddy Goods: 6
- Sleight of Hand: 7
- Sneak: 8

Shticks:

- Maximum Boggle: 7
- Talk to Monsters: 5
- Know Obscure Facts: 9

Plot Points

Each of the four books from Ward's suitcase is worth a Plot Point to the Investigator who recovers it.

Making any extra-dimensional monster Fall Down is worth a Plot Point. Causing more than three cultists at once to be eaten by a Slurping Horror is also worth a Plot Point. Rescuing Elvis is worth a Plot Point. But making Elvis Fall Down will *cost* you a Plot Point.

Anyone who loses all their insanity, and becomes normal, also loses a Plot Point. Also, they have to take out the trash after the game is over.

Variations

Everyone for Himself!

Instead of having the PCs work *together*, have each of them be in charge of a different group. This will mean that those in charge of the Loyal Servants of Yuk and the Secret Followers of Catchoolu must have *zero insanity points!* (This will also apply to whoever leads the Elvisites.) These characters should be played as dull, boring and really weird.

Book Hunt!

For this one, tell the PCs that the books are all located in separate places around the city. To find them, they have to first locate Jay Dexter Ward and find out where he left them. Of course, Cultist spies will be eavesdropping when he tells them. This could mean that the PCs will have to go into a cult's Secret Temple to get some of the books back. In the case of the Elvisites, they'll have to go all the way to Graceland. The Anti-Elvisite Temple is located in a seedy nightclub. And so on . . .

The Outrageous Catchooloid Spell Generator

Roll once on each table to get Spells like "Summon Yuk," "Annoy Deep Clown" and "Escape From Used Car Salesman."

Table A

- 11 Summon
- 12 Destroy
- 13 Tickle
- 14 Find
- 15 Hear
- 16 Annoy
- 21 Bind
- 22 Escape From
- 23 Speak With
- 24 Boggle
- 25 Disguise
- 26 Transport
- 31 Impersonate
- 32 Hurt
- 33 Befriend
- 34 Embarrass
- 35 Summon
- 36 Banish
- 41 Understand
- 42 Confuse
- 43 Fast-Talk
- 44 Cosmic Shift
- 45 Shrink
- 46 Summon
- 51 Tell Joke To
- 52 Unbind
- 53 Enlarge
- 54 Calm
- 55 Sicken
- 56 Anger
- 61 Hide From
- 62 Cause Sanity In
- 63 Alter
- 64 Release
- 65 Smell
- 66 Summon (we like "Summon")

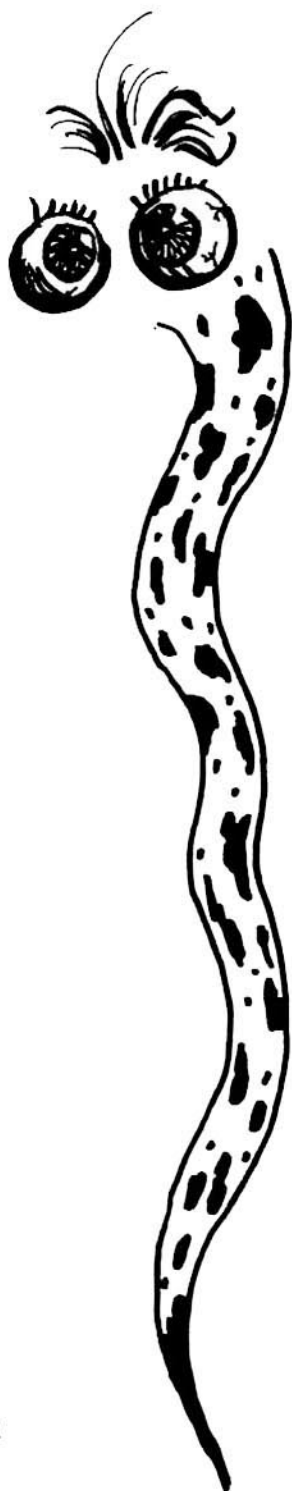
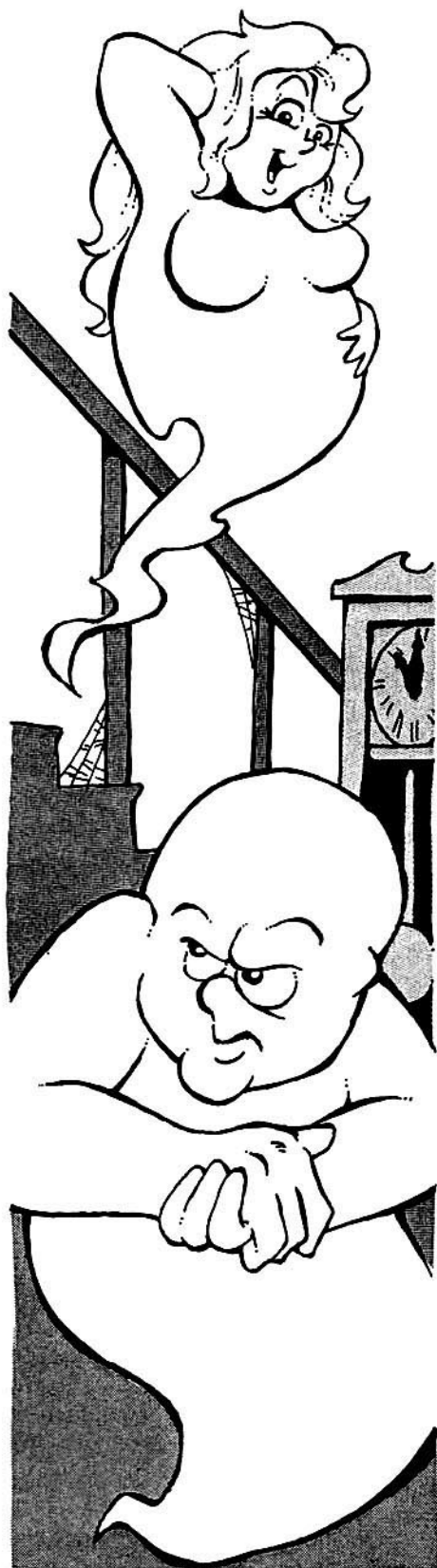


Table B

- 11 Father Dorgong
- 12 Slobboth
- 13 Game Designer
- 14 Yuk
- 15 Hamstur the Unbearable
- 16 Shadee Mel
- 21 Elvis
- 22 Werewolf
- 23 Elder Thug
- 24 Catchoolu
- 25 Mother Hydrant
- 26 Used Car Salesman
- 31 Any Player Character from This Book
- 32 Flying Porklips
- 33 Tsaggywahaha
- 34 Noodleman Brothers
- 35 Animator (AIIEEE!)
- 36 Nyuknyuknyukyashlep
- 41 Zok-Hotdog
- 42 Vampire
- 43 Milkman
- 44 Yu-Go, The Fungi From Cleveland
- 45 Slimy Thing with No Name
- 46 Any Non-Player Character
- 51 Deep Clown
- 52 Crisponions
- 53 Moose
- 54 Texan
- 55 Shiftless Spawn of Tsaggywahaha
- 56 Dentist
- 61 Unknown Faceless Creature
- 62 Dragon
- 63 Icky Pooley
- 64 Qwertyuiop Asdfghjkl Zxcvbnm
- 65 Innocent Bystander
- 66 Any two of the above

The Really Neat Instant Slurping Horror Generator

Just roll once on each table (except for Step Three, where you roll *three times*) to create your very own Catchooloid Monster!



Step One: The creature is . . .

- 1: Really big
- 2: 6 feet tall
- 3: 3 feet tall
- 4: Only 5 feet tall, but 30 feet long
- 5: Changing its size constantly
- 6: 1 feet tall

Step Two: Its shape is . . .

- 1: A mix of any two species
- 2: Roughly humanoid
- 3: A shapeless, drooling blob
- 4: Constantly changing
- 5: Wormlike
- 6: Food-like

Step Three: It has . . .

- 1: 1d mouths (any size)
- 2: 1d noses
- 3: 1d tongues
- 4: 1d strange-looking ears
- 5: 1d eyes
- 6: 1d unknown sense organs

Step Four: Its Speed is . . .

- 1: 2
- 2: 4
- 3: 6
- 4: 8
- 5: 10
- 6: 12 (YOW!)

Step Five: Damage per attack is . . .

- 1: 1d+1 normal damage
- 2: 1d+1 sticky damage
- 3: No damage, but Boggling
- 4: Involuntary shapechange (1d turns)
- 5: 2d+2 normal damage
- 6: Any damage the Animator chooses

Step Six: Seeing it . . .

- 1: Drains 3d insanity
- 2: Causes gagging for 1d+1 turns
- 3: Drains 5d insanity
- 4: Boggles the viewer on 6 or less
- 5: Causes giggling for 1d+1 turns
- 6: Any two of the above

Feature Film:

Wanted: Undead or Alive

An Adventure for *Dungeons and Toons*

By Curtis Whyson

It is a dark and stormy night. After your narrow escape from the Dungeon of Low, Foggy Passages, you find yourselves in a dark, mysterious forest. You know it's dark and mysterious because there is a sign reading "Dark and Mysterious Forest. No Littering. No Smoking. No Leaving."

Everywhere you turn leads to darker and more mysterious forest. Except for the strange stone stairs leading down into blackness with only a neon sign to light the way. The sign says "Count Backwards' Dungeon. All who enter here shall never return. Dress code strictly enforced. Watch your step." You grasp the handrail and begin your descent.

Welcome to the deepest, darkest, most contrived section of Dungeon-world. Enjoy yourselves and escape with as much loot as you can carry!



Wally the Wondrous

Wally is a Red Squirrel with powerful magic. He wears magical leather armor and Boots of Boggling, and carries a staff. Being a creature of the great outdoors, he doesn't really like dungeons. He *does* like to Boggle the silly creatures inside the dungeons! His magical armor gives him a +1 to his Dodge roll. He uses his staff at +2 to his Fight roll.

Beliefs & Goals: I don't like dungeons! Boggling monsters is fun. Find as many magical items as you can carry. Never show fear in the face of the enemy (always wait till they turn their backs). Keep your tail shiny and combed.

Hit Points: 7 **Speed:** 7

Muscle: 4

Break Down Door: 4
Climb: 8
Fight: 5
Pick Up Heavy Thing: 4
Throw: 6

Zip: 5

Dodge: 9
Drive Vehicle: 7
Fire Gun: 8
Jump: 10
Ride: 10
Run: 11
Swim: 9

Smarts: 6

Hide/Spot Hidden: 9
Identify Dangerous Thing: 8
Read: 10
Resist Fast-Talk: 7
See/Hear/Smell:
 10 to Hear/Smell,
 12 to See
Set/Disarm/ Trap: 7
Track/Cover Tracks: 9

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 10
Sleight of Hand: 9
Sneak: 9

Shticks:

Toughness vs. Magic: 7
Magic Resistance: 6
Detect Magic: 8
Heal: 7
Dragon Breath: 9

Cast of Characters

The PCs are all dungeon-delvers, created with the *Dungeons & Toons* rules from *Tooniversal Tour Guide*. At least one should be a wizard, because there is powerful, evil, weird, foolish magic here.

The Animator plays the vampire, Count Backwards, and as many silly monsters as he cares to invent. There are some new monsters on p. 123.

Places to Go

Count Backwards' Dungeon

This dungeon lies deep within the Dark and Mysterious Forest. Its entrance is a set of stairs set into the ground in a small clearing. The forest is magical . . . no matter which direction someone travels, he ends up in the clearing at the entrance to the dungeon. Only by exploring the dungeon and finding the way out from *there* can the intrepid heroes escape.

The dungeon's front door is elegantly carved with the words "Count Backwards" and the picture of a bat. Anybody who makes a Smarts roll will remember hearing of the dreaded Count.

Someone may think that it's funny to count backwards when they see this. *Bad idea*. This is the magic spell that summons the Count's attention to any place within his dungeon. At night, the Count himself will appear. In the daytime, anyone who counts backwards, even for only two numbers, will see his glowing eyes appear. The Count will be watching them from his coffin! He will then send the closest group of monsters to attack whoever counted.

The Animator can have a lot of fiendish fun tricking the players into counting backwards.

Backwards' Carousel Door

Count Backwards used a very powerful unknown spell to trap invaders in his dungeon. Once inside, all exit doors *except one* lead to a random location inside the dungeon.

When someone tries one of the exits, roll 1d. On a 6, that is the exit which leads outside to the edge of the Dark and Mysterious Forest. However, even when the door is open, escape is controlled by the powerful geas carved over the door: "Nobody Leaves Here Unless They're Backwards!" This leaves three ways for people to get out:

(1) Count Backwards can always leave.

(2) Anybody who has an IQ of 1 is backwards, and can always leave. A magically-reduced IQ will satisfy this requirement, too.

(3) Anybody who *walks backwards* out the door can leave.

During the course of the adventure, someone may realize that the other doors that should lead out only return them to another part of the dungeon. This may prompt a "What's going on here?" If this happens, the carousel door will speak to the one asking the question. The Animator rolls 2d. On a 6 or less, the door says, "Have you found the scroll yet?"

On a 7 or more, the door says, "Four pounds of sugar, one gallon milk, laundry detergent," "Vote for me in '93!" or something equally silly.

In Backwards' coffin is a scroll with the counterspell. After the counterspell has been cast, all of the exits lead outside, with no "backwards" tricks.

Room 1

This is Count Backwards' bedroom. The door has the Lizard Lock spell (see p. 127) cast upon it. In the center of this room is a *large* coffin, with a bat design and the initials C.B. on it. The room is noticeably devoid of mirrors and crosses, and the floor is earthen and cold.

The coffin is rigged with a trap. Anyone who fails a Spot Hidden roll won't see it. Those who make their roll must then make a Disarm Traps roll to open the coffin. If they don't make the roll, a 16-ton weight falls on them from the ceiling (just missing the coffin). It does 2d+2 points of Enormous Weight Damage and squashes the victim completely flat. The weight then rises back to the ceiling and will fall again if anyone is dumb enough to try to open the coffin again.

Inside the coffin is Count Backwards! He's not happy about being awakened – he's just not a morning person. After somehow dealing with the count, the PCs can find the scroll containing the counterspell to Count Backwards' Carousel Door. This is one of the few ways to escape the dungeon.



Room 2

The door to this room is locked and has a sign over it reading, "Entry Forbidden. This is NOT a secret wizard's laboratory!" Inside is a secret wizard's lab. It is full of potions and scrolls, few of which still have labels.

Stickyfingers Sam

Sam (also known as "Fingers") is a Mouse who likes to dress well. He will steal the clothes off your back if you let him! He comes from a long line of thieves. (Actually it was a line-up, but the witness couldn't identify him.) His favorite weapon is his whip. Sam wears no armor because he feels that it is too noisy and it gives him a rash. He is wanted by the law in every town he's visited.

Beliefs & Goals: Home may be where the heart is, but dungeons are where the money is! Pick a pocket a day and keep the tax collectors away. Better yet, don't pay the tax collectors! Clothes make the Mouse.

Hit Points: 9

Speed: 4

Muscle: 4

Break Down Door: 4

Climb: 8

Fight: 6

Pick Up Heavy Thing: 4

Throw: 9

Zip: 6

Dodge: 9

Drive Vehicle: 7

Fire Gun: 7

Jump: 9

Ride: 9

Run: 9

Swim: 7

Smarts: 6

Hide/Spot Hidden: 10

Identify Dangerous Thing: 7

Read: 8

Resist Fast-Talk: 7

See/Hear/Smell: 8

Set/Disarm Trap: 10

Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 10

Sleight of Hand: 10

Sneak: 11

Shticks:

Maximum Boggle: 8

(from behind only)

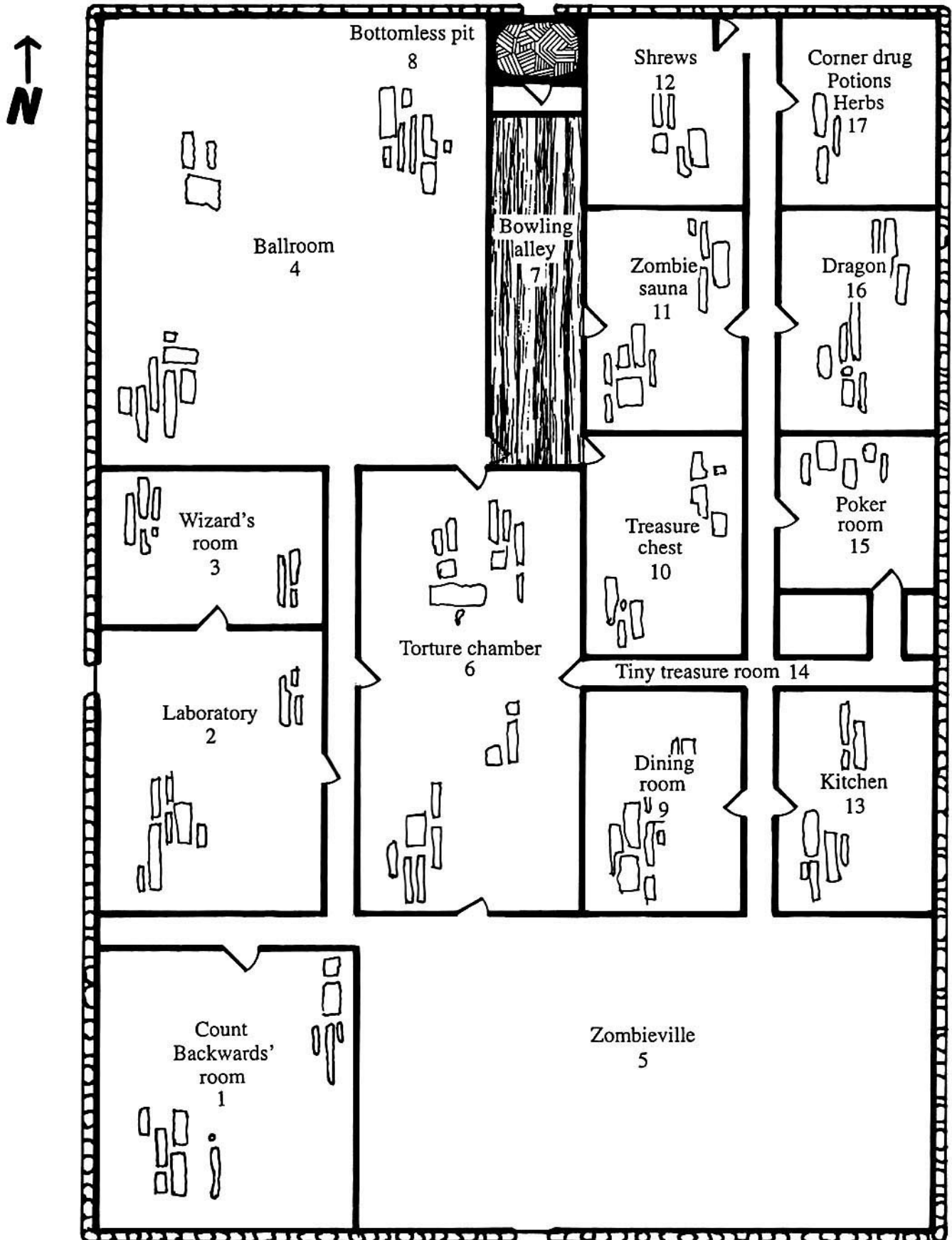
Bag of Many Things: 7

Detect Lead Pieces: 6

Invisibility: 8

Quick Change/Disguise: 9

Map of Dungeon



Most of the potions are old and have lost their effect, but three are still good. One is a Presto-Chango potion (see p. 128). One is cursed, and the last one Maximum Boggles anyone who drinks from it. The majority of the scrolls crumble when touched. One scroll has the Protection from Boggling spell on it.

Room 3

This is the wizard's bedroom. The door is not locked or trapped. There is a bed, a chest, and a bookshelf full of old books. In the bed lies the wizard's skeleton (see p. 126). The chest has a big lock on it (-2 to Disarm Traps roll), but is empty except for a few cobwebs. Hidden on the bookshelf are copies of *Emlo's Book of Popular Spells* and the *Dead Tree Scrolls*. If anyone touches or moves either book, the skeleton will attack.

Room 4

This is a large, fancy ballroom. There is no door, just a doorway. Along the walls are tables, filled with ghostly food and drink. On the wall is a banner reading, "245th Annual Carrie White Memorial Prom." Ghosts are everywhere: at the tables, dancing out on the floor, and standing around whispering in ghostly voices. On a roll of 4 or less, the ghosts will chase off the PCs. On a 5, the PCs will be ignored, and a roll of a 6 indicates that someone will be asked to dance.

Room 5

Welcome to Zombieville! At first this room looks like a graveyard full of tombstones and mausoleums. Upon closer inspection, the visitors can see that the mausoleums are actually stores and businesses. Zombies are walking about, buying things and crawling in and out of their graves. Some of the stores include:

Hannibal's Fine Cuisine

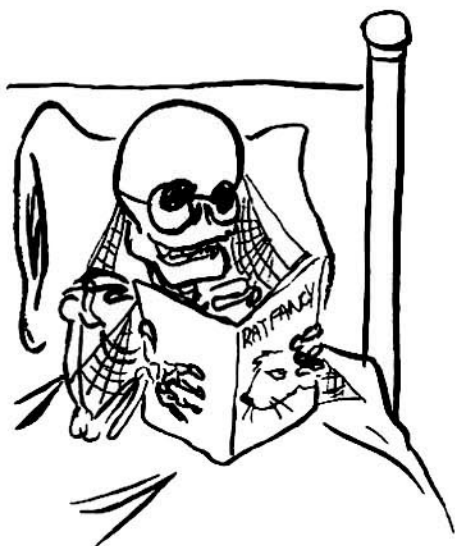
Specializing in choice cuts of meat prepared with inhuman skill, Hannibal Spectre's restaurant is the most popular in Zombieville. Patrons can choose from such specialties as finger sandwiches, kidney beans, shoulder steaks and head cheese.

The Crematorium

This trendy disco is the hot spot for zombie night life. It has DJ dancing on through the witching hour. Shake dem bones!

Zombies Big & Rotten

This versatile clothing store sells everything from dirty, stinking rags to rotten, smelly shreds of fabric. If you want sparse tatters of wretched clothing to barely cover your putrifying flesh, Zombies Big & Rotten is the place for you!



Mo Smashin

Mo is a Badger and a Fighter. He likes to hunt down Moles and smash them with his big hammer! Mo is a very large Badger, standing 5 feet tall. He was the biggest creature in his village. That is why he had to leave the mines and go dungeon-hunting with his friends from town. Mo is very proud of his size and strength. He wears chainmail armor and carries a short sword for backup.

Beliefs & Goals: I am the biggest and strongest Badger in all of Dungeonworld! No one will Boggle my friends while I am around! Someday I will find the Monster Crushing Hammer and defeat all of my enemies!

Hit Points: 14

Speed: 5

Muscle: 6

Break Down Door: 8

Climb: 10

Fight: 11

Pick Up Heavy Thing: 9

Throw: 8

Zip: 4

Dodge: 6

Drive Vehicle: 4

Fire Gun: 5

Jump: 5

Ride: 4

Run: 6

Swim: 4

Continued on next page . . .

Mo Smashin (Continued)

Smarts: 3

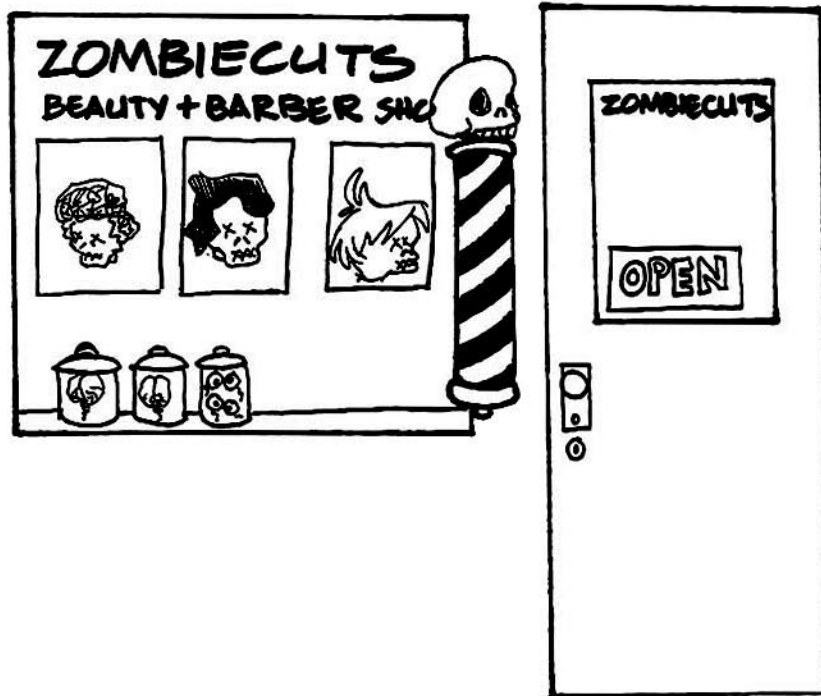
Hide/Spot Hidden: 6
Identify Dangerous Thing: 5
Read: 6
Resist Fast-Talk: 7
See/Hear/Smell: 8
Set/Disarm Trap: 7
Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 8
Sleight of Hand: 7
Sneak: 6

Shticks:

Toughness vs. Physical: 7
Incredible Strength: 9
Incredible Luck: 6



Room 6

Welcome to the torture chamber. Entering is no problem, but all four doors are trapped to prevent *leaving*!

This room is run by the Chamber Giants (see p. 123). They are big and mean and enjoy their jobs. Torture devices include the Iron Maiden, a lovely young human made entirely of metal who chases visitors around asking them to marry her. There is also a collection of hot pokers sitting around a table, playing (you guessed it) poker! And finally, there is *The Rack*. Anyone put on the rack will be stretched to twice his normal height for 2d turns. This may make it hard to move around in rooms with low ceilings, or to run through doors.

Room 7

None of the doors are locked or trapped. From outside the doors, the PCs can hear a crashing sound. If anyone enters from the side door, he will be hit by a bowling ball that does 1d+2 Huge Bowling Ball Damage. At the far end are two Porc fighters engaged in a grudge match. Each has a big two-handed axe. The pin setter is a really ugly Mole. If the PCs do anything to mess up the game, several other Porcs and Moles will appear and start attacking.

Room 8

The door to this room is open and it is very dark inside. All lights give off a quarter of their normal illumination. In the middle of this room is a pit! To avoid this trap, explorers must make a Detect Traps roll at -4! If they fail, the Animator should roll on the "I've Fallen and I Can't Get Up" Pit Table on p. 130. On the other side of the pit is one of the doors that might lead out of the dungeon.



Room 9

This room is set up to look exactly like a quaint Italian bistro, except that all the patrons at the tables are shrews! A tall shrew in a tuxedo is the *maître d'*. On the wall is a blackboard with the specials of the day, and the PCs are listed on the top. As soon as the visitors realize this, the *maître d'* will tell them that they are just in time for dinner . . .

Room 10

In the center of this room is a huge chest. The chest has a giant padlock on it that cannot be picked; all attempts will be futile. The only way to open the chest is to smash the lock, which takes a Muscle roll and 10 points of damage. Inside the big chest is a slightly smaller chest, also locked. This lock takes 9 points of damage to smash. Inside the smaller chest is an even smaller locked chest; its lock takes 8 points to destroy. And so on, until the very last chest, which is about 2 inches across, has a lock on it that requires only 1 point of damage to break. This tiny chest contains the keys to all the locks on the other chests!

Fortunately, the keys are made of lead and are worth about 30 LP.

Room 11

This room is full of steam. Explorers can only see a few feet in front of them. Imagine their surprise when they find out that this is a zombie sauna! These guys are very relaxed and will become quite upset if disturbed.

Room 12

This room is home to a couple of dozen Moles. They don't like visitors much.

Room 13

What's that *terrible* smell? This room is the dungeon kitchen. It has two swinging doors with a window in each door. Inside the kitchen is a Pink Dragon cooking a stew. If anyone dares to ask what *kind* of stew it is, he will answer "Glad you asked! I call it Zombie Surprise." What's the surprise? He wants the visitors to eat it! Are they brave enough to say no? Are they stupid enough to say yes?

If anyone refuses, the Pink Dragon attempts to hit him on top of the head with a big bottle of cooking sherry (1d+2 Cooking Sherry Damage). If the attack is successful, the player hit on the head will be drenched in sherry and become drunk. The drunk character will see the Pink Dragon as a Pink *Elephant* and start singing "How Dry I Am." The Dragon will sing with him and they will act like good buddies. All of this lasts 1d+2 turns.

If anyone actually *eats* the stew, they must make a Muscle roll at -1, or take 1d of Only an Idiot Would Eat Something Called Zombie Surprise Damage.



Lotta Barx

Lotta is a not-too-pretty Bull Terrier who takes no bull from anyone! She stands 4 feet tall, has broad shoulders and wears platemail. She uses a longsword as her main weapon. For special occasions, she will take out her lead-plated Frisbee and strike from a distance. Lotta is a bit of an outcast. Her fellow villagers felt she should spend more time in the kitchen and less time in the dungeons. She did not agree, which is why she travels with our brave heroes.

Beliefs & Goals: Who wants to wash greasy dishes, tend smoky fires and crank spits of meat when you can be adventuring? The dungeon's the place for me! Don't trust magic! Boggle all Porcs, then make them Fall Down!

Hit Points: 14 **Speed:** 6

Muscle: 6

Break Down Door: 9
Climb: 9
Fight: 8
Pick Up Heavy Thing: 8
Throw: 7

Zip: 5

Dodge: 8
Drive Vehicle: 5
Fire Gun: 6
Jump: 7
Ride: 5
Run: 7
Swim: 8

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 9
Read: 7
Resist Fast-Talk: 8
See/Hear/Smell: 6 to see,
9 to Hear/Smell
Set/Disarm Trap: 9
Track/Cover Tracks: 7

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 7
Sneak: 5

Shticks:

Incredible Speed: 7
Toughness vs. Physical: 7



Room 14

This is a Secret Room! A secret door located in room 15 leads to it. If anyone finds the door, it is unlocked and there are no traps. In the center of this room is a tiny chest, only 2 inches across. If this chest is opened, inside is a slightly larger chest, and inside that one is an even bigger one. After 10 times, the largest chest makes weird scary noises. But if opened, it contains 1,000 LP. Persistence pays off.

Room 15

In the center of this room is a table with five Zombies playing poker. They are munching moldy potato chips and drinking flat beer. In the corner are two more Zombies playing Blackjack. When asked, the Zombies playing poker will say that the table is full. Arguing with them will only result in the PCs taking Angry Zombie Damage. On the other hand, the Zombies playing blackjack will be happy to let the PCs join them.

Anyone who makes a successful Smarts roll will see that all the Zombies playing poker have the same cards in their hands (aces and eights, the "Dead Man's Hand").

If a PC plays blackjack, he'll get a 5 and a 6 for his first two cards. Most blackjack players will want another card and say "Hit me." When this happens, the dealer's hand turns into an anvil and punches the player in the kisser, doing 2d+2 Inexplicable Anvil Damage.

Room 16

The door to this room is locked and has two traps. As soon as the door is opened the PCs will see a Red Dragon sleeping on a huge pile of treasure! If the dungeoneers make a See/Hear/Smell roll, they will also see the Monster Crushing Hammer on the wall *behind* the Red Dragon. If a PC can make two Sneak-3 rolls, he can retrieve the magical weapon. If not, the dragon wakes up and tries to barbecue the party. If the group manages to make the dragon Fall Down, his treasure is worth 25,000 LP.

Room 17

This is the corner drug store. Here you can buy herbs, potions, candy bars and magazines. Herbs cost 5 LP and will heal 3 hit points. Some of the herbs are actually boggleberry leaves (1 in 6 chance). If this happens, the character who eats the herbs will suffer spontaneous boggling whenever the Animator thinks it's funny. This happens throughout the rest of the game.

Potions cost 10 LP. Roll on The "I Wonder What *This* Potion Does" Table (p. 105 of the *Tooniversal Tour Guide*) to see what the potion does.

Creepies to Meet

All these monsters have all skills at the same level as their attributes, unless specified otherwise.

Chamber Giants

The Chamber Giants occupy the torture chamber. At first glance they look like huge chambermaids in black and white dresses. Of course, most chambermaids don't carry clubs or have hairy legs, arms, chests, faces, etc. There are two of them in the torture chamber. They hate to be laughed at. Their clubs do 2d damage and hit on a 7 or less.

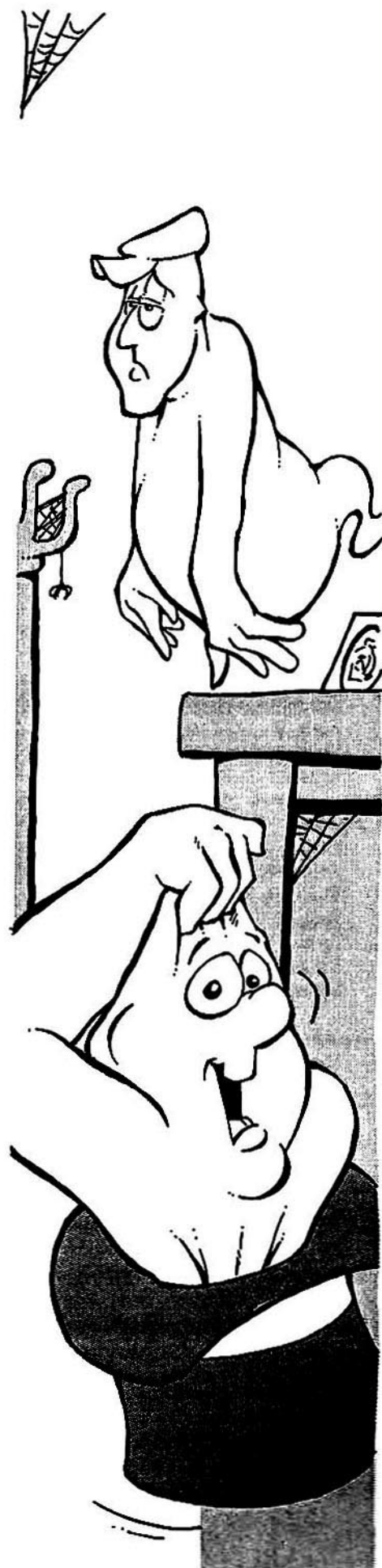
Beliefs & Goals: Boggle, stretch, crush, mutilate and devour all who enter our domain. We hate these stupid dresses, but the Count makes us wear them. Laugh at us and we'll grind your bones to make our bread! Then we'll really hurt you.

Hit Points: 22	Speed: 6	Muscle: 11	Zip: 5
Smarts: 2	Chutzpah: 4	Shtick: Incredible Strength: 9	

Ghosts

Ghosts only take half damage from any attack, including spells. They *usually* will not leave their home area, even when chasing you. Your best offense is a good Run skill. Ghosts come in all **known** and many *unknown* races.

Beliefs & Goals: We are indestructible, so no one can ever hurt us. Making the living run blindly in sheer terror is oodles of fun! Run all the friendly ghosts out of Dungeonworld!



Rowf Redbeard

Rowf is a Great Dane. He stands 7 feet tall and is very muscular. The crossbow is Dan's weapon of choice, but he also carries a shortsword for "close encounters." Rowf doesn't talk much, but he sometimes breaks into a loud and lusty fighting song during battle or even while sneaking through dungeons. He is *very* popular with the ladies, but not so popular with rival dungeon seekers. Rowf finds it hard to find armor in his size, so he wears Rubber Banded armor (so he can squeeze into it and still move around). His best friend is Lotta.

Beliefs & Goals: I don't like dungeons! They are too low, damp, and dark. I might mess up my hair or get my paws dirty (the ladies wouldn't like that). But I like Lotta, and where she goes, I go! Try to find lots of treasure quickly so you can leave the dungeon and go home.

Hit Points: 17 **Speed:** 6

Muscle: 6

Break Down Door: 9

Climb: 9

Fight: 9

Pick Up Heavy Thing: 9

Throw: 8

Zip: 5

Dodge: 5

Drive Vehicle: 5

Fire Gun: 8

Jump: 7

Ride: 5

Run: 8

Swim: 9

Smarts: 3

Hide/Spot Hidden: 4

Identify Dangerous Thing: 3

Read: 5

Resist Fast-Talk: 3

See/Hear/Smell: 7 to See,

10 to Hear/Smell

Set/Disarm Trap: 3

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 9

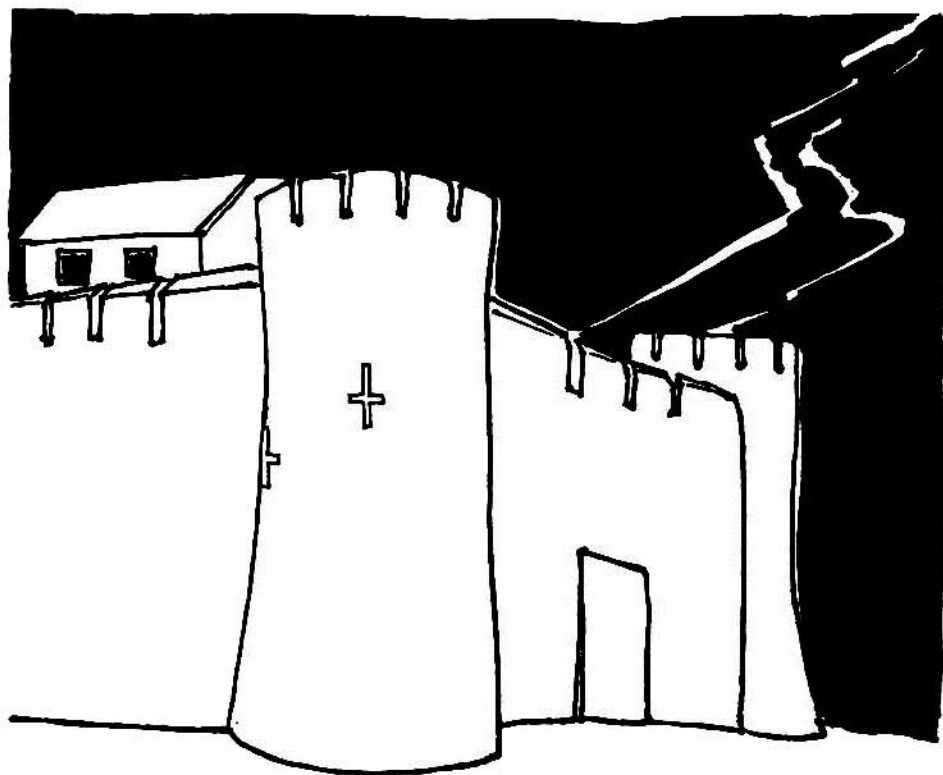
Sneak: 7

Shticks:

Toughness vs. Physical: 9

Maximum Boggle: 6

Magic Resistance: 3



Hit Points: 33

Smarts: 9

Speed: 11

Chutzpah: 11

Muscle: N/A

Shticks: None

Zip: 10

Moles

Moles are short, ugly underground dwellers who like treasure and meat. They like to use spears when hunting for their next meal. They absolutely *hate* Badgers.

Beliefs & Goals: Boggle all Badgers, their relatives, their friends and anyone who's ever seen or spoken to a Badger. Then steal all their treasure and weapons. After that, it's time for a barbecue!

Pink Dragons

Dragons come in many sizes and colors. Pink Dragons like to eat fancy foods, which is why most of them have really nice spacious kitchens along with piles of treasure. Most Pink Dragons stand about 20 feet tall and are 60 feet long. They can breathe a steaming-hot geyser of Hollandaise that does 1d+1 Gourmet Sauce Damage to whomever it hits. They love to find new spices and recipes.

Beliefs & Goals: Cooking is a rewarding and tasty pastime. Always look for new spices, like Eye of Squirrel, Hair of Dog, Tail of Mouse, and other tasty treats. I do not like Red Dragons! They are too scary and mean. They also know nothing about soups or sauces!

Hit Points: 25

Smarts: 8

Speed: 8

Chutzpah: 7

Muscle: 11

Zip: 7

Shticks: Incredible Strength: 10

Toughness (vs. Physical): 7

Breath Weapon: Hollandaise Sauce (1d+1 damage): 8

Porcs

Porcs, like zombies, smell terrible! This results in a -1 to their Sneak and Hide rolls. They resemble pigs, but are mean and stupid and carry weapons. Porcs like to travel in large groups because they are pretty wimpy in single combat. Porcs can use most armor and weapons. Porcs hate Dogs and will fight whenever they meet them. Porcs will not use magic at all, since they absolutely hate it.

Beliefs & Goals: Make Dogs Fall Down whenever you see them. Don't take any lip from anyone, unless they are bigger and more powerful than you. Then do whatever they want.

Hit Points: 6 **Speed:** 5 **Muscle:** 5 **Zip:** 4
Smarts: 3 **Chutzpah:** 6 **Shticks:** None

Red Dragons

Red Dragons are the most feared of all Dragons. Their favorite snack food is a big Dog warrior in plate mail (crunchy on the outside, chewy on the inside). But they also like to munch on smaller and weaker Pink Dragons. They are big, about 150 feet long and 60 feet tall. It is a little-known fact that Red Dragons are extremely allergic to snurkberries, and will Fall Down in a helpless sneezing fit if they happen to eat even one. Unfortunately, nobody in the Known World has any idea where to find snurkberries or even what they look like.

Beliefs & Goals: Absolutely nothing is as powerful as I am! Hoard huge amounts of treasure and then sleep right on top of it! Death to anyone who disturbs my treasure or wakes me up!



Squire Earl

Earl may be a thief, but he's a *very good* thief. However, no one *knows* he's a thief! To all of Dungeonworld he is just Knight Offguard's squire, but when the Knight's away, the squirrel will play! His favorite games are dungeon plundering and pocket picking. He is a rather small Gray Squirrel. Earl wears Vinyl armor and uses a knife to cut purse strings. He has never been caught stealing.

Beliefs & Goals: Never let Knight Offguard find out about my secret profession, since he hates thieves and would surely turn me in! I will protect my fellow adventurers with my life! Unless, of course, my life is in danger. I want to retire as the richest squire in Dungeonworld.

Hit Points: 6 **Speed:** 8

Muscle: 3
Break Down Door: 3
Climb: 8
Fight: 4
Pick Up Heavy Thing: 3
Throw: 6

Zip: 6
Dodge: 10
Drive Vehicle: 8
Fire Gun: 8
Jump: 10
Ride: 8
Run: 10
Swim: 9

Smarts: 6
Hide/Spot Hidden: 10
Identify Dangerous Thing: 8
Read: 7
Resist Fast-Talk: 10
See/Hear/Smell: 8 to Hear/Smell, 10 to See
Set/Disarm Trap: 7
Track/Cover Tracks: 10

Chutzpah: 6
Fast-Talk: 9
Pass/Detect Shoddy Goods: 10
Sleight of Hand: 10
Sneak: 8

Shticks:
Maximum Boggle: 8 (from behind only)
Bag of Many Things: 6
Invisibility: 9
Coat of Arms: 7

Count Backwards

The vampire who rules this dungeon is tall, slim, and very pale. The Count wears a full-length black cape, a tuxedo and dark sunglasses. His teeth and fingernails are long and sharp. Unlike many vampires, he speaks with a Brooklyn accent ("Yo, good ev' nin"). The Count is always hungry. His big weakness (aside from garlic, sunlight and stakes through the heart) is buying handy home gadgets. He has closets full of Back-Pocket Fishermen, Veggie-O-Matics and Ginzoo Knives!

The Count will notice anyone *counting backwards* anywhere in his dungeon – see p. 118.

Beliefs & Goals: Have guests for dinner every night. Nighttime is the right time. Anybody who makes a "backwards" joke is being disrespectful and should have his nose pulled off.

Hit Points: 20 **Speed:** 10

Muscle: 10

Break Down Door: 10

Climb: 11

Fight: 10

Pick Up Heavy Thing: 10

Throw: 11

Zip: 9

Dodge: 11

Drive Vehicle: 9

Fire Gun: 9

Jump: 10

Ride: 9

Run: 12

Swim: N/A

Smarts: 7

Hide/Spot Hidden: 9

Identify Dangerous Thing: 7

Read: 8

Resist Fast-Talk: 10 (4 versus gadget salesman)

See/Hear/Smell: 9

Set/Disarm Traps: 7

Track/Cover Tracks: 7

Chutzpah: 8

Fast-Talk: 8

Pass/Detect Shoddy Goods: 9
(4 versus household gadgets)

Sleight of Hand: 10

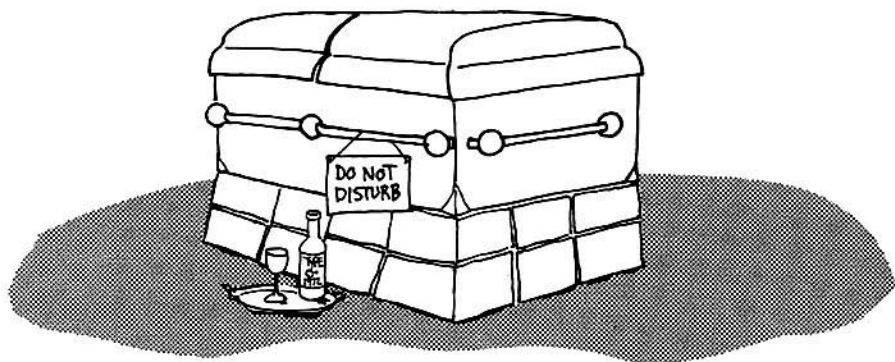
Sneak: 9

Shticks:

Hypnosis: 8

Teleport: 6

Shape Change (bat, wolf or mist only): 9



Hit Points: 50

Smarts: 10

Speed: 8

Chutzpah: 9

Muscle: 10

Zip: 7

Shticks: Breath Weapon

(Fire, 2d+2 damage): 10,

Incredible Strength: 11

Shrews

These are foot-tall, demented, mole-like creatures. They use no weapons or armor, just teeth and claws, doing 2d damage per attack. They fight at skill level 7 and get a +2 to their Dodge roll, due to their small size.

Beliefs & Goals: Eat first and ask questions later, unless you're still hungry!

Hit Points: 8

Smarts: 4

Speed: 8

Chutzpah: 6

Muscle: 5

Zip: 7

Shtick: Incredible Speed: 9

Wizard's Skeleton

This is a tall human skeleton. It is wearing a tattered robe and pointed hat. There are no weapons nearby, but it has copies of both *Emlo's Book of Popular Spells* and the *Dead Tree Scrolls* and can cast any spell at skill level 7. He follows the count's orders to the letter and can be a formidable opponent.

Beliefs & Goals: No one takes my spell books! If they try, I'll zap 'em! Do what the Count says. The Count knows best.

Hit Points: 9

Smarts: 9

Speed: 5

Chutzpah: 7

Muscle: 6

Zip: 4

Shticks: All Spells: 7

Zombies

Zombies are very ugly and very smelly. Their bodies are half covered with rotting flesh; the rest is just bones. Zombies can be of any race known to Dungeonworld. Brains are their favorite meal, but some prefer Chinese food. They use no weapons, only bony fingers and teeth, doing 1d-1 damage per attack.

Beliefs & Goals: Follow the Zombie Master's commands and destroy all invaders. Make Dungeonworld safe for the undead. Avoid deodorant.

Hit Points: 6

Smarts: 2

Speed: 3

Chutzpah: 2

Muscle: 4

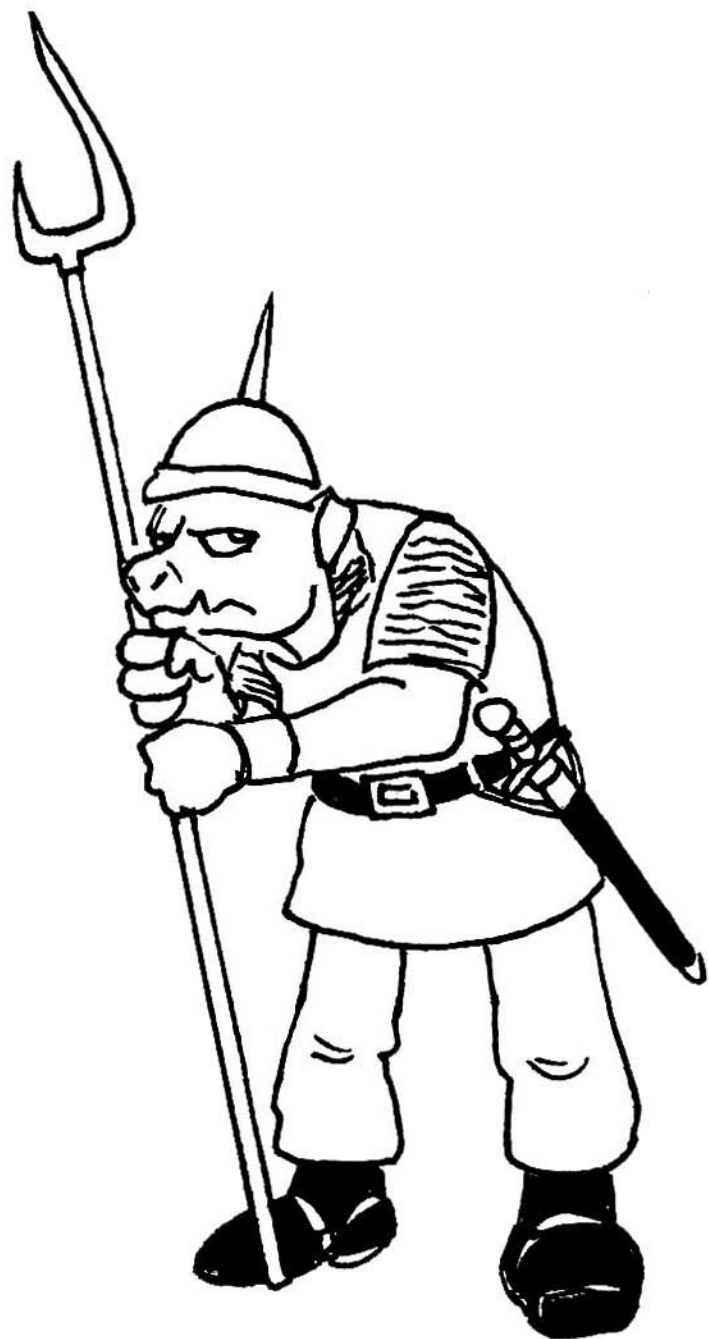
Zip: 2

Shticks: None

Stuff

The Dead Tree Scrolls

Unearthed from the bowels of a big, dead tree in the Southern Wastelands, these forgotten spells have now been found, copyrighted and placed into general



circulation. Still very rare, they can enhance the repertoire of any successful wizard.

Lights Out (2 points)

Spell Points: 1
Duration: N/A
Area: N/A

Range: 30 feet
Casting Time: 1 turn
Damage: N/A

This spell causes an area of darkness around the caster. A small chain appears in mid-air and a giant hand reaches out and pulls it, causing darkness in a 30-foot circle (this will also counteract the Light spell). The light remains off until the Light spell is recast.

If someone tries this spell and *fails*, anyone wearing chainmail armor may be in for a spin. There is a 50/50 chance that the spell will grab a loose link of the hapless victim's chainmail, pulling it and causing him to spin around until it is completely unraveled. It will take 10 turns to knit it back together with great big knitting needles. If no needles are visible, you'll just have to look around until you find some!

A *badly* failed roll (an 11 or 12) may result in the chain being attached to a big section of the ceiling which comes down and crushes the spellcaster.

Dragon Breath (3 points)

Spell Points: 2
Duration: 1d+1 turns
Area: 10 squares in a triangle shape

Range: 10 feet
Casting Time: 2 turns
Damage: 1d

When this spell is cast, a gaseous, green, stinking cloud spews from the mouth of the caster. It affects all living things in its path. In still air or a light breeze it will last 1d+1 turns, doing 2d of Yucky Smell Damage each turn. If there is a moderate to strong breeze, the cloud will only last 2 turns. Creatures with a Smell skill of 4 or less must *fail* a Smarts roll to be affected.

Lizard Lock (2 points)

Spell Points: 1
Duration: special
Area: N/A

Range: N/A
Casting Time: 1 turn
Damage: 1d

This spell turns any lock into a magical, trapped lock. Any failed attempt to unlock the lock will result in the lock's turning into an iguana, which then bites the hand of anyone messing with it. That will cause 1d points of Iguana Chomp Damage. After biting, the iguana turns back into an ordinary-looking lock (until



the next failed roll). This type of trap can be detected with a Detect Traps roll at -2.

Piano from the Sky (5 points)

Spell Points: 3 **Range:** 10 feet
Duration: 1 turn **Casting Time:** 2 turns
Area: 1 creature **Damage:** 3d

When this spell is cast on any creature within 10 feet, a grand piano falls from the ceiling and lands on the creature, doing 3d Falling Piano Damage. As a side effect, the victim's teeth will turn into piano keys on which he can play any song that he knows. At the Animator's whim, the teeth can remain piano keys or can revert to normal teeth at some humorous time.

Presto-Chango (4 points)

Spell Points: 3 **Range:** 30 feet
Duration: 6 turns **Casting Time:** 3 turns
Area: N/A **Damage:** special

The Presto-Chango spell turns any creature into *something* else. To find out *what*, roll on the Presto-

Chango Result table on p. 130. This spell only affects one creature, and the caster must choose his target before casting the spell. The spell lasts 6 turns. After that, the victim returns to normal. Most of the possible changes are harmless creatures or objects, but sometimes the target ends up *more* powerful.

Protect from Boggle (3 points)

Spell Points: 2 **Range:** N/A
Duration: 3 turns **Casting Time:** 2 turns
Area: 20-foot circle **Damage:** N/A

This spell protects everyone within the area of effect from Boggling attacks. Those who are protected can only be boggled by a Maximum Boggle attack, and then it acts only as a regular Boggle.

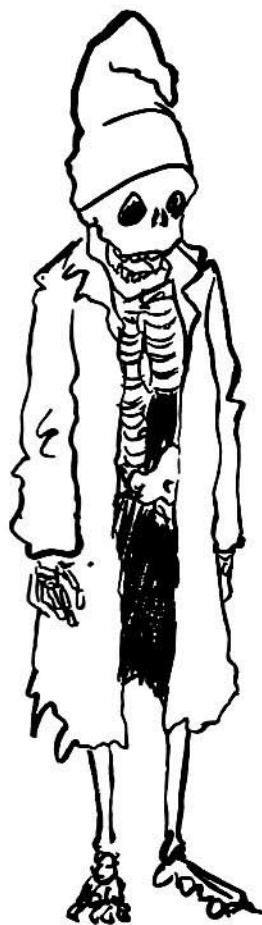
Magic Items

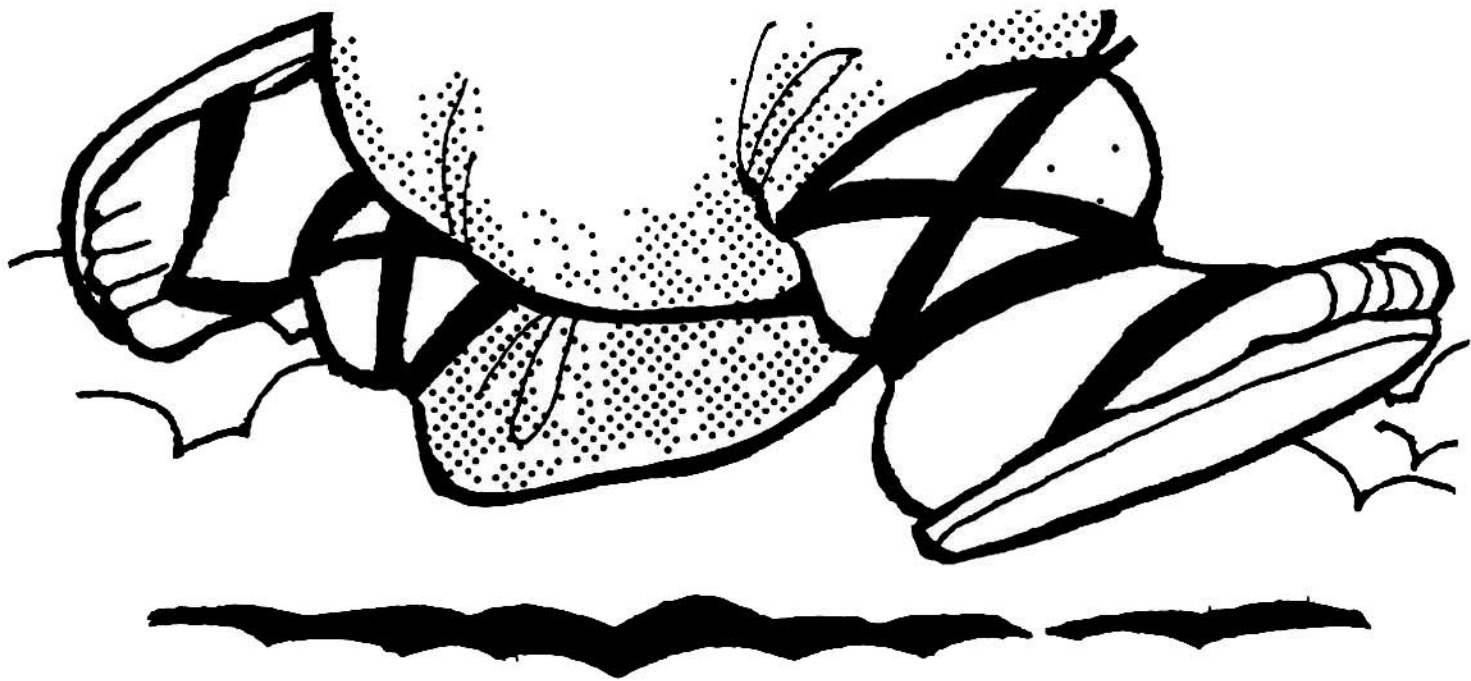
Shoes of Boggling

When the wearer of these shoes taps his heels together three times, he may boggle any one creature within 20 feet that he chooses. He must make a roll of 8 or less on 2d, and if he fails, he is Boggled instead of the intended victim. The boots will only work 3 times per day. After that, they become Boots of Babbling. Using them causes the wearer to babble incoherently for 2d+2 turns. The boots are worth 150 LP per pair and can only be used by Wizards and Thieves.

Mirror Finish

This is a high-quality, long-lasting polishing compound that is made to be used on Platemail armor (it destroys Paper Platemail). It is available at all the best armories and can sometimes be found in dungeons. The advantage of Mirror Finish is that on bright sunny days opponents will be blinded by the reflected light, giving the wearer a +2 on Dodge rolls (but a -2 on Hide or Sneak rolls). It also does the same blinding damage





to the wearer's friends and allies! It's a good thing there aren't any bright, sunny days in dungeons. The mirrored surface will also keep vampires at bay.

Herman's Healing Helmet

When placed on the head of any creature, this helmet instantly returns 1d+1 hit points. It is rumored that the helmet may be cursed. No one knows for sure, or what the curse may be, but the rumors speak of lightning, whipped topping and rutabagas.

Horatio's Horn

The tranquil sound of this horn is said to lull monsters to sleep. Any monster within 60 feet who can hear the horn will fall asleep for 3 turns if it fails a Smarts roll at a -2. This will work on any number of monsters in the area of effect. An unfortunate side effect is that at random times (a roll of 11 or 12 on 2 dice), the horn instead makes a rude noise that drives monsters into an insane rage. That Horatio, what a kidder!

Dancing Dagger

This is a magical dagger which, when thrown, will twist and dance around obstacles to hit its target. Sometimes it tap dances, sometimes it sambas, and sometimes it waltzes. It has a range of 40 feet and gives a +2 to the user's Throw skill. The damage is the same as a normal dagger. On a roll of 12, however, the dagger will turn and chase the user. The user must make a Dodge roll at -1 to avoid being hit. After being used the dagger magically returns to its sheath.

Smedley's Sandals of Silence

These sandals are enchanted with a spell of silence. This gives the wearer a +4 on his Sneak skill. There is also a curse on the sandals. While wearing them, the victim is unable to speak or to hear anything.

Gags

Anyone who runs into a Zombie should gag.

Variations

One Way Out

Instead of four carousel doors, maybe there's only *one* out door. If the PCs have not found the scroll in the Count's coffin and cast the spell, the one door leads to an identical dungeon to the one they are in (including duplicate PCs!). This can happen as many times as it's funny.

Night Mission

If the group enters the dungeon at night, the Count will be out of his coffin and lurking somewhere in his dungeon waiting for his next meal. This is the best time to find the scroll, since anyone opening the coffin will see it. Of course, the Count will frown upon anyone messing with his coffin! Encountering the Count unexpectedly might give one of the PCs a sinking feeling in his neck.

The "I've Fallen and I Can't Get Up" Pit Table

- 11 2' deep, smooth bottom (no damage)
- 12 4' deep, greased bottom (slip and slide for 1d+1 turns)
- 13 6' deep, smooth bottom (1d-1 damage)
- 14 8' deep, greased bottom with itching powder (slip and itch for 1d+2 turns)
- 15 10' deep, smooth bottom (1d+2 damage)
- 16 12' deep, greased bottom and sides (slip for 2d turns, -3 to Climb roll)
- 21 2' deep, glue at bottom (1d damage and stick for 1d turns)
- 22 4' deep, full of cornflakes (1d damage and milk begins to pour in after 3 turns)
- 23 6' deep, broken glass at bottom (1d+2 damage)
- 24 8' deep, bed of nails at bottom (2d-1 damage)
- 25 10' deep, cream pie at bottom (instant Boggle)
- 26 12' deep, flaming grease at bottom (2d+3 damage)
- 31 2' deep, fluorescent pink paint at bottom (-2 to Sneak for 2d turns)
- 32 4' deep, spring in bottom (hit ceiling, 1d damage)
- 33 6' deep, teleport to another room (Animator's choice)
- 34 8' deep, angry Porc at bottom
- 35 10' deep, angry Mole at bottom
- 36 12' deep, 3 hungry Shrews at bottom
- 41 2' deep, 2d+1 game designers at Bottom (Maximum Boggle for 1d turns)
- 42 4' deep, full of hot chicken soup (1d+1 damage)
- 43 6' deep, whipped cream and spikes (2d+1 damage)
- 44 8' deep, full of lime gelatin (bounces up and down)
- 45 10' deep, full of popcorn (no damage)
- 46 12' deep, with a Zombie's old, red, high-top sneakers (gag 2d+2 turns)
- 51 14' deep, magic potion (roll on *I Wonder What This Potion Does Table*, TFG, p. 105)
- 52 16' deep, magic scroll (Animator's choice)
- 53 18' deep, rotten eggs (stink 3d+1 turns)
- 54 20' deep, mysterious tunnel (Animator decides where it leads)
- 55 22' deep, Dragon's lair (Dragon is home on 6 or less)
- 56 24' deep, 6' of water in bottom (2d damage, half if they make Swim roll)
- 61 26' deep, giant mousetrap at bottom (3d damage)
- 62 28' deep, 3d+3 Bats (2d Bat Bite damage)
- 63 30' deep, feathers (no damage)
- 64 32' deep, tombstone with character's name (3d damage, Boggled on 9 or less)
- 65 34' deep, stairs that lead down into another dungeon
- 66 Bottomless (leads anywhere Animator chooses, maybe another world)

The Presto Chango Spell Result Table

- 11 Near-Sighted Porc
- 12 Neandermole
- 13 Giant Shrew
- 14 Zombie
- 15 Wallaby with Australian accent
- 16 Golden retriever
- 21 Talking sword
- 22 Barrel of wine
- 23 Pink Dragon
- 24 Stone Golem
- 25 Yellow Slime
- 26 Wall of Jello
- 31 Polka-Dotted Slime
- 32 Skeleton
- 33 Feather pillow
- 34 Siamese twins (one is a Dog and the other is a Porc)
- 35 Any other character in this book
- 36 Water Elemental
- 41 Flaming torch with arms and legs
- 42 Mirror with a face
- 43 Candlestick holder with stick of dynamite
- 44 Boom box playing polka music
- 45 Elvis impersonator
- 46 Werewolf
- 51 Kitchen sink with garbage disposal
- 52 Hourglass
- 53 Exact duplicate of any other PC in this adventure
- 54 Book of spells
- 55 Irving the Tap-Dancing Elephant
- 56 Six-legged Fnord
- 61 Giant Spider
- 62 Tree Sloth, with tree
- 63 Black cauldron full of bubbling brew
- 64 Cowardly Lion
- 65 Vampire Chicken
- 66 Hungry Red Dragon



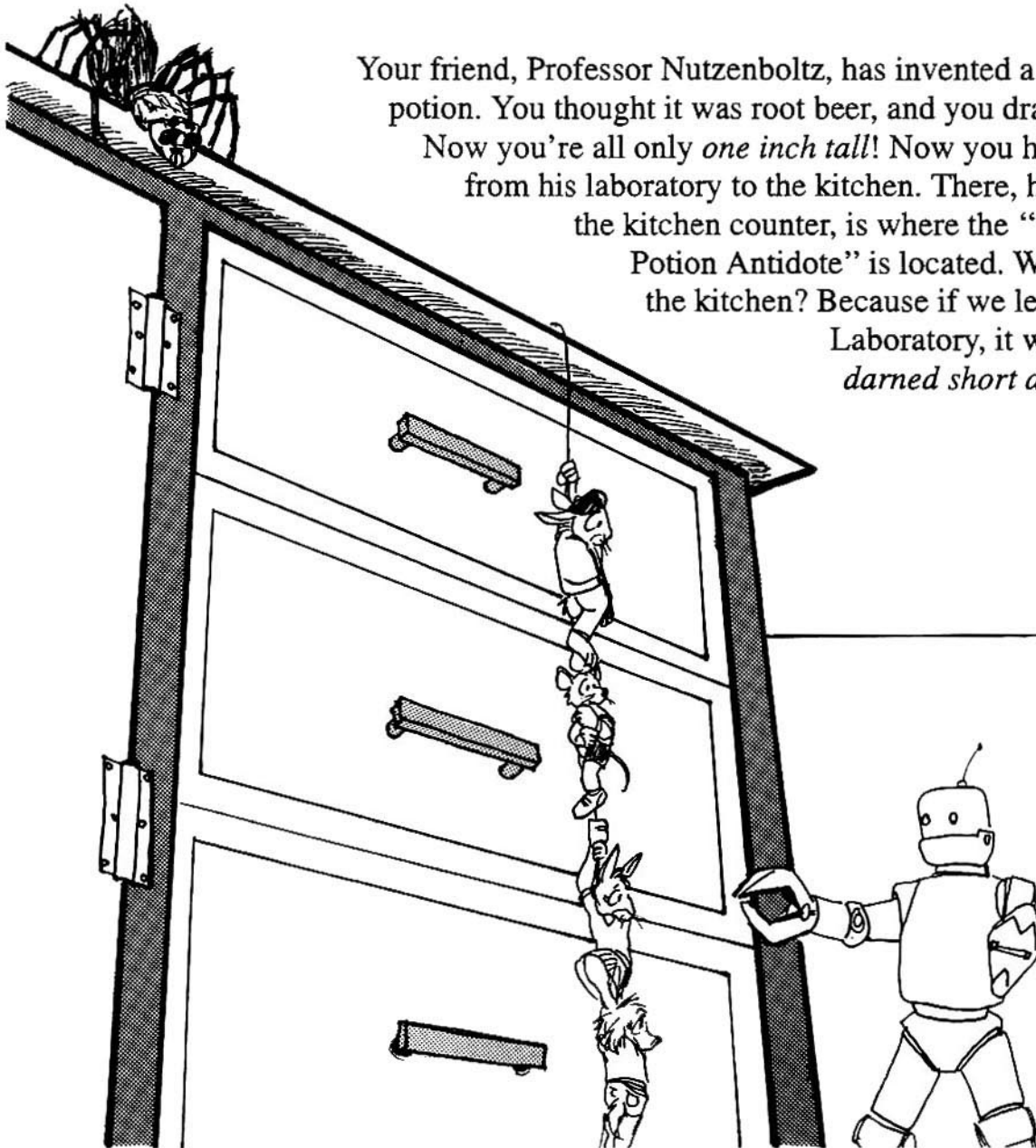
Feature Film:

Midget Mayhem

An Adventure For *Toony Tyke Adventures*

By *Doc Cross*

Your friend, Professor Nutzenboltz, has invented a shrinking potion. You thought it was root beer, and you drank some! Now you're all only *one inch tall*! Now you have to get from his laboratory to the kitchen. There, high up on the kitchen counter, is where the "Shrinking Potion Antidote" is located. Why is it in the kitchen? Because if we left it in the Laboratory, it would be a *darned short adventure*!



Arty Van Gogh

Arty is an eight-year-old boy rabbit. He normally stands about 3 feet tall. He is an artistic little guy and always wears an artist's smock and beret. Arty is never without his paint set and crayons. One of his favorite things to do is paint or draw a picture so realistic that it does a *Cosmic Shift* (such as getting blown up by a painting of dynamite). Arty likes to speak with an outrageous French accent. He hates having his little sister, Dotty, follow him around.

Beliefs & Goals: Ooh la la! Zum day, Ah weel be ze faymouse arteest! Ah just love to paint peectchairs zat cos ze Cosmeek Sheeft. Always carry ze paints an crayons at all times! Ah weesh mah leetle seestair would not tag along wees me an mah frans!

Hit Points: 9

Speed: 5

Muscle: 4

Break Down Door: 4

Climb: 5

Fight: 4

Pick Up Heavy Thing: 5

Throw: 5

Zip: 4

Dodge: 5

Drive Vehicle: 2

Fire Gun: 4

Jump: 4

Ride: 4

Run: 6

Swim: 5

Smarts: 6

Hide/Spot Hidden: 6

Identify Dangerous Thing: 6

Read: 6

Resist Fast-Talk: 7

See/Hear/Smell: 6

Set/Disarm Trap: 6

Track/Cover Tracks: 6

Chutzpah: 5

Fast-Talk: 7

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 5

Sneak: 5

Shticks:

Wild Imagination: 10

Cosmic Shift Usable On Others
(only with paintings or drawings): 6



Cast of Characters

All of the players are either Kids or Pets. You can use characters you've already created, or pick some from the sidebars. The GM can also bring in Older Siblings or even Parents, as PCs or NPCs, if things aren't crazy enough!

The Animator will play a big, hungry tarantula and several of the Professor's robots. We've written the robots up in the form used by the *Robot Design Sheet* found in the *Star Toon* chapter of the *Tooniversal Tour Guide*. You can transfer the info to copies of that sheet if you have players running the robots.

Location

The adventure takes place inside the Professor's house – which, to the characters, seems enormous. There's no reason that the shrunken PCs couldn't wind up in the yard, in a car, or even farther afield if the fiendish Animator chooses.

Situation

The Kids have become tiny. They're menaced by robots, weird gadgets, and a hungry spider. And they will be in *big trouble* if anybody finds out what happened. Have you ever had a spanking while you were only one inch tall? Not funny!

Object of the Adventure

The Kids want to get back to their normal size. The obvious way to do this is by getting to the kitchen and drinking the Potion Antidote. Of course, other things might work, too.

A Few Words About Wild Imagination

As described in the *Tooniversal Tour Guide*, all Kids get the *Wild Imagination* shtick for free at a skill level of 10. Although the Kids can

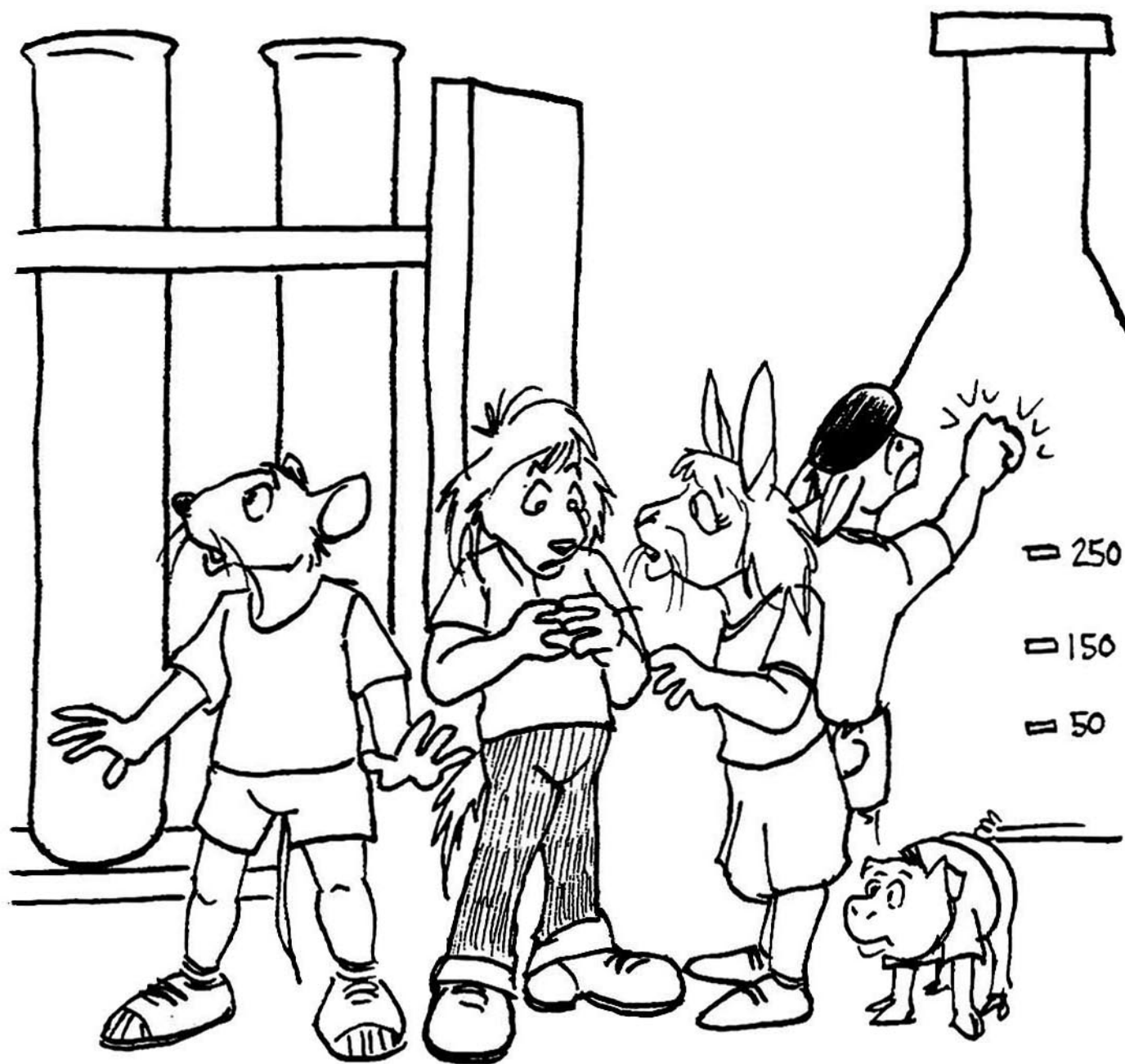
use this shtick anytime they want to enter an imaginary world, the *Animators* can take control of the shtick once in a while. This adventure is *full* of things that could trigger a Kid's fantasies! Any time the surroundings look interesting (say, when the PCs are in the jungle of house plants), just roll the dice once for the whole group. If you roll less than 10, their imaginations have kicked in and you can start describing someplace really weird and neat. ("Suddenly, you find yourselves trekking through Darkest Africa. Off in the jungle, you hear the roaring of lions, the trumpeting of elephants and the gentle cry of the Tooki-Tooki Bird. Just then...")

An important thing to remember is that although the NPCs may *look* different from the Kids' imaginary point of view, the NPCs won't see or hear the illusions. Being fairly logical artificial intelligences (except for

Pee Wee Vermin

Pee Wee is an eight-year-old boy mouse who always wears shorts, a t-shirt and sneakers. He is Arty's best pal and is very athletic. In his Back Pocket, Pee Wee always carries a baseball and a baseball bat. Even though he's athletic and pretty smart, Pee Wee is very gullible and can be Fast-Talked easily. Pee Wee's constant companion is his pet pig, Ribs. Pee Wee is kind of flattered that Dotty has a crush on him, but is too shy to say so.

Continued on next page...





Pee Wee Vermin (Continued)

Beliefs & Goals: Sports are fun! Start up a ball game. Be loyal to my Pals and help them out when they need it. Keep Ribs out of trouble!

Hit Points: 11

Speed: 5

Muscle: 5

Break Down Door: 5

Climb: 7

Fight: 5

Pick Up Heavy Thing: 6

Throw: 5

Zip: 5

Dodge: 4

Drive Vehicle: 2

Fire Gun: 3

Jump: 5

Ride: 4

Run: 4

Swim: 5

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 6

Read: 5

Resist Fast-Talk: 3

See/Hear/Smell: 5

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 8

Shticks:

Incredible Speed: 7

Wild Imagination: 10

The Spider), the NPCs will try to figure out why the PCs are acting so strangely. In the case of Robot DeNiro, this could end up driving him insane – a short drive, in his case.

On the other hand, if the Animator *wants* to have the NPCs get sucked into the PCs' imaginary world, it's OK by us! We want you to put fun above rules. How many other games will tell you *that*?

Plot

The adventure starts in the Professor's laboratory. The Professor is out. But he left his door unlocked, and the Kids got in . . .

The Animator can just tell the players "You drank the potion and got small." But it's much more fun to let them get into the lab, and then describe the potion in such a way that they'll all *decide* to drink it. You can do it. You're sneaky, right? (If only one of the Kids drinks it, there's no visible effect until the others drink it too. Then the shrinking starts. You can tell the first one to drink it that it tastes good and makes them burp. Invite that Kid to show how well he can burp. If that doesn't get all the Kids chugging potion and having a Burp Contest, you should check to see if you have wandered into a Mah-Jongg tournament by accident.

When the Kids shrink, everything they are carrying (including pets) shrinks as well.

Once all the characters are shrunken, they need to find the antidote. To do that, they'll have to get past all the dangers of a modern suburban house *and* the Professor's loony "labor saving inventions" in time to be home for dinner!

Places to Go

The Laboratory

This is where the adventure starts, with the PCs shrunken and standing in front of Professor Nutzenboltz' main lab table. The top of the table is way, way above them. There are several drawers built into the lab table and there are a total of three lab tables in the room. If the Kids want to get to the top of a table, they could either climb the power cords or figure out some other way of climbing up.

There are also several boxes of equipment sitting on the floor along one wall. These boxes can hold whatever the Animator chooses, but appropriate items might include chemicals, lab equipment, tools, books, dirty laundry or just trash. If The PCs decide to poke around in these boxes, have them make lots of *Identify Dangerous Thing* rolls. If they fail a roll, have something weird or dangerous happen. Explosions always work well.

At the top of the table, the PCs will find all sorts of weird scientific stuff. For better descriptions, see the *Stuff* section of this adventure. In addition to scientific stuff, the characters will also find the Professor's computerized notebook. The latest entry says: "Eureka! I've perfected

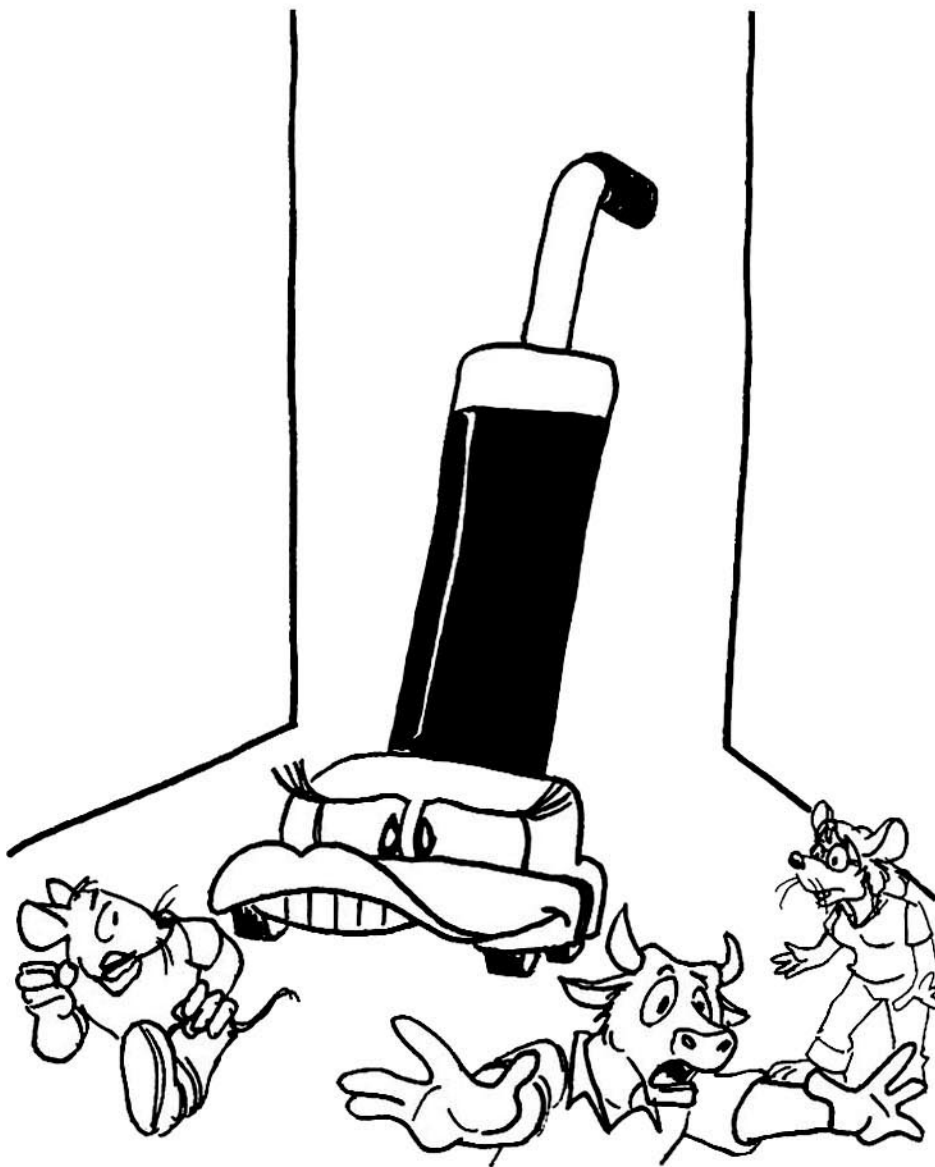
my shrinking potion antidote! I'll put it on the kitchen counter for safe-keeping." That should get the characters moving in the right direction!

The Laboratory is also a good place for the characters to first meet Robot DeNiro. Robot will probably be puttering around the lab when he notices the "miniature invaders." After that, the chase will be on! Remember that although Robot is only 2' tall, he will be huge to the shrunken PCs!

Besides all of the stuff listed above, the laboratory has a closet, two sinks and a refrigerator. The fridge is full of chemicals that need to be kept cold or they'll explode. You don't need to tell the characters about that.

The Hallway

The hallway is long and dark with several doors on both sides. Vanna the Vacuum Cleaner will roar up and down the hallway every few minutes. The only safe place for the PCs to hide is inside one of Professor Nutzenboltz' shoes. (BLECCHHH!) Really mean Animators will have the shoe contain a dirty sock. (YUCCCKK!)



Dotty Van Gogh

Dotty is a six-year-old girl rabbit who wears a dress and is very cute. She always carries her little rabbit doll in her hands and has a tube of toothpaste, a toothbrush and an anvil in her Back Pocket. She thinks Pee Wee is a real dreamboat and calls him "Sweetie." She doesn't like it when her brother tells her what to do and will usually do the opposite. Dotty really loves pastry of any sort.

Beliefs & Goals: Ooh, that Pee Wee is so cute! Stay near him and call him "Sweetie." Don't let that stinker Arty tell me what to do! Help Penelope build things. Keep an eye out for pastry, but brush after every meal.

Hit Points: 5

Speed: 4

Muscle: 3

Break Down Door: 3

Climb: 4

Fight: 4

Pick Up Heavy Thing: 3

Throw: 3

Zip: 3

Dodge: 5

Drive Vehicle: 2

Fire Gun: 2

Jump: 3

Ride: 3

Run: 4

Swim: 3

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 3

Read: 3

Resist Fast-Talk: 8

See/Hear/Smell: 6

Set/Disarm Trap: 3

Track/Cover Tracks: 3

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 6

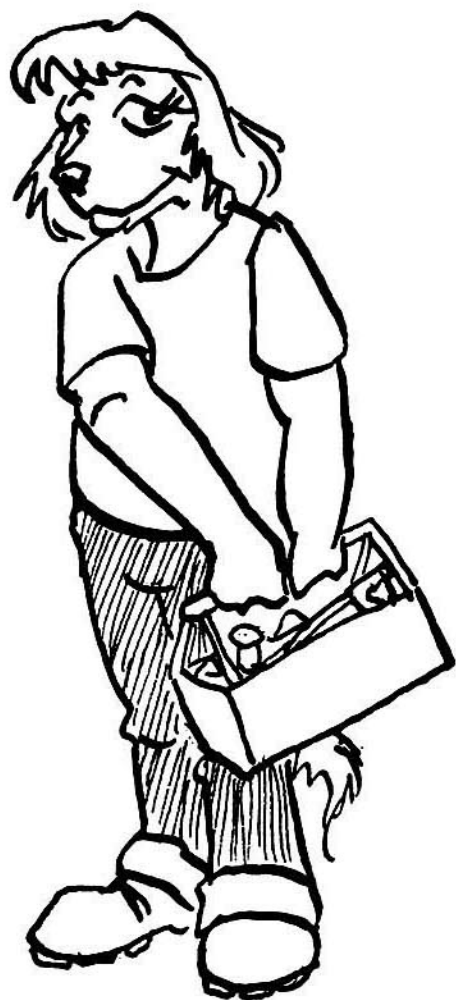
Sleight of Hand: 6

Sneak: 6

Shticks: Wild Imagination: 10

Detect Pastry: 9

Incredible Luck: 5



Penelope Pupkin

Penelope is an eight-year-old girl dog (a cocker spaniel). She loves to build things and wears a Carpenter's Belt of Many Tools (skill level 9). Her favorite clothes are jeans, a T-shirt and boots. She has a sack lunch and a bottle of seltzer water in her Back Pocket. Penelope likes Arty, but she thinks his fake French accent is silly. She carries her pet rat, Bartholomew, on her shoulder and talks to him. Penelope is very smart, but has runs of bad luck.

Beliefs & Goals: Building things is what I like the most! I'm very good at it! Arty is cute, but it's hard not to laugh at his accent. Be on the lookout for building materials. Protect my friends!

Hit Points: 9 **Speed:** 5

Muscle: 5

Break Down Door: 5

Climb: 6

Fight: 6

Pick Up Heavy Thing: 6

Throw: 6

Continued on next page . . .

The Living Room

Not only is the living room the largest room in the house, it's also got the most stuff in it. Besides the usual living room furniture, (sofa, recliner, TV, stereo, coffee table, etc.) this room also has lots of house plants, a model train that runs all around the room, a large doll house made out of building blocks, several battery powered race cars, a "Lil' Architect Building Construction Set" and a couple of really big stacks of comic books. Now you know why all of the neighborhood Kids like to visit Professor Nutzenboltz!

Unknown to the characters and the NPCs, Professor Nutzenboltz recently hooked up a Hologram Projector to his TV. This projector will come on at random intervals and project realistic images onto the living room floor. That should stir things up!

All of the above items are described fully in the Stuff section. You can put most of the things anywhere in the room you want. The living room also has two large windows as well as the front door of the house. Just off of the living room is the . . .

The Dining Room

There isn't much in the dining room but the dinner table and six chairs, all of which seem a mile high to the PCs! Of course, there *is* food up on the table and some of the characters *might* be hungry. Heh heh.

The Kitchen

For creating real mayhem in a *Toon* game, you just can't beat a kitchen! (Though a construction site *is* pretty good . . .) All of those sharp knives, pointy forks, heavy cans of food, electrical appliances and hot stoves! What fun, eh?

Professor Nutzenboltz' kitchen has a gas stove, refrigerator, microwave oven, trash compacter and lots of shelves full of food on one side of the room. On the other side is a large counter, a sink (with garbage disposal), an electric can opener, a blender, a toaster, lots of shelves and drawers full of dishes; food and kitchen tools and a large bottle labeled "Shrinking Potion Antidote." Oh yes, the kitchen also contains Professor Nutzenboltz' latest creation, the Computerized Cook. Remember, Animators, you can *always* make a bad situation worse!

By the time the PCs get to the kitchen, they'll probably have Robot DeNiro, The Spider and Pest Control Droid #3 hot on their trail. The Kitchen is a perfect place for a showdown, especially if the PCs are up on a counter and the bad guys are down on the floor! We'll cover this more thoroughly in the *Gags* section.

Other Rooms

The tiny Kids might find their way into other rooms of the house. A few examples would be: Library (all of those books could really set off a Kid's

Wild Imagination), Bathroom (perhaps a naval battle in the bathtub?), Bedroom (beds are good to hide under) or Storage Room (in the Professor's house, this room could hold all sorts of strange stuff). Any of these rooms would be right off the Hallway, and the PCs could easily be chased into them by Vanna the Vacuum Cleaner.

Stuff

Lab Equipment

Normal lab equipment (as opposed to the bizarre stuff we'll describe later), consists of things like beakers, flasks, test tubes, electronic scales, Bunsen burners, glass tubing, rubber tubing (great for slingshots), centrifuges (these spin around really fast), distilling flasks, electronic calculators, bottles of chemicals (some wet, some dry), lasers and those things you see in horror movies that have electricity arcing between two metal rods. Since most of these things are a lot bigger than the PCs, using them will be difficult. Animators should give at least a -2 to any rolls the players make while trying to use lab equipment.

The Computerized Notebook

This is really just one terminal of the Professor's mainframe computer, which is located in the basement. To type anything into the Computerized Notebook, the PCs will have to step on the right keys. This will require a *Zip* roll at -1, but even if they do type something, it won't do them much good.

This is because although the PCs can read the message that's on the screen, which tells them where the antidote is, they can't access or enter any new data! However, the artificial intelligence that operates the Computerized Notebook will be more than happy to argue with the PCs about why they can't access the computer without the proper password. It will also argue about just about anything else, including why it thinks the PCs are lying about being shrunk. When playing the Computerized Notebook, the Animator should use a suitably narrow-minded and self-important voice.

Weird Science

On the tables and in the boxes scattered around the laboratory are several strange devices and chemical concoctions. We'll list a few of them here, but Animators should invent lots of new ones. In keeping with the cartoon spirit, most of these weird items won't work quite the way they're supposed to. Be inventive and think up new ways that they can help or harm the PCs and NPCs. Remember that all of the silly effects listed below should only last as long as they are funny.

Gravity Reduction Beam: This looks like a long light bulb stuck onto a gun stock. It shoots a sparkly green beam that is supposed to make whatever it hits weigh one-tenth its normal weight. This would mean that

Penelope Pupkin (Continued)

Zip: 4

Dodge: 5
Drive Vehicle: 4
Fire Gun: 3
Jump: 5
Ride: 6
Run: 6
Swim: 7

Smarts: 6

Hide/Spot Hidden: 9
Identify Dangerous Thing: 9
Read: 9
Resist Fast-Talk: 9
See/Hear/Smell: 9
Set/Disarm Trap: 9
Track/Cover Tracks: 9

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 4
Sneak: 5

Sticks:

Carpenter's Belt of Many Tools: 9
Wild Imagination: 10
Bad Luck: 5



Ribs

Ribs is a pig (but not a humanoid pig). He is Pee Wee's pet; he wears a striped sweater. Ribs has two driving urges: constant hunger and an insatiable curiosity. Although he loves Pee Wee and will do anything for him, Ribs is a coward and will try to hide from danger, leaving Pee Wee to fend for himself. Ribs cannot really talk, but can communicate via grunts and pantomime.

Beliefs & Goals: Find food and eat it! Stick close to Pee Wee, unless I see something neat to investigate. Keep out of danger!

Hit Points: 10

Speed: 7

Muscle: 4

Break Down Door: 4

Climb: 3

Fight: 3

Pick Up Heavy Thing: N/A

Throw: N/A

Zip: 6

Dodge: 6

Drive Vehicle: N/A

Fire Gun: N/A

Jump: 4

Ride: 2

Run: 7

Swim: 6

Smarts: 4

Hide/Spot Hidden: 8

Identify Dangerous Thing: 9

Read: N/A

Resist Fast-Talk: 4

See/Hear/Smell: 6

Set/Disarm Trap: N/A

Track/Cover Tracks: 5 (Track only)

Chutzpah: 2

Fast-Talk: N/A

Pass/Detect Shoddy Goods: N/A

Sleight of Hand: N/A

Sneak: 6

Shticks:

Detect Food: 9

something as small as the PCs would become virtually weightless and float like a balloon! Of course, the ray *might* make whatever it hits weigh *ten times normal*! This ray is also a great way to let a character walk along the ceiling. Or fall through the floor into the basement.

Teleportation Belt: Theoretically, this belt would let the wearer teleport anywhere in the world instantly! Unfortunately, the belt has a short in its wiring and will teleport any living thing that touches it to a different room of the house. Animators *could* assign each room a number and roll the dice to see where the victims end up, or just beam them to whatever place would be *funniest*. Another idea is to have the belt start teleporting *itself around the house at random*! Since the belt is three times taller than the characters and three feet long, it could be quite an obstacle.

Super Speed Elixir: One swallow of this and the victims can *only* move at *Incredible Speed*! This could cause plenty of problems, especially if they fail their *Zip* roll when trying to come to a sudden stop. Or make a tight turn. Or dodge several things being thrown at them. Animators should practice their crash sound effects, since there will probably be lots of crashes.

The main problem with the elixir is that it works for a few (1d) turns and then shuts off for a few (1d+2) turns before turning back on. Sneaky Animators might even cause the potion to slow the victim down for a few turns!

Magnetizing Powder: Anything covered with this powder will become an incredibly powerful magnet for 2d turns. Steel and iron items from as far away as 30' will come flying through the air toward it. *Living* magnets can only avoid getting smashed by the flying metal if they make lots of successful *Dodge* rolls and then get behind something like a door. Another effect is to have the *victim* fly toward the *metal*! Getting loose takes a *Muscle* roll at -1. Note for Animators: Remember that all cartoon magnets have *visible* magnetic powers! These most often look like blue or yellow lightning bolts, but you can use whatever you like to represent the magnetic energy.

Robotizing Cabinet: This coffin-sized box is *supposed* to make robot duplicates of living creatures, but it actually just makes the living creatures think *they* are robots for 2d+2 turns! The victim will walk and move stiffly, speak with a robotlike voice and attempt to be very logical. They will also call any living people "Master" and will do whatever they are told to do. When the robotizing effect wears off, the victim will remember anything their friends told them to do. This could result in bad feelings, fist fights, name-calling or anvils being dropped on heads. By the way, this device has no effect on real robots.

The Hologram Projector

This miraculous and screwy device is only about the size of a paperback book. (A *normal* paperback book, *not* one of those big fat ones by a certain well-known horror writer from Maine.) When hooked up to a

television, the Hologram Projector is supposed to turn the flat TV picture into realistic 3-D images. That's what it's *supposed* to do. In fact, the Hologram Projector grabs random scenes from TV shows, news broadcasts, movies and commercials and *then* turns them into realistic 3-D images! These images can appear in any part of the living room and sometimes in the hallway or dining room. They can be any sort of image the Animator thinks up and should last as long as it's funny. A really good one is a battle scene from a Japanese monster movie. Some of the most likely images are listed below. Note that the PCs and NPCs will think these images are real, but they can't be hurt by them. *Boggled*, yes. *Hurt*, no.

Holograms

Cop Show Car Chase: Complete with screaming sirens, flashing lights, gunfire and lots of crashes!

Alien Invasion: Lots of flying saucers suspended by strings and bad actors dressed in cheesy costumes!

Dinosaur Battle: Tyrannosaurus Rex versus Triceratops while cave-men or modern explorers look on!

Rock Music Video: Could be scarier than any of the others!

Political Speech: Definitely scarier than any of the others!

The Model Train

This is one of the neatest things in the whole house! It's actually a bunch of tracks set up to run three trains all over the living room. The tracks run at floor level and along different levels of shelves, with the highest one being way up by the *ceiling*. The trains pass through model towns, forests, canyons, deserts, jungles, and along seashores. You can imagine the effect this can have on a Kid's *Wild Imagination*!

A small computer is supposed to switch the trains from one track to another, start them and stop them, speed them up and slow them down. But like most things in Professor Nutzenboltz' house, the computer sometimes malfunctions. Well, OK, it malfunctions *a lot*. Like, every few minutes.

The most common malfunction of the computer is to make the trains go too fast, although it also has a nasty tendency to make them collide! Any characters caught in a train wreck take 1d+2 Train Wreck Damage.

The House Plants

These are found in one corner of the living room and there are a lot of them! The train tracks go right through the middle of this miniature jungle. Besides being a good place to hide from Robot DeNiro and Vanna the Vacuum Cleaner, the plants are home to lots of insects who might help the PCs fight The Spider.

The Comic Books

Nothing on earth will trigger a Kid's *Wild Imagination* as fast as a comic book! Professor Nutzenboltz' comic collection contains every kind

Vanna the Vacuum Cleaner

Vanna is an anthropomorphic vacuum cleaner. She speaks in a dizzily happy, air-headed female voice. 3'6" tall, 75 pounds.

ID Number: 4-2-KLN-4-U

Job: Cleaning robot and maid.

Personality Chip: Model 009 Robot Maid/Cleaning Robot Chip. Vanna just loves to clean the Professor's house, but she's not bright enough to do much else. She is programmed to carry out Robot DeNiro's orders; she just doesn't always get things right. Her Emotion Chip is a Model C16, which doesn't allow her to feel anything but cheerful and happy.

Hit points: 21

Speed: 7

Muscle: 7

Zip: 6

Smarts: 3

Chutzpah: 3

Skill Chips:

Pick Up Heavy Thing: 10

Throw: 4

Dodge: 5

Spot Hidden: 6

Read: 4

Shtick Chips:

Cosmic Shift: 8

Detect Dirt: 9

Stretching (vacuum hose only): 5

Body Sections: 2

(vacuum cleaner, upper torso)

Number of Heads: 1 (looks like a ditzzy woman)

Number and Type of Arms: 2
(with hands)

Movement Devices: 4 wheels on vacuum cleaner

Extras: Glass cleaner spray gun, vacuum hose with multiple attachments, sterilizing flamethrower, polishing and buffing pad.

Bartholomew

Bartholomew is a white rat who wears glasses and speaks with a very cultured British accent. He is as smart as Penelope and never gets excited about anything. Bartholomew is very hard to boggle, but when it does happen it's always a *Maximum Boggle*. Bartholomew thinks Ribs is a dumbbell and is forever calling him names like "blundering baconhead" or "dimwitted sausage on legs." However, he will always try to save Ribs from danger. His one big weakness is, you guessed it, cheese.

Beliefs & Goals: Remain cool and keep a stiff upper lip, eh wot? Help Mistress Penelope with her projects and keep an eye on that pinheaded porker, Ribs. Behave like a cultured upper-class rat. Do keep an eye out for tasty bits of cheese! Jolly good!

Hit Points: 5

Speed: 6

Muscle: 3

Break Down Door: 3

Climb: 7

Fight: 4

Pick Up Heavy Thing: 3

Throw: 4

Zip: 5

Dodge: 7

Drive Vehicle: 2

Fire Gun: 3

Jump: 5

Ride: 6

Run: 7

Swim: 5

Smarts: 6

Hide/Spot Hidden: 9

Identify Dangerous Thing: 9

Read: 9

Resist Fast-Talk: 7

See/Hear/Smell: 9

Set/Disarm Trap: 9

Track/Cover Tracks: 9

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 7

Sleight of Hand: 7

Sneak: 9

Shticks:

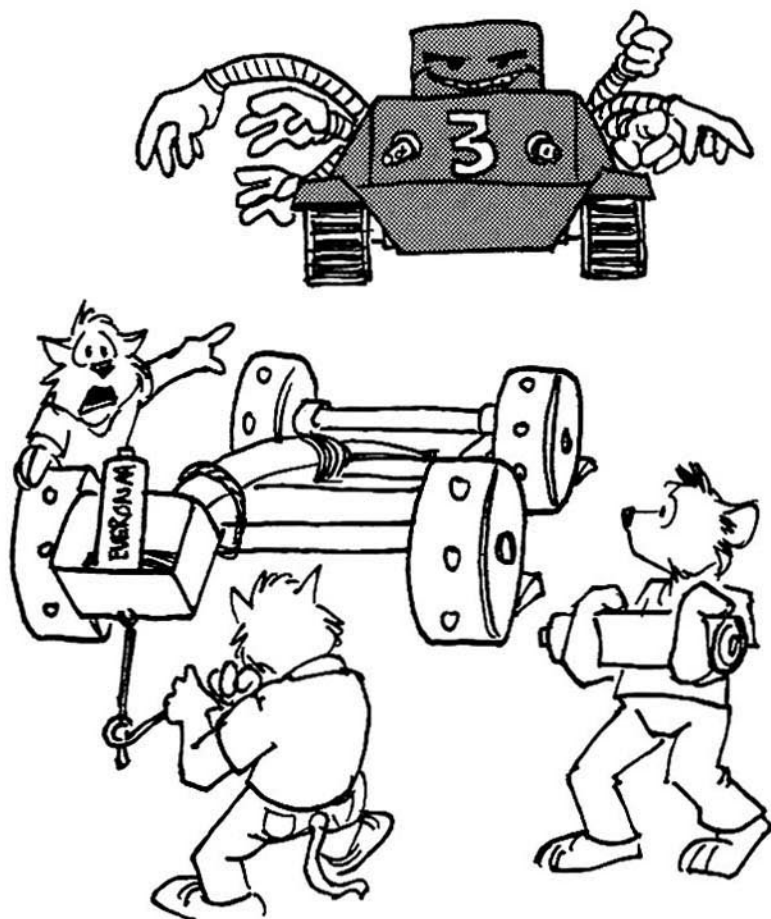
Boggle Resistance: 10

Incredible Luck: 6

of comic you can imagine: superhero comics, war comics, funny animal comics (who'd read *those?*), horror comics (the really *gross* kind!), romance comics, sports comics and even educational comics (ho hum). Any Kid who passes anywhere near these comics has to make a Smarts roll at -2 or else they'll stop and read a few for 1d+2 turns. From there, it's just a matter of the Animator asking what comic they're reading so he can set up a flight of *Wild Imagination*. It is important to remember that Robot DeNiro has been programmed to guard these comics with his life. If he should accidentally damage one while trying to catch a PC, he will panic and drop everything to repair the damaged comic.

The "Lil' Architect Building Construction Set"

This is a big box full of plastic parts that can be used to build buildings, vehicles or whatever you can think of. There are also a couple of small motors to make things move. Animators should remember that the parts of this set might be too large for a one-inch PC to handle easily. Make the players do lots of *Muscle* and *Zip* rolls if they try to build anything. And don't forget that whatever they build may not work exactly as they had hoped . . . or stay together if it does!



The Race Cars

These little cars have a *Speed* of 10 and will hold one passenger. The brakes, gearshift, gas pedal and steering wheel all really work. Too bad the PCs all have such low *Drive Vehicle* scores. But since they're Kids, that won't stop them from *trying* to drive! For an even more chaotic game, Animators could let these toy cars be *autoduelling* cars with working Kid weapons – pea shooters, squirt guns, slingshots, and so on.

The Doll House

This is a pretty big doll house made entirely of plastic pieces from another "Lil' Architect Building Construction Set." It has three floors with four rooms per floor. Each room is furnished with doll furniture and several of the rooms actually have little plastic people in them. These plastic people are the same size as the PCs and are all dressed up in clothes that will fit the PCs. These include cops, cowboys, doctors, mothers, fathers, nurses, firemen and other types of people. As you might have guessed, putting on these clothes can trigger a Kid's *Wild Imagination*. It can also confuse the heck out of the Bad Guys.

Food on the Dinner Table

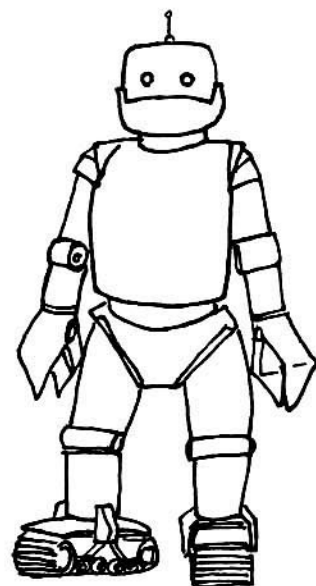
Put any type or amount of food you want on the table, but remember that it will all be *gigantic* compared to the characters. A roast chicken will be the size of a dinosaur! Cookies will look like manhole covers! Peas will be the size of basketballs, but they won't bounce worth a darn! The holes in a wedge of Swiss cheese will be big enough to hide in! The possibilities here are endless. Just remember that there are also a lot of funny and/or dangerous things that can happen. For some good ideas, see the *Gags* section.

Kitchen Stuff

Take a look around your own kitchen for ideas. What would happen to a tiny PC who fell into a mixing bowl full of pie dough? Imagine the marathon sneezing that would happen if a giant pepper shaker got knocked over. Will giant slices of toast come shooting out of that enormous toaster? Sure they will! We won't even discuss the havoc that characters could wreck by using blenders, microwaves, ice dispensers, food processors or waffle irons as weapons! And let's not forget all those giant-sized forks, knives, spoons and dishes! Have fun!

The Computerized Cook

As if the kitchen wasn't dangerous and screwy enough, Professor Nutzenboltz' latest labor-saving device is a Computerized Cook! When it's not actually cooking, it is just a big chrome box on the kitchen ceiling. But once it's activated (which happens when somebody says the word "food"), it sprouts four mechanical arms and a two-faced head! The arms and head can reach anywhere in the room. The two faces are named Louis and Pierre. They are French chefs who disagree about everything except



Robot DeNiro

Robot is two feet tall. He has a fairly humanoid body, with the exception of having pincers for hands and tractor treads for feet. He speaks in a whiny, know-it-all voice. 2' tall, 50 pounds.

ID Number: 2NTS-2B-OK

Job: Robot DeNiro is in charge of running the household and protecting the Professor's belongings.

Personality Chip: Model 37 Household Robot Chip, with a flaw that makes him very paranoid about "alien invaders" and very obsessive about his job. His Emotion Chip allows him to feel and show all normal emotions. Still, you'll hardly ever hear him tell a joke or laugh, because he's either too stuck-up or too wacked-out.

Hit points: 15 **Speed:** 5

Muscle: 5

Zip: 4

Smarts: 5

Chutzpah: 4

Skill Chips:

Fight: 6

Run: 7

Dodge: 5

Fire Gun: 3

Hide: 5

Spot Hidden: 6

Identify Dangerous Things: 6

Read: 8

See/Hear/Smell: 6

Continued on next page...

Robot DeNiro (Continued)

Shtick Chips:

Detect Alien Invaders: 12 (if he thinks you're an alien invader, you are)

Incredibly Bad Luck: 6

Body Sections: 2 (upper and lower humanoid torso)

Number of Heads: 1 (set on a short neck on top of upper torso, humanoid face)

Number and Type of Arms: 2 (standard arms equipped with pincers)

Movement Devices: Two legs, with tank treads instead of feet.

Extras: Standard sensory package (smell/hearing/sight), paper towel dispenser, all-purpose cleaner spray spout, digital clock, CD player with a selection of classical CDs.

the fact that they don't like intruders in their kitchen! They will try to remove intruders (and this includes the NPCs) by any means they can while still taking time out to fix a meal. All of the Computerized Cook's skills and attributes are at 6. An interesting fact is that while Louis is boggled only on a roll of 6 or better, Pierre is *Maximum Boggled* on a roll of 4 or less. This drives Louis crazy.

Gags

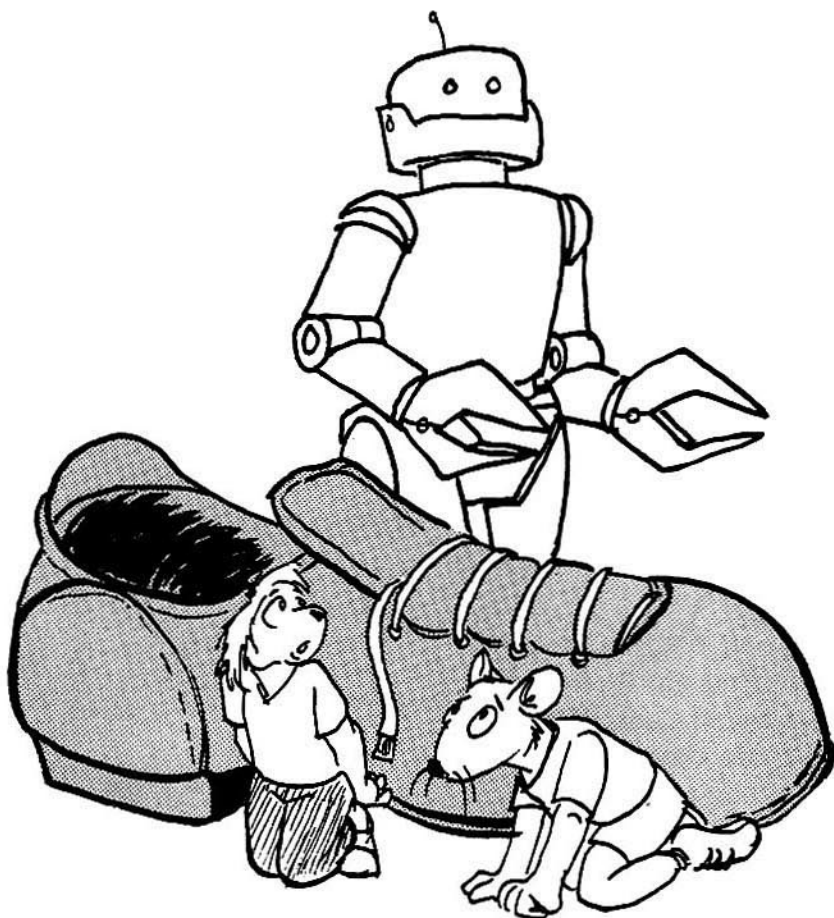
Robot DeNiro Freaks Out

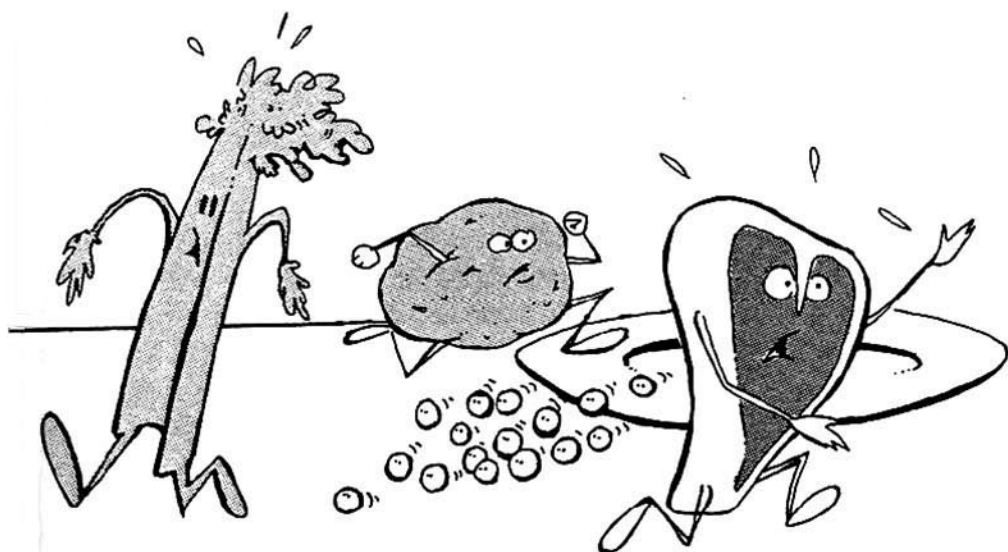
The first time Robot DeNiro sees the shrunken PCs, his paranoid tendencies will reach critical mass and he'll become convinced that they are "advance scouts for an invasion of teeny, tiny aliens." He will do everything he can to catch them or make them Fall Down, but will also be forced to follow his programming to "keep the house clean and protect the Professor's stuff." After a while, when these two goals begin to conflict, Robot will go nuts! This insanity will take the form of any or all of the following actions or thoughts: Spontaneous Boggling, Speaking Entirely in Commercial Jingles, Screaming and Running in Circles, Thinking That the PCs Are Attempting to Control His Logic Chips, Talking to Inanimate Objects, Calling the PCs "Wascally Wombats," Attacking Pest Control Droid #3 on Sight and Becoming Convinced That He Is King of

the World. Please note that he will *still* try to catch the PCs and protect the household – he'll just be going about it a little strangely.

"Dr. Jekyll, Mr. Hyde, Dr. Jekyll!"

This is a classic cartoon bit, and even appears in the movie *Abbott and Costello Meet Dr. Jekyll and Mr. Hyde*! Simply put, at some point one of the PCs drinks (or gets doused with) a chemical concoction that turns them into a big (in this case, 2 inches tall), hairy, slobbering maniac. This change works best when only one other PC or NPC is around to see the transformed PC. Since the change only lasts a couple of turns, the witness/victim will never be able to convince anybody else that there is a maniac! The affected PC won't know that they are changing back and forth. Keep this up as long as it's funny.





Fun With Food!

If the PCs decide to check out the food on the Dining Room table, or if a battle starts up, here are a few tried-and-true cartoon food fight tips.

Butter is greasy. Any character (PC or NPC) who gets covered with butter will get a -4 to all movement skills and slide all over the table.

Gelatin wiggles worse than an earthquake and can fling a character 3d+3 inches through the air.

A good whiff of stinky cheese will either boggle a character or make them gag for 1d turns.

Gravy is very, very hard to swim in. Reduce the swimmer's speed to 2.

Mashed potatoes are very hard to walk through or climb. Reduce the walker's speed to 2.

Moving through spilled honey, jam or preserves will be a tasty experience, but will also cut your Speed in half. And bugs will be attracted to the spill, and to you.

Falling into a glass of wine, beer or other booze will make a living character drunk for 2d+2 turns. At the Animator's discretion, it might have the same effect on robots.

For a tiny PC, a large bowl of ice cream is a vast arctic waste, with sprinkles and chocolate fudge.

Squeeze bottles of condiments make great cannons! Just have a PC jump on one from a higher position. They have a Range of 8 inches and do 1d of Goopy Damage. Use the Fire Gun skill.

Spoons can be used as catapults. Their Range is 6 inches and they do whatever damage the Animator thinks the food being catapulted will do.

Regardless of how long the battle goes on, you will never run out of food!

A tiny character who gets hit with a normal-sized pie will automatically be Maximum Boggled and take 2 points of Giant Pie Damage.

The Computer is NOT Your Friend

If the PCs insult the Computerized Notebook badly enough, it will try to find a way to get back at them. The easiest way is to take control of the Hologram Projector. It will then project scary holograms and make the

Pest Control Droid #3

PCD3 looks like a miniature tank with six arms, two guns and a face. He speaks with an Austrian accent and drops a lot of one-liners. 1' long, 8" tall, 30 lbs.

ID Number: T5000

Job: Pest control in the Professor's house.

Personality Chip: PCD3 has been fitted with an experimental personality chip developed for the Army, the Model 44M Hunter/Destroyer Chip. Its nickname is the "ExTerminator Chip." Because of this chip, PCD3 is a rough, tough, macho robot. His Emotion Chip is a Model 81X, which lets him feel anger, surprise, and humor, but not sadness or fear. He has also been programmed to "never give up the mission."

Hit points: 25

Speed: 5

Muscle: 6

Zip: 4

Smarts: 5

Chutzpah: 4

Skill Chips:

Break Down Door: 6

Fight: 9

Climb: 5

Throw: 5

Dodge: 4

Fire Gun: 8

Spot Hidden: 7

Identify Dangerous Thing: 5

Resist Fast-Talk: 4

Set/Disarm Traps: 7

Track: 6

Shtick Chips:

Toughness (Physical): 7

Matter Blast (peanut butter bullets): 6

Energy Blast (electro beam): 6

Bind (net): 6

Note: Both of PCD3's Blasts come from his guns, which can only fire forward. Both do 1d+1 damage, but the peanut butter bullets (creamy, not chunky) also do Sticky Damage. PCD3 throws the net with his second set of hands. It does no damage, but takes a Muscle roll at -2 to escape from.

Continued on next page...



Pest Control Droid #3 (Continued)

Body Sections: 1 (after all, he's a tiny tank)

Number of Heads: None, just a face on the front of the tank.

Number and Type of Arms: 6 (the first four have hands and the last two have hammers)

Movement Devices: Tank treads

Extras: Loudspeaker (a *very* loud one) for asking victims to give up, standard sensory package, cigar holder (holds 3 stogies), spotlight, oil slick sprayer (Robot DeNiro hates this).

PCs think they are in another roleplaying game where a computer plays a significant role. Or maybe it will just make them see monsters.

If that doesn't work, it might try to control the Model Train or even the Computerized Cook. Controlling the Cook would be tricky, since it has two separate personalities already. (In fact, the Cook might figure out that it's being taken over, and start helping the Kids out of sheer perversity.)

Escape From Vanna

If any PCs get sucked inside Vanna the Vacuum Cleaner, they'll find themselves inside the *robot*, not the vacuum cleaner bag. They can attempt to sabotage her from within or just get out through an access panel. What does Vanna look like inside? Well, she could be just a bunch of chips and circuits. Some of her chips might be *chocolate* chips. Or she could be filled with pul-

leys, levers, motors and wiring and grease and oil and noxious fumes. Or maybe she looks like the inside of a huge battlemek, with dozens of teeny robots running her from control panels. They probably won't appreciate the PCs dropping in on them.

If the PC try to sabotage Vanna's personality chips or other mechanisms, anything could happen. She could become their friend, start hating Robot DeNiro or Pest Control Droid #3, explode in a shower of dirt, start impersonating a famous celebrity, spray dirt and dust *out* instead of sucking it in, simply shut down or become permanently Boggled. Be creative.

"Hasta La Vista, Bugsy!"

Pest Control Droid #3 (see p. 143) has been given an "ExTerminator" personality chip. Once he detects the PCs, he will stay on their trail no matter how many times they evade, outrun, smash, boggle, delay, fast-talk, blow up, crush, shoot or otherwise mess with him. Remember to have him use lots of one-liners, act macho, shoot anything that he thinks is a pest and speak in a thick Austrian accent. Chomping on a big cigar is optional.

If PCD3 should meet up with his old enemy, The Spider, he may go after him and leave the PCs alone for a while.

Another thing to remember and have fun with is PCD3's faulty weapons. Have them blow up, shoot the wrong things out or just not work at all.

Finally, remember that PCD3 and Robot DeNiro don't like each other and will argue and fight constantly. To get the full effect of their rivalry, have a player play one of them while you play the other.

The Big Finish

When the Kids get to the Antidote, they can drink it – there is plenty to go around. Any amount of the Antidote will bring the Kids and their possessions back to normal size. (A lot of extra Antidote might make Kids *real big* for a few turns – big enough to give a real surprise to their Older Brothers – but it could wear off at an embarrassing time.)

The cartoon can end with the Kids stampeding out of the back door as the Professor comes in the front.

However, they don't *have* to use the Antidote. If they think of something else, go for it. Possibilities include:

Drinking another dose of Shrinking Potion while standing on head. Perfectly logical.

Side effects of one of the Professor's Weird Science gadgets. (This is a good one for the Animator to use if it's time to go home and they're nowhere near the kitchen.)

Shrinking the rest of the world to match the Kids. Why not?

However, just *imagining* themselves big will not do it.

Plot Points

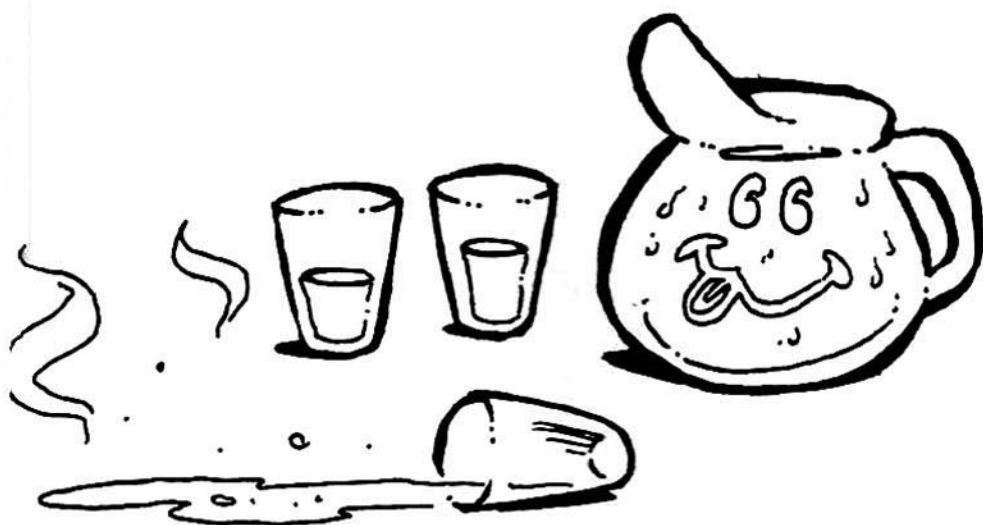
The first really awful burp in the Burping Contest wins a Plot Point. Be sure the players see you writing this one down.

Any very clever use of the Professor's stuff to reach the Antidote is worth a Plot Point.

Keeping a bit of the Shrinking Potion to use on live enemies, and actually making it work (by shrinking the Spider, for instance) is worth *two* Plot Points.

Making any of the Bad Guys Fall Down is worth a Plot Point.

Figuring out that Robot DeNiro is on the edge, and saying or doing something to drive him totally nuts, is definitely worth a Plot Point.



The Spider

A large, black tarantula. He doesn't wear clothes or shoes. Speaks with a Texas accent. The Spider is just looking for a bite to eat and he's always hungry. He hates Pest Control Droid #3 and Robot DeNiro, but thinks Vanna is just another silly machine. Despite trying to be a tough guy, The Spider is not much of a fighter. He hates to get wet or sticky.

Beliefs & Goals: I'm one tough arachnid hombre. Find some grub before yer belly starts thinkin' yer throat is on vacation! Watch out fer those rackin' frackin' robots! Don't get into fights ya can't win. Try not ta get wet!

Hit Points: 12

Speed: 5

Muscle: 4

Break Down Door: 4

Climb: 9

Fight: 5

Pick Up Heavy Thing: 4

Throw: 5

Zip: 4

Dodge: 5

Drive Vehicle: 2

Fire Gun: 2

Jump: 4

Ride: 6

Run: 6

Swim: 4

Smarts: 4

Hide/Spot Hidden: 5

Identify Dangerous Thing: 4

Read: 2

Resist Fast-Talk: 5

See/Hear/Smell: 7

Set/Disarm Trap: 8

Track/Cover Tracks: 5

Chutzpah: 5

Fast-Talk: 5

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 5

Sneak: 8

Shticks:

Strange Power (weave webbing into varied shapes): 9

Bind (web): 6

Clinging: 9

Variations

A Little Cloning Around

In this variation, one of the Professor's devices accidentally duplicates the PCs just after they've been shrunk. The duplicates are the Evil Twins of the PCs and want to reach the antidote first! Twice the number of PCs will mean that Robot DeNiro will go nuts almost immediately, instead of taking a few turns. This variation works best with a large group of players, but you could just have everyone play two characters.

The Unmixed Antidote

Everything is the same except *the antidote hasn't been mixed yet!* The PCs will have to do it while dodging attacks by all the Bad Guys *and* the Computerized Cook. If they don't mix the ingredients right, have the antidote do something to them. Transformations, invisibility, recurrent Boggling and reduced ability scores are just a few of the possibilities.

The Friendly Spider

Hey, this spider isn't a Bad Guy! In fact, he will help the PCs fight off attacks by Pest Control Droid #3. Animators are encouraged to think up lots of funny things The Spider can do with his webbing, like making trampolines or knitting clothes.



Attack of the Toys

For this adventure, the Animator should start off by telling the players that the PCs see lots of toys sitting around the Professor's house. Then make sure that one of the PCs accidentally activates a device called a "Hypersonic Life Simulation Energizer." When it is activated, all of the toys will come to "life" and want to clobber all living things – as in "the PCs and The Spider." This could (and probably should) lead to pitched battles between the "PC Squad" and the "Toyland Army." Battles could take place in any room, on the Model Train, on the Dining Room Table or even on a holographic battlefield.

A variation on this theme is to have the toys consider the robot NPCs to be "running dog lackeys of the imperialist Professor" and want to destroy *them*, too! Will this cause a three-way battle or will the PCs and NPCs join forces? WOW! Sounds exciting, doesn't it? Well, really silly, anyway . . .

Night of the Living Food

What if that "Hypersonic Life Simulation Energizer" affected the *food* in Professor Nutzenboltz' house instead of the toys? You'd have huge whipped cream slimes creeping after the PCs! Behemoth bananas would want to peel and eat them! Enormous egg salad sandwiches might fly through the air and horrible ham steaks would stalk from room to room! Not only would this terrorize the PCs, it would get Robot DeNiro all excited, too. But then, what doesn't?

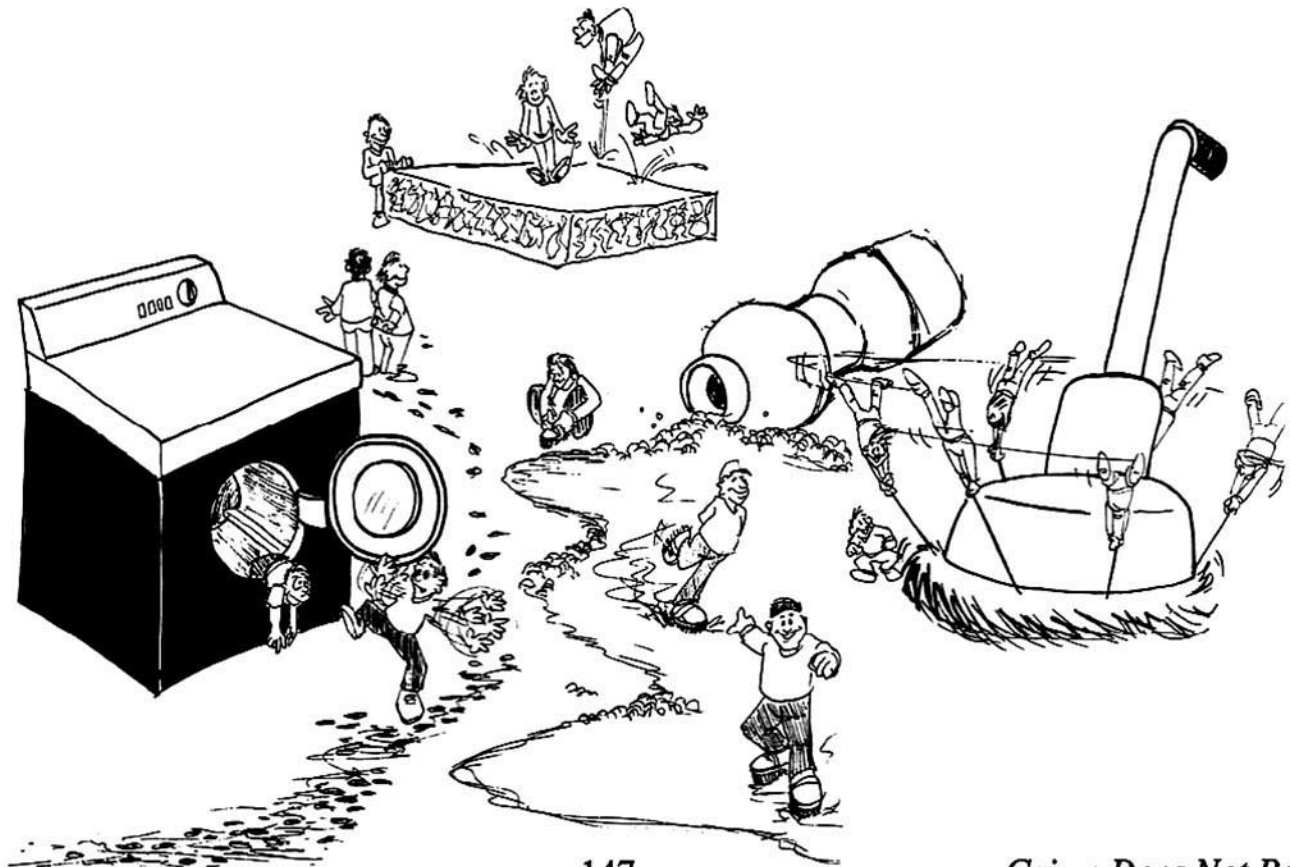
Feature Film:

Grime Does Not Pay!

By Doc Cross and Mark S. Denman

Somewhere in the City, an evil criminal mastermind plots his next crime. He's the Dirtmeister, super-powered enemy of all that is Clean, Neat and Odor-Free! Everywhere he goes, he leaves behind litter and garbage. His every touch is icky and greasy. Don't even ask about his *breath*! Who, the good people of the City ask, can stop this Malevolent Master of Messiness?

Who else but those Champions of Clean, those Defenders of Dirtlessness, those Scrubbing Superheroes, *The Dustbusters*! Armed with powers far beyond those of normal compulsive cleaners, the Dustbusters will stop the Dirtmeister and his filthy assistants or Fall Down trying!



Dust Bunny

In his secret identity, he's Harvey Pooka, a mild-mannered postal delivery rabbit. But when the cleanliness of Big City is threatened, he becomes Dust Bunny! Dust Bunny stands 4'6" tall and wears a spotless white costume. He doesn't wear a cape because he has a Suck-O-Matic 3000 vacuum cleaner strapped to his back! Dust Bunny wears a mask that covers his head and has holes cut out for his eyes, nose, mouth and ears. In his secret identity, he either wears a postal uniform or a gray suit. Dust Bunny *hates* getting dirty. If his suit gets dirt on it during a fight, he will run off to clean it! He is also allergic to flowers and will sneeze uncontrollably if he gets within 10 feet of them.

Beliefs & Goals: The Room of Crime is a Messy Place. Grime Does Not Pay. Dust Bunny Knows! I shall clean up Big City's streets! And buildings and walls and sewers and suburbs and offices and . . .

Hit Points: 10 **Speed:** 7

Muscle: 7

Break Down Door: 7
Climb: 7
Fight: 8
Pick Up Heavy Thing: 8
Throw: 7

Zip: 6

Dodge: 7
Drive Vehicle: 6
Fire Gun: 7
Jump: 8
Ride: 6
Run: 8
Swim: 7

Smarts: 6

Hide/Spot Hidden: 6
Identify Dangerous Thing: 7
Read: 7
Resist Fast-Talk: 7
See/Hear/Smell: 7
Set/Disarm Trap: 6
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 8
Sleight of Hand: 7
Sneak: 7

Shiticks:

Toughness (Physical): 7
Detect Dirt: 9
Matter Blast (Soap & Water): 6
Reflection (only vs. dirt and filth): 5
Bag of Many Cleaning Items: 7

Grime Does Not Pay!

Cast of Characters

The PCs play that fantastic super-team, the Dustbusters. Full descriptions are in the sidebars. Of course, they can make up new superheroes, or use those from previous adventures. If any of the players really like puns, let them create a superhero with the Punslinger shtick (see p. 56). Puns about soap and cleanliness will do Cleaning Damage to the villains!

The GM plays the evil Dirtmeister and his henchmen. He can also play the intelligent cars of both the Dustbusters and the Dirtmeister . . . or these can be player characters.



The Dirtmeister hates the Festival and will try to destroy it. And this year, he's got an especially evil plot . . .

Object of the Adventure

Defeat the Dirtmeister. Protect the Festival. Clean up the City. *Don't get dirty!*

Plot

The adventure starts at the opening of the Festival of Cleanliness. Dust Bunny and the Mayor are on the reviewing stand, making very boring speeches about Soap, Water and the Cartoonian Way, when SPLAT! Out of a tent comes the Gunkmobile! It pelts the reviewing stand with hot tar,

Location

The adventure takes place in the Big City. While the Dirtmeister might travel anywhere in search of allies or weapons, his real goal is to make the City as dirty as possible, and he'll always return there.

Situation

Every year, the good citizens of Big City celebrate proper hygiene with the Festival of Cleanliness. There are booths, exhibits, shows and rides, all celebrating Soap and Water. The Dustbusters are always the Guests of Honor.

garbage and mud, and goes screaming away, leaving the Dirtmeister's laughter floating in the air behind it . . .

This should lead to a really great chase through the streets and the sewers. Eventually, the Dirtmeister escapes, and the heroes have to plan their next move. They may hunt for his headquarters, or just set a trap by staging some very clean event that the Dirtmeister is sure to want to dirty up.

If the heroes don't think of something exciting, the Dirtmeister and his henchmen will rob a bank or the jewelry store, or even find and raid *their* headquarters!

Eventually, one side or the other will win, in a Big Finish covered with soapsuds, mud or both.



Powermouse

Powermouse is only a foot tall, but he has Incredible Strength and it's Always On! This means that he's very strong, even in his secret identity of Vinnie Vermin. However, Powermouse tends to forget his own strength and is forever accidentally breaking things (including his Dustbusters teammates.) Powermouse is the newest member of the Dustbusters and is more concerned with catching the villains than cleaning things up. His costume is a pair of red swimming trunks and a short red cape. Powermouse is vulnerable to Mental Attacks and Energy Attack, but is completely invulnerable to Physical Attacks. He hates jokes about his size and will go completely berserk on a 4 or less after he hears one. Powermouse must eat radioactive cheese once a day or lose all his powers.

Beliefs & Goals: Catch the crooks and leave the cleaning to the others! Always flex your muscles for the news cameras. Become the world's most famous mouse. Eat your cheese every day.

Hit Points: 15 **Speed:** 6

Muscle: 9

Break Down Door: 10
Climb: 9
Fight: 9
Pick Up Heavy Thing: 11
Throw: 9

Zip: 5

Dodge: 7
Drive Vehicle: 5
Fire Gun: 5
Jump: 7
Ride: 5
Run: 7
Swim: 5

Smarts: 5

Hide/Spot Hidden: 6
Identify Dangerous Thing: 8
Read: 5
Resist Fast-Talk: 7
See/Hear/Smell: 6
Set/Disarm Trap: 5
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 6
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 8

Sticks:

Incredible Strength: Always On
Invulnerability (Physical): 9
Superleap: 7

Places to Go

These are the most important places for this adventure, but the evil Dirtmeister could strike *anywhere* in the Big City, or the heroes could set a trap anyplace they like. Remember, the Big City is really, really, really big, so *any* city-type place they want to go to is just one turn away in their faithful Dustermobile!

Dustbusters HQ

The Dustbusters' headquarters is located in the old Sudzee Soap factory. As you might expect, the place is incredibly clean. It is also protected by several cunningly designed traps. Sometimes the traps work so well that even the Dustbusters get caught in them! Some of these traps are described later on under *Stuff*.

Dustbusters HQ has a communications system, a laboratory, a computer system, rooms for each Dustbuster and lots and lots of cleaning supplies. This is also where Dustbunny keeps the Dustermobile. The whole place is kept clean by self-programming janitor robots. (If you want to make the cleaning robots important in the adventure, you can use the descriptions and stats from *The Better Housetrap* on p. 74 of *Toon*.)

The Dirtmeister's Lair

Located in the middle of a toxic waste dump, this hideout is *disgusting*! Like Dustbusters HQ, this place is protected by traps. It is also protected by thugs, the Dirty Rats. The Animator should use the stats for Da Generic Boys (sidebar, p. 83) for the Dirty Rats. However, these guys are real (humanoid) rats, and they're really dirty. They are armed with pistols, baseball bats and *dirt clods*! The clods do no damage, but get the target (eccccch!) *dirty*. The Dirty Rats can also get a hero dirty just with a big, sloppy hug.

The Dirtmeister's Lair has all the same things the heroes' HQ does, except his car is called the Gunkmobile, and there are no cleaning robots.

Ms. Kleen

Ms. Kleen is a 4-foot flying squirrel who wears a black-and-white jumpsuit and a helmet that covers her entire head and alters her voice to sound really weird. Her powers, except Gliding, come from her suit and her gadgets. She can carry a total of 6 gadgets, regardless of their size. These must be written down at the start of the game, but can be changed by going back to Dustbusters HQ. All gadgets are used at skill level 8. Ms. Kleen is very secretive and mysterious. Even her fellow Dustbusters have never seen her face.

Beliefs & Goals: My gadgets are just as good as any powers. My real identity must be protected at all costs!

Hit Points: 10 **Speed:** 7

Muscle: 6

Break Down Door: 6
Climb: 9
Fight: 7
Pick Up Heavy Thing: 6
Throw: 8

Zip: 6

Dodge: 6
Drive Vehicle: 7
Fire Gun: 7
Jump: 9
Ride: 6
Run: 7
Swim: 6

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 8
Read: 8
Resist Fast-Talk: 9
See/Hear/Smell: 8
Set/Disarm Trap: 8
Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 6
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 6
Sneak: 7

Shticks:

Gliding: 10
Incredible Speed: 8
Supersenses: 7
Telescopic Vision: 6
Toughness (Physical): 6
Toughness (Energy): 5
Weird Science: 10
X-Ray Vision: 6

(These are the powers Ms. Kleen always has. With the proper gadgets, Ms. Kleen can duplicate almost any other power. For instance, her Smart Rope gives her Trick Ropin' when she carries it.)

There are, however, a couple of robots whose job is to keep moving the dirt around in case a clean spot accidentally appears.

The Festival of Cleanliness

All the rides at the Festival are giant cleaning gadgets . . . the Scrub Brush Bumper Cars, the Soap Suds Slide, the Moppy-Go-Round, the Ferris Washing Machine, and so on. Anybody who gets on a ride will be cleaned up . . . unless somebody has sabotaged the ride. Who would do that?

See the description of the Carnival on p. 186 of *Toon* for more ideas for rides and festival silliness.

Fourth National Bank

This is a fairly typical bank. During the day, it is filled with customers and bank employees. At night, the bank is guarded by two old security guards who spend most of their time playing gin. The bank vault is so crammed with money that it is bulging at the seams!

Spiffany's Jewelry

This jewelry store is so ritzy and expensive, most people can't even afford to look in the window! (\$5 for the first minute, \$3 for each additional minute.) During the day, Spiffany's will have three snooty sales clerks, one very snooty manager and 1d+1 amazingly snooty customers inside the store. At night, it is protected by as many alarms as the Animator thinks is funny.



The Big City Museum of Art

This museum is a *big* place. Why, you could probably drive a car around in it! (Hint, hint) As you might expect, it has hundreds of valuable and rare works of art on exhibit. It also has dozens of armed security guards who think they're Rambo and will shoot at anyone who might *possibly* cause trouble.

The Streets of the City

All of the streets in the Big City are very wide. This makes them perfect sites for super-battles, or just for racing through at 250 miles an hour. At the Animator's discretion, the streets can be busy during the day and empty at night or vice versa. They can also be quiet one second, and full of blaring traffic the next.

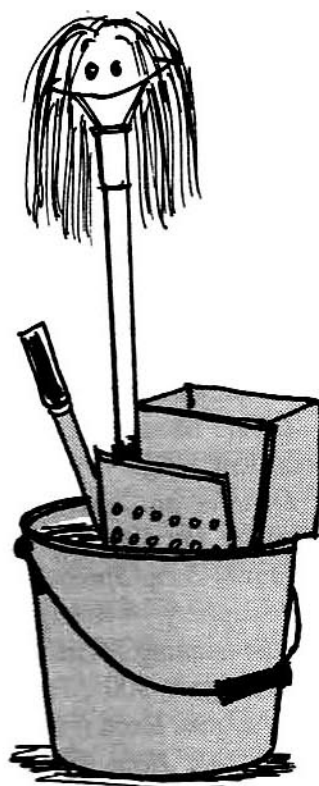
The Sewers

The sewers of the Big City are also big enough to drive a car through. (Hint, hint.) The Dirtmeister loves to drive down there, since he knows that the Dustbusters hate going into sewers. The sewers *are* disgusting, so the Dustbusters will follow villains into them only if they forget (by failing a Smarts roll) that they're dirty. Any time a hero or villain goes into the sewers, there is a chance (6 or less) that they will meet one of the Giant Albino Alligators that live there! These gators have a Fight roll of 8, a Speed of 7 and 40 Hit Points. They can't stand bright lights. They are just animals and can't be Fast-Talked, Hypnotized or anything else – unless the Animator thinks it's funny.

Stuff

The Dustermobile

Dust Bunny's car is a miracle of modern cleaning technology. It is incredibly sleek and fast, and armed with many cleaning gadgets and weapons. The stats for it are listed below. Unfortunately, it will suffer random mechanical problems on a roll of 5 or less – the Animator rolls once whenever the car is started. If something goes wrong, the Animator can use the *Super Car Breakdown Table* on p. 157, or just think of something really nasty. The *Crash Results Table* on p. 48 of the *TTG* has some especially evil ideas. And remember that if the Dustermobile puffs out big black clouds of smoke and gets things dirty, Dust Bunny will be very embarrassed . . .



The Incredible Millie

Imagine a 5' tall mop with spindly arms and legs. Then give her a head with mop strings for hair and a dumb but happy-looking face. That's The Incredible Millie! Millie (as her friends call her) isn't too smart, but she *is* dedicated to fighting crime and untidiness. When she attacks, Millie soaks her hair with hot water and disinfectant. Then she literally starts mopping up crime! She can also make floors very slippery. Millie doesn't talk much, but when she does *she speaks entirely in rhyme*. (Animators should really enforce this)

Beliefs & Goals: Do what's right, by day or night! Happy stay, all the way! Wipe out crime and dirt and grime!

Hit Points: 8 **Speed:** 6

Muscle: 4

Break Down Door: 4
Climb: 5
Fight: 7
Pick Up Heavy Thing: 4
Throw: 5

Zip: 5

Dodge: 9 (very thin body)
Drive Vehicle: 5
Fire Gun: 5
Jump: 6
Ride: 5
Run: 7
Swim: 5

Smarts: 3

Hide/Spot Hidden: 3
Identify Dangerous Thing: 5
Read: 3
Resist Fast-Talk: 5
See/Hear/Smell: 4
Set/Disarm Trap: 3
Track/Cover Tracks: 3

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 4
Sneak: 6

Shticks:

Incredible Speed: 7
Matter Blast
(Disinfectant, 2d damage): 7
Maximum Boggle: Always On

Polishing Polly

Polly is 5' tall and powerfully built, like most Tasmanian Devils. Her costume is a yellow T-shirt and a pair of matching gym shorts. Polly speaks like a California Valley Girl (known in other areas as an "air-head"). She fights crime for the sheer fun of it and because dirt and filth are "like, really yucky, ya know?." She thinks Ms. Kleen is "way bitchin'" and Powermouse is "a studly dude to the max!" Polly's power to Buff and Shine works automatically as she spins along. If she runs over a dirty foe, she does 1d Cleaning Damage.

Beliefs & Goals: Like, crime is a real downer, ya know? Gag me with a spoon. Powermouse is, like, *such a god!* Could you die or what? Like, keep things clean, ya know?

Hit Points: 10 **Speed:** 9

Muscle: 7

Break Down Door: 8
Climb: 7
Fight: 7
Pick Up Heavy Thing: 7
Throw: 7

Zip: 8

Dodge: 9
Drive Vehicle: 3 (cos she's like, a Val, ya know)
Fire Gun: 2 (like, no way!)
Jump: 8
Ride: 8
Run: 9
Swim: 8

Continued on next page...



For further ideas and silly rules for modifying the Dustermobile or the Gunkmobile, see the *CarToon Wars* chapter of the *Tooniversal Tour Guide*. The stats below are based on that chapter, so if you don't have the *TTG*, just do whatever you want and have fun.

Size: Large

Passengers: 4

Speed: 200'

Armor Type: Heavy Non-Stick

Total Hit Points: 35

Tire Type: Scrubbing Pad Belted Radials

Tire Hit Points: 12 each

Weapons: 7 (listed below)

High Pressure Water Cannon: Can fire soapy or fresh water. Does 2d+2 Cleaning Damage. Mounted on the roof and has a 100' range.

Laser: Mounted on the hood. Does 2d damage, but bounces off mirrors. 150' range.

Disinfectant Sprayers: One on each side. Only do 3 points Cleaning Damage, but dissolves dirt and grime instantly. 30' range.

Liquid Soap Sprayer: Mounted on the rear. Sprays liquid soap that is very slippery. -4 to any roll (Drive Vehicle, Run, etc.) to move on it.

Dirt-Seeking Missiles: Mounted on hood. There are four of them and their range is 300'. Their Speed is 9 and they can turn corners to follow their targets. Each one does 2 dice of Cleaning Damage.

Portable Hole Dropper: Holds 6 Portable Holes filled with soapy water. Falling into one of these holes does 1d-1 Cleaning Damage.

Gadgets: 5

Autopilot/Targeting Computer: This is an artificial intelligence (named Mister Shiny) that can operate the Dustermobile. It will often argue with the driver about who gets to drive or fire the guns. Works properly on a 7 or less. If a player wants to take the part of Mister Shiny and be the Dustermobile, that's fine; they don't have to roll for their own malfunctions unless they want to.

Jump Jets: For jumping canyons or leaping over small buildings on a 9 or less.

Battering Ram: Shaped like a broom, it does 4d damage (regular, not Cleaning) to whatever it hits. Pops out the front on an 8 or less.

Ejector Seats: They shoot 60' into the air on a 10 or less.

Chameleon Mode: Acts just like the Change Shape shtick at skill level 7. The car can look like any type of vehicle or other large, inanimate object. However, it will always look *very clean*.

The Gunkmobile

The Dirtmeister's car isn't nearly as good as the Dustermobile, but it can go just as fast. It has several weapons and gadgets, most of which are used to spread filth. Unfortunately, it will suffer random mechanical problems on a roll of 7 or less any time it starts up. If this happens, refer to the *Super Car Breakdown Table* on p. 157, the *Crash Results Table* on p. 48 of the *TTG*, or the Animator's evil imagination.

Size: Large

Passengers: 4

Speed: 200'

Armor Type: Regular, but rusty

Total Hit Points: 30

Tire Type: Gunk Oozing Sponge Rubber

Tire Hit Points: 10 each

Weapons: 5 (listed below)

High Pressure Mud Cannon: Fires smelly swamp mud. Does 2d+2 Dirt Damage. Mounted on the roof and has a 100' range.

Garbage Catapult: Mounted on the rear. Does 1d+1 Smelly/Yucky Dirt Damage. 80' range.

Hot Tar Sprayers: One on each side. The tar does 1d Hot Tar Dirt Damage and leaves target *very* sticky until washed off. All movement related skills are at -4 while covered with tar. 30' range.

All Purpose Dropper: Loaded with Instant Tree Seeds, Instant Garbage Piles and Instant Walls.

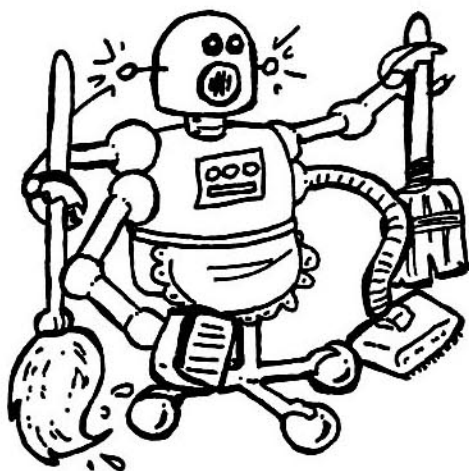
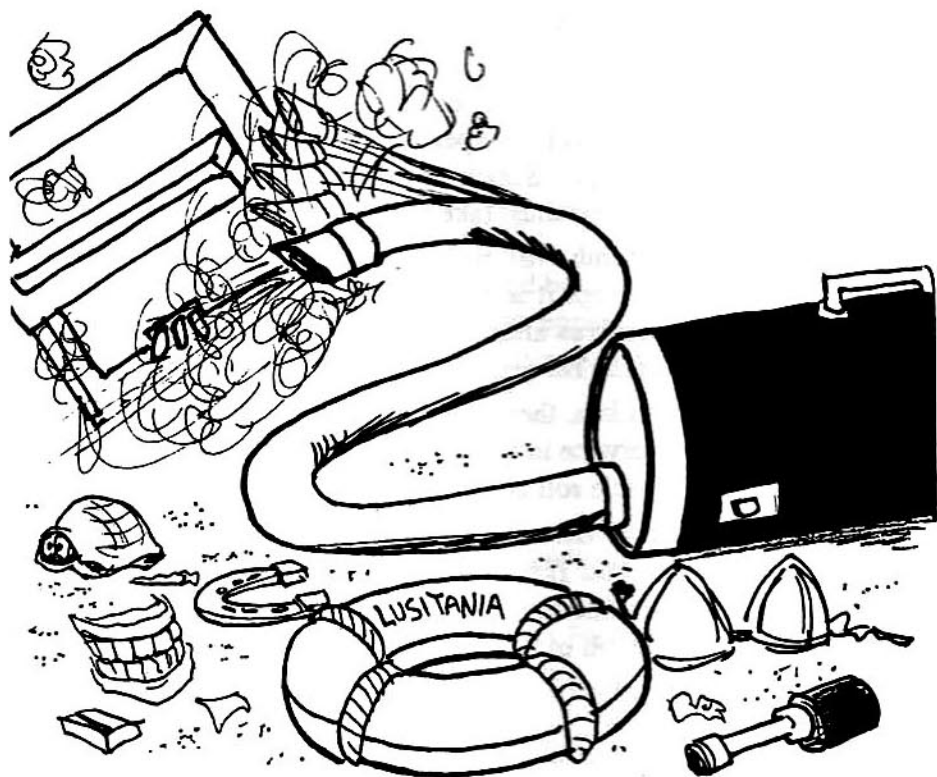
Gadgets: 4

Autopilot/Targeting Computer: Same as on the Dustermobile, only much meaner. Its name is Gooley Interface, or just Gooley. Gooley is very humble toward the Dirtmeister, but likes to be called "Sir" by everyone else, and terrorizes the henchmen and Dirty Rats when it's in a bad mood.

Teleport Unit: This will teleport the car and its contents back to the Dirtmeister's Lair on a 7 or less. A failed roll will teleport it 100' in any direction the Animator chooses, including straight up!

Twin Helping Hands: Two large mechanical hands that pop out of the roof and can be used to pick things up or throw things. They work fine on a roll of 8 or less. On a 12, they pull a passenger out of the car and throw him. Gooley does this on purpose if he's feeling grouchy.

Elevator Suspension: Just as described in the *CarToon Wars* chapter of the *Tooniversal Tour Guide*, but due to neglect, two rolls of 8 or less must be made to use it. Two failures means nothing happens, but a failure and a success means that one side (right, left, front or rear) of the car doesn't raise up. The Animator will decide which side failed and what that means.



Polishing Polly
(Continued)

Smarts: 4

Hide/Spot Hidden: 4
Identify Dangerous Thing: 5
Read: 5
Resist Fast-Talk: 5
See/Hear/Smell: 5
Set/Disarm Trap: 4
Track/Cover Tracks: 4

Chutzpah: 4

Fast-Talk: 6 (her accent confuses everybody)
Pass/Detect Shoddy Goods: 9 (Vals are master shoppers)
Sleight of Hand: 4
Sneak: 4

Shticks:

Buff and Shine: 10
Cosmic Shift: 6
Incredible Spinning Speed: 10

Polly's Buff and Shine power means that any surface she comes into contact with while moving will be polished until it is shiny and clean. This applies to living creatures, too, if they fail to Dodge. Polly leaves a clean, highly polished – and slippery – trail everywhere she goes. This can't be turned off. It makes her very easy to track.

Bob Schwemp

Bob Schwemp is a 5'8" human with short black hair and a big nose. He usually wears old overalls with lots of patches and holes – but *clean*.. He also wears sneakers and a beat-up old ball cap. Bob is a sort of general sidekick for The Dustbusters. He is a nice guy, but really stupid. Dinner time is his favorite time of the day. He carries an unlimited supply of orange sodas in his Back Pocket.

(Note: Astute Toonsters will have noted that the description for Bob is almost exactly the same as for his brother Bill in the *The House That Jerks Built* adventure in this book. That's because the Schwemps are all pretty similar to begin with.)

Beliefs & Goals: Uh, I dunno about this superhero stuff. But they pay pretty well and they have cable TV in the HQ. I'll just do what they tell me an' try to stay outta trouble!

Hit Points: 10 **Speed:** 5

Muscle: 6

Break Down Door: 7
Climb: 6
Fight: 6
Pick Up Heavy Thing: 7
Throw: 6

Zip: 4

Dodge: 5
Drive Vehicle: 5
Fire Gun: 4
Jump: 5
Ride: 4
Run: 5
Swim: 4

Smarts: 2

Hide/Spot Hidden: 3
Identify Dangerous Thing: 3
Read: 2
Resist Fast-Talk: 3
See/Hear/Smell: 4
Set/Disarm Trap: 3
Track/Cover Tracks: 3

Chutzpah: 3

Fast-Talk: 3
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 3
Sneak: 4

Shticks:

Cosmic Shift: 9
Incredible Luck: 10

The Suck-O-Matic 3000 Vacuum Cleaner

This is Dust Bunny's pride and joy! On a roll of 9 or less, it activates properly and will suck up just about anything smaller than a refrigerator. On a failed roll, it activates *improperly* and will suck up just about *anything*! Turning it off takes a Disarm Traps roll at -2. If that roll is failed, the switch was knocked from "Suck" to "Empty Out" and the vacuum cleaner starts spewing out everything it sucked up. Note that if the Suck-O-Matic 3000 sucks up too much, it will explode. The description and effects of this are left up to the Animator, but we suggest rolling on a *lot* of tables to describe the things that fall from the sky afterward.

Ms. Kleen's Costume

This costume is what gives Ms. Kleen her Toughness, Incredible Speed, Super Senses, X-Ray Vision and Telescopic Vision. It also has a two-way radio that lets her communicate with the Dustermobile.

Ms. Kleen's Gadgets

Below are a few of the gadgets Ms. Kleen might have on her. She will almost always have *at least* one Gizmo and one Portable Hole.

Cleaning Fog Grenade: Not only does this fill a 30' circle with fog (-3 to vision-related skills), the fog *cleans things on contact*! Does 1d-1 Cleaning Damage to dirty villains. It also leaves them pine-scented; the scent lasts for 1d days!

Scrubbing Bubble Gun: This gun shoots out a stream of small, living bubbles that will cover the target and scrub it clean (1d Cleaning Damage) in 1d turns, singing happily as they work. Once they are done, the bubbles disappear.

Smart Rope: Ms. Kleen uses this to lasso evildoers! The rope is 100' long and will chase its target (at a Speed of 7) until it runs out of length. It gives her the Trick Ropin' Shtick at Level 8 within that range only. Anyone lassoed by this rope must take a -2 to any escape attempt.

Sticky Bomb: This bomb will create a 10' wide circle of extremely sticky glue. Moving through it is done at a -3, but to avoid a permanent mess, it completely dissolves after 6 turns. Unfortunately, this glue does 1d-1 Dirt Damage to *clean* heroes.

Dizzy Gas: When broken, these small glass balls fill a 20' circle with gas. The gas makes everyone in the circle very dizzy (-3 to all Zip rolls), unless they make a Muscle roll at -2. The dizziness lasts for 1d+1 turns.

Suction Cup Boots & Gloves: These give Ms. Kleen the *Clinging* power from the *Tooniversal Tour Guide*, p. 161. On a roll of 4 or less, the suction cups will either lose their grip or stick so tight they can only be removed with a Muscle roll of -3!

Moparang: This is a mop head attached to a boomerang. When thrown, it flies through the air and sprays soapy water in a 5' wide path. It hits its target for 1d+1 Cleaning Damage and then returns to the thrower.

Gags

Car Trouble

Whenever the Animator finds that a car has suffered a random mechanical failure, go to the *Super Car Breakdown Table* at the end of this adventure. Car trouble should happen fairly often.

Unavoidable Messiness

Just for fun, the Animator can choose one Dustbuster and have him constantly get dirty. Since most of the Dustbusters go nuts and have to wash off after the slightest bit of dirt touches them, this is a good way to inspire chaos. After a while, the other Dustbusters will begin to think he's a magnet for dirt and will avoid him.

Car Chases

During any car chase, the car autopilots may decide to take control of things. When they do, they can chase one another *anywhere*! Up the sides of buildings, along the *undersides* of elevated freeways and underwater are just a few examples of where they might go. And they will do all of this running around at *Incredible Speed*! All during the chase, the cars will be arguing with the their drivers about giving back control. They will, of course, pay absolutely *no attention* to the pleas, threats, screams or prayers of their passengers.

The Amazing Mr. Schwemp

Due to his amazingly high Incredible Luck and Cosmic Shift, Bob Schwemp could probably walk through a heated gun battle without getting a scratch! This should be played up at every opportunity. So should Bob's dumbness, which allows him to do outrageous things that smart heroes only dream about.

Excessive Looniness

Any time the Animator thinks it would be funny, a representative of the Comics Code Enforcement Agency can appear and beat a couple of the heroes to a pulp for "Excessive Silliness In A Superhero Adventure." This can happen over and over again.

The Big Finish

The best fade-out would be on a scene of either triumphant cleanliness or catastrophic destruction. If the Dirtmeister manages to detonate his Maximum Mud Bomb in the middle of the Festival, getting *all* the heroes filthy at once, that would be a good finish. (We didn't tell you about the Maximum Mud Bomb, did we? Heh heh. Make it up.)

On the other hand, if the Dustbusters capture the Dirtmeister *and* his



The Dirtmeister

This vile miscreant is a 6-foot owl who weighs about 300 pounds! He wears a filthy suit and cape. His shoes are scuffed up and dirty. The Dirtmeister speaks with a heavy German accent. He likes to laugh evilly as he commits crimes. He especially hates Dust Bunny and will go out of his way to make him dirty. He carries lots of grimy mud in his Back Pocket.

Beliefs & Goals: I vill make zis city filthy! Zhose schnitzelbrained Dustbusters are no match for mine gang! Shtay away from dat Polishing Polly! ~~Sht~~ steal anything vhat ain't tied down!

Hit Points: 15

Speed: 5

Muscle: 6

Break Down Door: 8

Climb: 7

Fight: 8

Pick Up Heavy Thing: 7

Throw: 7

Zip: 4

Dodge: 4

Drive Vehicle: 7

Fire Gun: 6

Jump: 4

Ride: 4

Run: 5

Swim: 8

Smarts: 8

Hide/Spot Hidden: 4 for Hide, 8 for Spot Hidden

Identify Dangerous Thing: 8

Read: 8

Resist Fast-Talk: 8

See/Hear/Smell: 8

Set/Disarm Trap: 8

Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 7

Sleight of Hand: 7

Sneak: 7

Shticks:

Dirt Blast (1d+1 damage): 7

Stretching: 7

Animate Garbage: 6

Miasma

Dressed in greasy coveralls and stinking like the skunk she is, Miasma has a real attitude problem. She speaks with a New Jersey accent and stands 3' 6" tall. Miasma's favorite weapon is her spray bottle of Eau de Skunk Cabbage. It doesn't do any *physical* damage, but it will make everyone in a 30' circle gag and hold their nose if they fail a Muscle roll! While the victims are gagging, Miasma hits them with her baseball bat (2d-1 damage).

Miasma is incredibly offended whenever she thinks anybody is giving her special treatment because she's female. This gets Feelthy Pierre in trouble all the time. Both of them are afraid of the Dirtmeister.

Beliefs & Goals: Be mean! Stink and make others stink! Beat up sexist pigs, especially Feelthy Pierre, whenever you can. Don't do anything to make the Dirtmeister mad! Stay away from deodorizing weapons!

Hit Points: 7

Speed: 6

Muscle: 5

Break Down Door: 5

Climb: 5

Fight: 6

Pick Up Heavy Thing: 5

Throw: 5

Zip: 5

Dodge: 5

Drive Vehicle: 6

Fire Gun: 6

Jump: 5

Ride: 5

Run: 8

Swim: 5

Smarts: 4

Hide/Spot Hidden: 4

Identify Dangerous Thing: 6

Read: 4

Resist Fast-Talk: 5

See/Hear/Smell: 4

Set/Disarm Trap: 5

Track/Cover Tracks: 4

Chutzpah: 4

Fast-Talk: 4

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 5

Shtick:

Area Affect Skunk Spray
(20' circle): 9

henchmen *and* his car, tie them all up, and send them through every ride at the Festival of Cleanliness, one after the other, that's a great finish, too.

Plot Points

Making the Dirtmeister Fall Down the regular way is no big deal . . . but getting him *clean*, even for a second, is worth a Plot Point. If he falls down from any kind of Cleaning Damage, *he's Clean*. Cleaning up one of his henchmen, or his car, or his base, is also worth a Plot Point, but only once for each hero.

If the Dirtmeister gets *you* really dirty – not just a few smudges, but really nasty filthy ukky ugh – you lose a plot point. When you fall down from any kind of Dirt Damage, *you're Dirty*.

If the Dirtmeister manages to dirty up the whole Festival, everybody loses a Plot Point.

Variations

Attack of the Evil Twins!

While the Dustbusters and the Dirtmeister are out of town on vacation, their Evil Twins (or Good Twin, in the Dirtmeister's case) decide to take their places.

The Evil Dustbusters are just as messy as their counterparts are neat. Otherwise, they're very similar.

The Dirtmeister's twin, Percy, is a clean guy who can't stand evil. His two sidekicks, Flora and Clean Claude, are non-offensive versions of Miasma and Feelthy Pierre. You can take it from there.

Super Cars of Doom

In this variation, the artificial intelligences, Mister Shiny and Gooley Interface, have gotten tired of being loyal chauffeurs. They have turned against the Dustbusters and the Dirtmeister! Will the heroes and villains be able to team up and stop these attacking automobiles?

Return of the Evil Twins

For a large group of players, have the original heroes and villains slug it out with their opposites. Since everybody has equal powers, victory will go to the funniest and most clever group. This variation would be great at a game convention!

One of Our Heroes Is Missing

One of the Dustbusters has been brainwashed by the Dirtmeister and is now using his (or her) powers for evil! The Dustbusters must find out what nefarious plan the Master of Messiness has in mind . . . or their friend is doomed to a life of dirtiness! The Animator should choose the brainwashed victim by random die roll.

Feelthy Pierre

Feelthy Pierre is a 6'6" tall pig. He is very French, very fat and *always* filthy dirty. Feelthy Pierre wears a beret, polka dot pants and a T-shirt. He's not really a bad guy, but he is hopelessly in love with Miasma, who *is* a bad guy! He does anything she says, but when he brings her flowers or holds a door for her, she clobbers him.

Feelthy Pierre likes smelling flowers and playing games, but he doesn't get to do it very often. He *really* likes sweets, and will drop everything to eat them unless he makes a Smarts roll. He speaks with a bad French accent.

Beliefs & Goals: Do what Miasma says, because she's my little cabbage, *ma petite amour*. Run away and hide if the Dirtmeister gets mad. Look for sweet things to eat.

Hit Points: 11

Speed: 4

Muscle: 6

Break Down Door: 7

Climb: 7

Fight: 7

Pick Up Heavy Thing: 7

Throw: 7

Zip: 3

Dodge: 4

Drive Vehicle: 3

Fire Gun: 3

Jump: 3

Ride: 3

Run: 5

Swim: 5

Smarts: 4

Hide/Spot Hidden: 4

Identify Dangerous Thing: 4

Read: 4

Resist Fast-Talk: 4

See/Hear/Smell: 6

Set/Disarm Trap: 4

Track/Cover Tracks: 4

Chutzpah: 4

Fast-Talk: 4

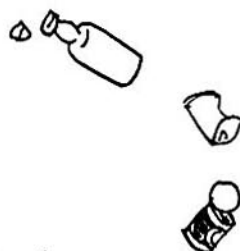
Pass/Detect Shoddy Goods: 4

Sleight of Hand: 4

Sneak: 4

Shtick:

Incredible Luck: 7



The Spiffy "Super Car Breakdown" Table

- 11 Engine explodes and hood flies 100' into the air
- 12 One tire goes flat
- 13 Won't go out of first gear
- 14 Steering wheel comes off
- 15 Throttle gets stuck wide open and car goes full speed
- 16 No brakes
- 21 Stuck in reverse
- 22 Radio only picks up the "Disco Classics Channel"
- 23 Doors fall off
- 24 Radiator overheats
- 25 Radiator melts
- 26 One tire goes square
- 31 Both rear tires fall off
- 32 Engine catches on fire
- 33 Transmission falls out
- 34 Windshield wipers won't stop
- 35 Brakes catch fire
- 36 Air conditioner gets stuck on "Absolute Zero" setting
- 41 All four tires go flat
- 42 Steering is stuck and car can only turn right
- 43 One tire explodes
- 44 Doors won't open
- 45 Heater gets stuck on "Volcano" setting
- 46 All four tires explode
- 51 All four tires go square
- 52 Glove compartment explodes, spewing maps throughout car
- 53 Brakes lock up at worst possible time
- 54 Car won't go more than Speed 3
- 55 Gas Tank falls off
- 56 Oil shoots out of radio
- 61 Fenders, hood, trunk lid and doors fly off
- 62 Cigarette lighter bursts into flames
- 63 All bolts in the car come loose
- 64 One tire turns into peanut butter
- 65 Horn won't stop honking out *La Cucaracha*
- 66 Any three of the above

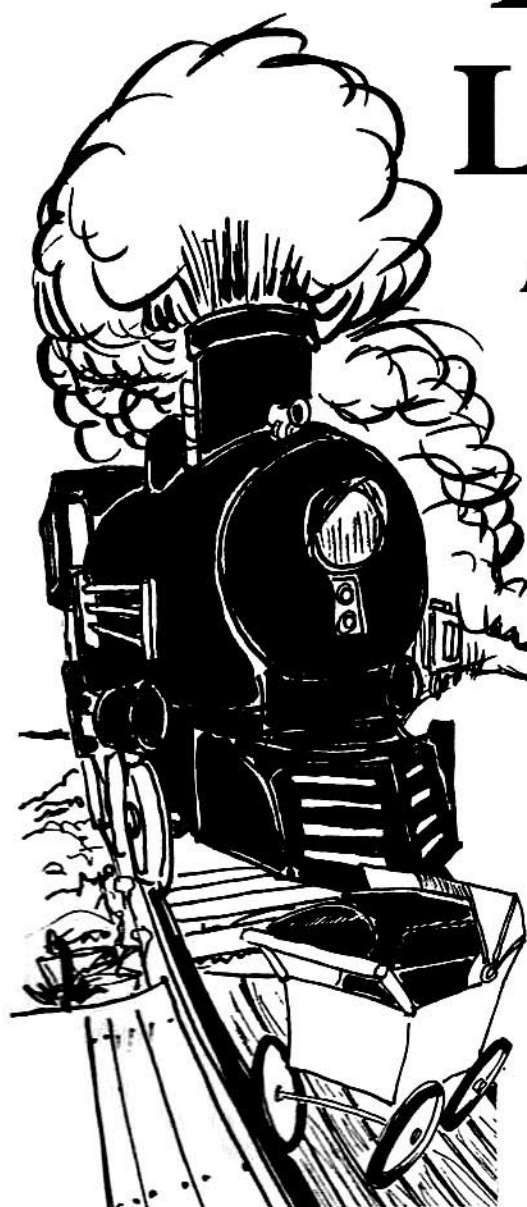


Feature Film:

Return of Son of Duel Circuit, or, He Who Laps Last Laps Best

An Adventure for *CarToon Wars*

By Curtis Whysong



Welcome to Uncle Spud's Test Arena! You are one of the truly elite autoduellists invited to compete in the *First Annual Uncle Spud's Invitational, No Rules, No Restrictions, Sole Survivor Wins It All Autoduelling Championship!* You will be competing for Fame, Glory and Really Big Prizes, assuming anyone makes it to the track and then wins the race!

The first driver to complete one lap on each of the *three* different tracks, or a pedestrian who survives going from point A to point B, wins. The winner will receive a hundred thousand dollars, a gift certificate from Uncle Spud's Auto Stop & Comedy Shop and a place on the Uncle Spud's Duelling Team!



Rules of the Race

Rule #1: All cars must complete one lap on each track. Pedestrians must cross the tracks by following the pedestrian trail from A to B. (These are two huge letters painted on the ground, visible from far away.)

Rule #2: Cars may shoot at pedestrians, pedestrians may shoot at cars and Spudbots can shoot at *anything*!

Rule #3: There aren't any more rules!

The Characters

The PCs play a motley band of racers . . . individual drivers, or driver/gunner teams. Use the characters from *CarToon Wars* in the *TTG*, or the ones in the sidebars here, or make up new ones.

The Animator plays a ridiculous variety of NPCs, described below. Most of them will be shooting at the PCs, but some just want their money. For variety, some want to shoot at the PCs and *then* take their money.

"Slick" Willy Clamton

A big, handsome clam with a beautiful head of wavy hair. (No, we haven't illustrated him. How could we possibly draw that? Use your imagination!) Loves to hear himself talk. Specializes in Fast-Talking competing drivers into heading off in the wrong direction. When that doesn't work, he cheats however he can and then denies it with a huge, flashing smile. Reporters are his Natural Enemies.

Beliefs & Goals: Play to win. Anything you do is all right if you don't get caught. Making reporters Fall Down is wonderful, but it's even better to trick *other* people into fighting with the reporters . . . while I drive for the finish line!

Hit Points: 11

Speed: 4

Muscle: 3

Break Down Door: 2

Climb: 3

Fight: 6

Pick Up Heavy Thing: 3

Throw: 3

Zip: 3

Dodge: 4

Drive Vehicle: 6

Fire Gun: 6

Jump: 3

Ride: 3

Run: 3

Swim: 7

Smarts: 4

Hide/Spot Hidden: 6

Identify Dangerous Thing: 5

Read Document: 4

Resist Fast-Talk: 6

See/Hear/Smell: 5

Set/Disarm Trap: 6

Track/Cover Tracks: 9

Chutzpah: 6

Fast-Talk: 9

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 9

Sneak: 9

Shtick:

Hypnosis: 6

Sal LeMander

Sal is a 5-foot-tall salamander. He likes to admire himself in a mirror that he carries in his back pocket. He only bathes in imported French spring water. His hair is always greased back. After a hard day at the track he likes to hit the nearest lounge, wearing his polka-dotted polyester leisure suit.

Beliefs & Goals: I am the most handsome salamander in town. No woman can resist my charm. I want to host the hit television show "Lifestyles of The Vain and Stylish." I also want to win lots of races. Don't let your hair get messed up!

Hit Points: 9 **Speed:** 7

Muscle: 2

Break Down Door: 2

Climb: 3

Fight: 2

Pick Up Heavy Thing: 2

Throw: 2

Zip: 6

Dodge: 7

Drive Vehicle: 8

Fire Gun: 7

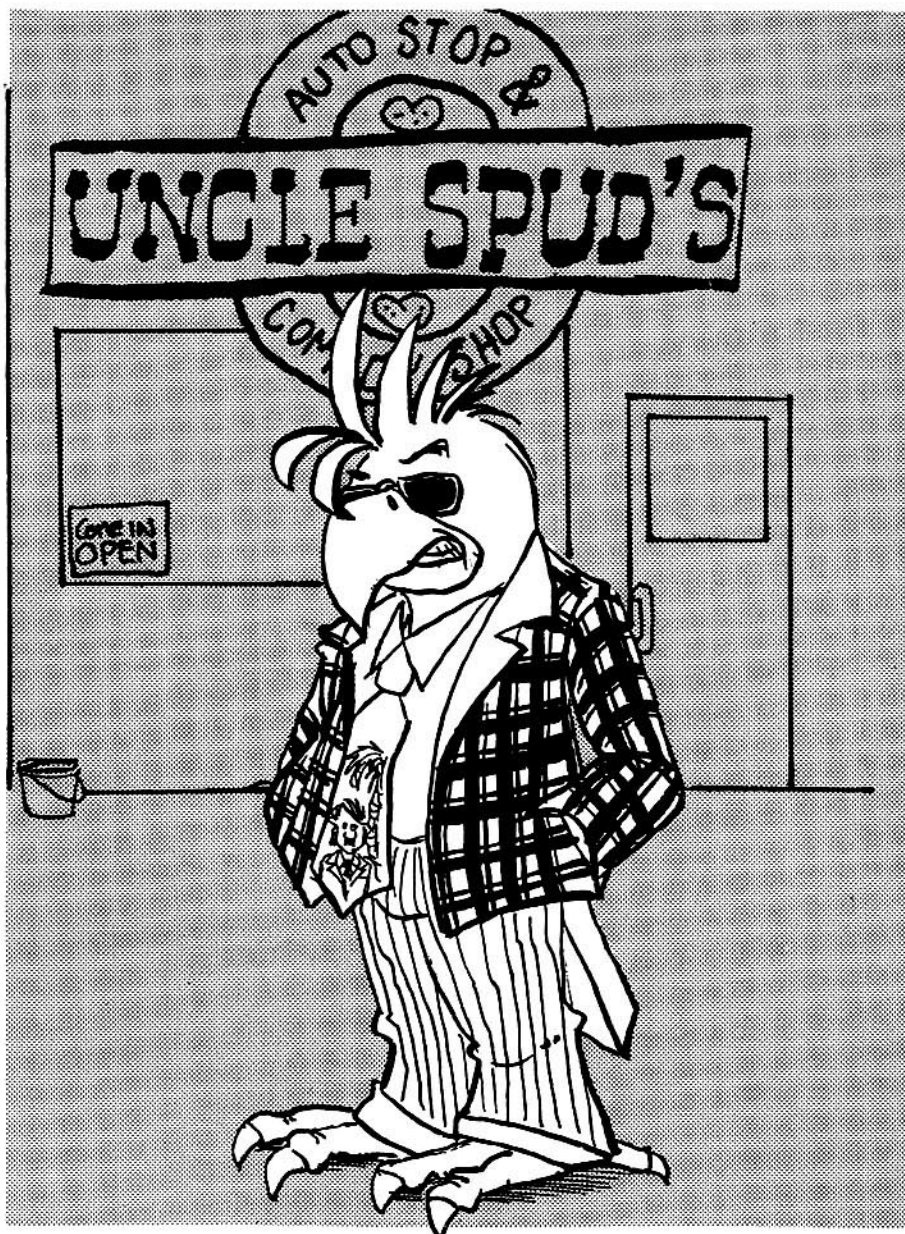
Jump: 6

Ride: 8

Run: 9

Swim: 7

Continued on next page . . .



NPCs

All of these characters might be met around town or at the track. Assume all their skills are at the same level as the controlling attribute, unless the Animator changes them.

George Sellum

George is a humanoid cockatoo and the head salesman at the local Uncle Spud's outlet. He is a rather snappy dresser, if you like loud suits with wild patterns. He has a knack for selling you more than you need at more than you wanted to pay for it. George has won the Salesman of the Year award the last 27 years in a row. His goal for this year is to make it 28.

Hit Points: 8

Smarts: 9

Speed: 8

Chutzpah: 9

Muscle: 3

Shtick: Hypnosis: 7

Zip: 7

Kara Teen

Kara is an anthropomorphic carrot and the owner and cook at the Carrot Top Cafe & Donut Shop. She wears a cook's outfit and an apron. She opened the cafe after an early retirement from the Big Bite Salad Bar, where she rescued a bunch of radishes before they became part of a tossed salad. This explains why she becomes so furious when anyone orders a salad at her cafe. Kara's goal in life is to eliminate all vegetarians.

Hit Points: 9 **Speed:** 7 **Muscle:** 6 **Zip:** 6
Smarts: 7 **Chutzpah:** 5

Harry Hammerhead

Harry walks on his tail fins, stands 8 feet tall and has mouth full of razor-sharp teeth. He also has a row of tuna tattoos on his chest. He doesn't wear any clothes except a fedora and a tie. Harry is the local Loan Shark and will loan money to almost anyone. He charges 300% interest, compounded *daily*! Harry believes if you can't pay, you better pray. He likes to use his hammer-shaped head to drive delinquent accounts into the ground. He also does a little muscle work for his pal Bobby. Harry likes to watch autoduellings, but is terrified of riding in a car.

Hit Points: 14 **Speed:** 9 **Muscle:** 9 **Zip:** 8
Smarts: 4 **Chutzpah:** 6 **Shtick:** Toughness (Physical): 10

Lamborweenie Mustache

The Mustache is a sports car with a mind of its own. It can be used by the Animator for a little more excitement during the race. He sports a flashy red paint job and tinted windows. If he wanted, he could hold two passengers, but he almost never wants to. Lamborweenie is a snob and a poor loser with a bad temper.

Muscle: 7 **Smarts:** 6 **Chutzpah:** 7 **Size:** Medium
Passengers: 2 **Weapons:** 4 **Shtick:** Quick Change/Disguise: 6
Speed: 40 ft. **Armor Type:** Invisible
Total Hit Points: 25

Weapons & Accessories

Cream Pie Cannon with 6 Heat Seeking Pies
 All Purpose Dropper with 4 mines
 Flamethrower
 Battering Ram shaped like a giant mustache

Location on Car

Rear
 Rear
 Front
 Front

Toon City Express

This is the train which crosses the Uncle Spud's Test Arena track. It takes passengers from downtown to the track. Passengers are dropped off at the Carrot Top Cafe & Donut Shop. It has three luxury-sized cars, holding 24 passengers each. See p. 169 for the engineer, D. B. Firebox.

Hit Points: 50 **Speed:** 10 **Muscle:** 11 **Zip:** 10
Smarts: 3 **Chutzpah:** 3 **Shtick:** Incredible Strength: 9



Sal LeMander (Continued)

Smarts: 3
 Hide/Spot Hidden: 4
 Identify Dangerous Thing: 5
 Read Document: 6
 Resist Fast-Talk: 3
 See/Hear/Smell: 6
 Set/Disarm Trap: 3
 Track/Cover Tracks: 3
Chutzpah: 4
 Fast-Talk: 6
 Pass Shoddy Goods: 6
 Sleight of Hand: 5
 Sneak: 5
Shtick:
 Quick Change/Disguise: 3



Tom Toucanski

Tom is the bird-brained type, with a hot temper. He likes to get into brawls. He is very tough. All 6 feet of him is covered with bulging muscles. He likes to wear Navy uniform to races. He has an anchor tattooed on one arm, and a battleship on the other.

Beliefs & Goals: I am the strongest bird around. If you meet me on the track, you better get out of my way. I will fly past all competition.

Hit Points: 9 **Speed:** 6

Muscle: 6

Break Down Door: 7

Climb: 6

Fight: 7

Pick Up Heavy Thing: 8

Throw: 7

Zip: 5

Dodge: 6

Drive Vehicle: 7

Fire Gun: 5

Jump: 8

Ride: 5

Run: 5

Swim: 5

Smarts: 2

Hide/Spot Hidden: 2

Identify Dangerous Thing: 2

Read Document: 2

Resist Fast-Talk: 2

See/Hear/Smell: 6

Set/Disarm Trap: 2

Track/Cover Tracks: 3

Chutzpah: 2

Fast-Talk: 2

Pass/Detect Shoddy Goods: 3

Sleight of Hand: 5

Sneak: 2

Shtick:

Incredible Strength: 5

Bobby Bookie

Bobby is the local illegal betting agent. Bobby is an anthropomorphic book bound in fine grain leather. He speaks with a Bronx accent. His left hand is a #2 pencil, his right an eraser. He hopes someday to marry Randi the Romance Novel. His best friend is Harry the Hammerhead. Bobby uses Harry now and then for collecting overdue bills.

Hit Points: 10

Speed: 6

Muscle: 5

Zip: 5

Smarts: 9

Chutzpah: 8

Chip Ribbitson

Chip is the frog motorcycle cop who enforces the traffic signs on the track. He wears Body Armor that gives him a total of 17 hit points. His Anti-Boggle Goggles protect him from the cream-pie-in-the-face trick. He rides a Big Bike with twin linked machine guns on the front. His favorite ammo is High Density Jellybeans. The bike has 12 hit points and no armor.

Hit Points: 17

Speed: 8

Muscle: 7

Zip: 7

Smarts: 6

Chutzpah: 8

Shtick: Stunt Driving: 9



Zippy Tow Service

This is the truck that gives vehicles in need a lift. The price for this service is \$50 *cash*. For that, Zippy will tow the vehicle to the repair shop he owns with his partner, Vern McAnick. Repair bills are usually outrageous, even if nothing serious was wrong with the vehicle. For repair payments, Vern accepts cash or salvaged parts from other vehicles.

Hit Points: 9

Speed: 7

Muscle: 9

Zip: 4

Smarts: 8

Chutzpah: 6

The Spudbots

These 3' tall robots are specifically designed to create havoc on the tracks. They are identical; all have the same weapons and gadgets. There are two of them for each track, but as the cars and pedestrians leave a track, the Spudbots follow them. That means that Track 3 will have six Spudbots running around! All Spudbots are covered in Rubber Coated Armor.

Hit Points: 25 **Speed:** 9 **Muscle:** 8 **Zip:** 8
Smarts: 10 **Chutzpah:** 9 **Shticks:** Cosmic Shift: 8
 Maximum Boggle: 7
 Toughness (Physical): 6

Weapons: All Purpose Dropper loaded with 3 Instant Tree Seeds and 3 Instant Walls.

Machine Gun loaded with Armor Piercing Peanuts.

Bubble Gum Bazooka loaded with 4 Medium Gum Rockets.

Four Laughing Gas Grenades.

Places to Go

Uncle Spud's Auto Stop & Comedy Shop

Here, the PCs will be able to buy anything in the Uncle Spud's Catalog on p. 39 of the *Tooniversal Tour Guide*. As an added bonus, see p. 171 of *this* fine book for the all-new, just-released, Uncle Spud's Spring Catalog Update! It's full of hot new stuff for duellists and their cars. While at Uncle Spud's, they could also pick up a gag or two for the *pit area*. Uncle Spud's is conveniently located just inside the main entrance of the Uncle Spud's Test Arena. Make sure you say hello to George. (He'll be sure to say hello to *you*.)

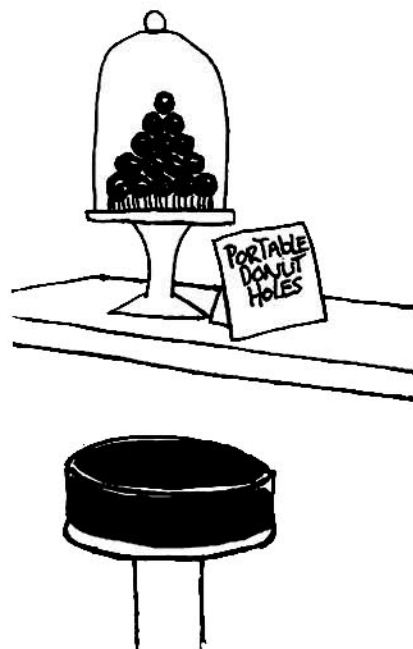
Carrot Top Cafe & Donut Shop

After a busy morning shopping, the PCs may have worked up an appetite. We strongly suggest a stop at Kara Teen's Carrot Top Cafe & Donut Shop. Specials of the day are Hair Pin Stew and Straightaway Steaks. For dessert, they specialize in Portable Donut Holes. Portable Donut Holes work like Portable Holes, only smaller. They are great for making small holes in tires, gas tanks, etc. They taste great, too! They cost \$5 per dozen. They are available only at the Carrot Top Cafe & Donut Shop.

The cafe is located next to the pit area. It opens two hours prior to race time.

Betting Parlor

The Betting Parlor is located next to Uncle Spud's. There you can place a variety of bets, like how many Foo-gle Birds it takes to screw in a light bulb. (The current line is on two, but opinions differ.) Before you leave, you might want to lay down a little money on your favorite duellist. This is where you will meet Bobbie Bookie. If you find yourself a little short on cash, Harry Hammerhead is usually lurking close by.



Sarah "Shoot 'Em Up" Woolley

She may look like a meek sheep, but don't get her wool up! Sarah is heavily armed and will never walk away from a good fight. She is a real Lambo! She carries a 50-caliber machine gun in her back pocket. She wears combat fatigues, boots, and a green beret. Before her racing career, she was a member of the elite military group, Black Sheep Flock.

Beliefs & Goals: Speak softly and carry a big gun in your back pocket. Sneak up on the enemy, then let them have it. My main mission in life is to blow away all road scum, and win races while I'm at it.

Hit Points: 11 **Speed:** 7

Muscle: 3

Break Down Door: 4

Climb: 3

Fight: 6

Pick Up Heavy Thing: 3

Throw: 3

Zip: 6

Dodge: 6

Drive Vehicle: 6

Fire Gun: 9

Jump: 6

Ride: 6

Run: 6

Swim: 6

Smarts: 3

Hide/Spot Hidden: 3

Identify Dangerous Thing: 4

Read Document: 3

Resist Fast-Talk: 3

See/Hear/Smell: 5

Set/Disarm Trap: 6

Track/Cover Tracks: 6

Chutzpah: 2

Fast-Talk: 2

Pass/Detect Shoddy Goods: 3

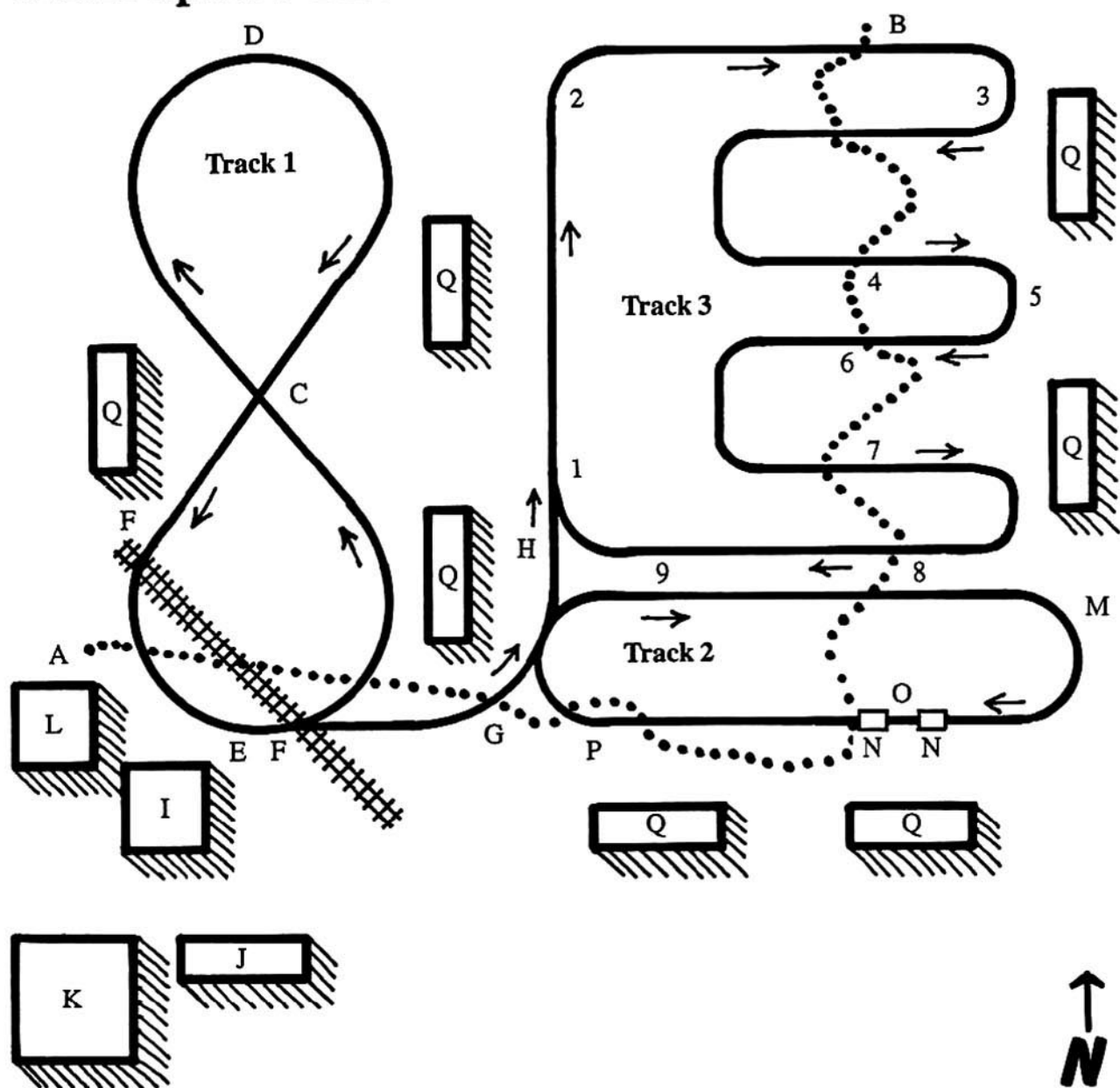
Sleight of Hand: 3

Sneak: 4

Shtick:

Bag Of Many Grenades: 5

Uncle Spud's Test Arena



A – Pedestrian starting point
 B – Pedestrian finishing point
 C – Pop-up wall
 D – Grease puddle
 E – Starting Line
 F – Railroad Crossing
 G – Cross road Track 1 to Track 2

H – Cross road Track 2 to Track 3
 I – Pit area
 J – Betting Parlor
 K – Uncle Spud's Auto Stop
 & Comedy Shop
 L – Carrot Top Cafe & Donut Shop

M – Big rocks
 N – Jump
 O – Pit
 P – Water
 Q – Stands
 Pedestrian path

Stands

There are spectator stands located around all three tracks, as shown on the map (see p. 164). Not everyone in the stands is just there to watch the race. *Some* of them will take pot shots at anything on the track. They will be using rifles and will open fire whenever the Animator wants to stir things up.

Pit Area

The Pit Area is located next to the starting line on Track 1. The pit is about 12 feet deep, and there's no way out except via rope ladder. Before the race, all the duellists go into the pit. There, they pull gags on each other for 1d+1 turns prior to the start of the race, while the fans watch on closed-circuit TV. Anyone who falls Down or is Boggled will start in the back of the pack.

Track 1

The first track is a basic booby-trapped figure 8. The intersection has a hidden pop-up wall. In this adventure it is only made of paper, but looks very real. The Animator controls when and how often it pops up. To realize that the wall is a fake, the drivers must make a Smarts roll at -2. If they fail their roll, they will slam into the wall as if it were real. Hitting the wall does 2d damage to car *and* driver. If a driver rolls Smarts successfully, though, his car will go right through the wall and take no damage. After the wall has been destroyed, it won't pop up anymore.

The next obstacle is a 20' wide by 30' long grease puddle. All Drive or Run rolls here are made at a -3. If set on fire, it will burn for six turns. While it burns, it does the same damage as a Flaming Confetti Cloud (see p. 45 of the *Tooniversal Tour Guide*).

Last but not least, we have a railroad track that crosses the racetrack diagonally in two places. The train appears on a roll of 8 or less. If a pedestrian or car is hit, they take 3d+2 damage. After any collision, the train will become derailed on a 5 or less. At that point, it might chase the duellists . . . or enter the race . . . or whatever else the Animator dreams up. See sidebar, p. 169.

In addition to the obstacles listed

Angie Dillo

Angie is a cute armadillo lady from Twisted Ridge, Colorado (see p. 34 of the *Tooniversal Tour Guide*), where her parents run the local Motel 5½. That's where she got into dueling, at the Twisted Ridge Autoduel Arena. She is very popular with the local folks. She likes to sing country music and her soprano voice will usually distract most duellists. When she is not singing, she is tunneling. Her bone-like scales make her nearly invulnerable.

Beliefs & Goals: Never let Tiffany Tortelli finish a race ahead of me. Sing and the world will sing along. If they don't, pop them upside the head.

Continued on next page . . .



Angie Dillo (Continued)

Hit Points: 12 **Speed:** 4

Muscle: 5

Break Down Door: 5
Climb: 5
Fight: 6
Pick Up Heavy Thing: 6
Throw: 5

Zip: 3

Dodge: 6
Drive Vehicle: 5
Fire Gun: 7
Jump: 3
Ride: 5
Run: 3
Swim: 3

Smarts: 2

Hide/Spot Hidden: 6
Identify Dangerous Thing: 4
Read Document: 3
Resist Fast-Talk: 3
See/Hear/Smell: 5
Set/Disarm Trap: 4
Track/Cover Tracks: 3

Chutzpah: 2

Fast-Talk: 2
Pass/Detect Shoddy Goods: 3
Sleight of Hand: 3
Sneak: 6

Shtick:

Invulnerability: 8



above, the track is booby-trapped with 1d+1 Bear Trap Mines, 1d+2 pits, 4 machine-guns that fire at random and 3 random Cream Pie Launchers with 3 pies each. These can be placed anywhere on the track. The Animator may decide the damage each one does.

Track 2

The second track is an off-road track. It is a long oval dirt track with lots of bumps and humps. All Driving, Running and other movement rolls on this track are made at -1. The Animator can add booby traps to this track, too.

At the first turn, there are two *really big* rocks on each side of the track. There is only room enough for one car at a time to pass between the rocks. If two cars are neck-and-neck when they get to the rocks, they are playing Chicken! Have each player write down secretly whether they will chicken or not. If *both* players chicken, or if *neither* player does, then both hit the rocks, taking 2d+2 damage. If only one player chickens, then the other player takes the lead, but nobody hits the rocks.

After clearing the rocks, the drivers will soon come to a ramp. On the other side of the ramp is a 20-foot-deep pit. On the other side of the pit is another ramp. To clear this obstacle will take a Drive Vehicle roll at -3 or a successful Stunt Driving roll. Failing by 2 or less means a crash. Use the *Crash Result Table* on page 48 of *Tooniversal Tour Guide*.

A failure by 3 or more means the car crashes into the pit. Roll for crash results and take two turns getting out.

The crossroads between Track 2 and Track 3 is just before the first ramp. Anyone who wants to try cheating can make a Sneak roll at -3. A successful roll means they haven't been caught, and got onto Track 3. A failure means the car must start over again on Track 1.

The last obstacle is a shallow pond on the third turn. To get across it will take a Driving roll at -3 for a car or a Swim roll for a pedestrian. If a PC in a car fails his roll, the car becomes stuck in the mud and filled with water and fish. It will take 3 turns and a Strength roll to get unstuck. Pedestrians who fail their Swim roll will take 2 points of damage and flail around for 3 turns.

Track 3

The third track is a road course. There are no traps, pits or jumps. There are only signs . . . and Spudbots. Each sign is numbered on the map. Following are descriptions of each sign and the possible results they might have.

Falling Rock

This is the first sign that the PCs come to. All PCs must make a Smarts roll when passing it. If they *fail*, a giant rock will fall from the sky and smash their car, doing 2d+2 damage.

No Right Turn

The second sign is located at the first turn. This just happens to be a right hand curve. As with the first sign, this one requires a Smarts roll. If a character fails, they can do anything but *turn right*! They can even turn left until they make a full circle! The moral of the story, of course, is that two wrongs don't make a right, but three lefts do.



Do Not Pass

The third sign speaks for itself. You may not pass on this curve. If you do, a cop will give you a ticket, unless you have Incredible Luck. This is Chip Ribbitson's favorite spot for snagging dangerous drivers. If anyone *does* pass on this curve, Chip will chase them until he can make them stop.

Slow School Crossing

At the fourth sign, a School House crosses the road, very slowly. Any cars going over 3" per turn will be unable to stop and will hit the School House. Hitting the School House means a roll on the *Crash Result Tables* in the *Tooniversal Tour Guide*. It will also make the School House very angry, which could result in even more damage!

Dead End

Sign number five may stop them dead in their tracks! Anyone failing a Smarts roll will ignore the left hand turn and stop. They will remain

Tiffany Tortelli

Tiffany is a four-foot-tall female snapping turtle. Naturally outgoing, she is always trying to make new friends. Her favorite outfit for race day is dark sunglasses, black leather driving gloves, and a white silk jumper. A *huge smile*, and her incredible driving skills are her trade marks.

Beliefs & Goals: Everyone is good, but nobody drives like me. (Especially not Angie Dillo, who is from her home town of Twisted Ridge.) Be friendly to everyone, even the folks you're about to Knock Down or Boggle!

Hit Points: 9

Speed: 7

Muscle: 3

Break Down Door: 4

Climb: 3

Fight: 3

Pick Up Heavy Thing: 5

Throw: 3

Zip: 6

Dodge: 7

Drive Vehicle: 9

Fire Gun: 6

Jump: 6

Ride: 6

Run: 6

Swim: 9

Smarts: 3

Hide/Spot Hidden: 6

Identify Dangerous Thing: 3

Read Document: 6

Resist Fast-Talk: 3

See/Hear/Smell: 5

Set/Disarm Trap: 3

Track/Cover Tracks: 3

Chutzpah: 4

Fast-Talk: 8

Pass Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 4

Shtick:

Stunt Driving: 9

stopped until they *do* make their Smarts roll! The Animator may want to give the PCs a +1 on each subsequent Smarts roll. In other words, after failing once they get a +1, after failing twice they get a +2 and so on. It's up to the individual Animator.

No U Turn

The sixth sign requires a Smarts roll at -1 by all drivers. A failed roll means that the driver will turn around and go the opposite direction. They will continue until they make a successful Smarts roll. They may roll once per turn.

Floon Crossing

This is sign number seven. What's a Floon? Whatever the Animator wants it to be! If the Animator is short on ideas, we suggest rolling on several inappropriate tables and combining the results.

Speed Zone Ahead

When a car passes sign number eight, its speed will increase by 50% and *won't decrease for 1d+1 turns!* On a 7 or less, Chip Ribbitson will appear and try to make the speeders pull over, using his guns if necessary. The fine for speeding is \$100 and three days in jail.

You're Going The Wrong Way

This is sign number nine – the last one. This sign is lying. It doesn't mean anything unless the Animator wants it to.

Moving Signs Around

This is totally against the arena rules, but drivers may try it. A successful Sneak roll is required to grab a sign without being caught, or to replace it somewhere else. Once a sign is gone, its meaning will not be enforced. And if it is successfully moved, its meaning will be enforced in the new place.

Changing Signs

A successful Read roll is required to change a sign; paint or the equivalent is also needed. The results of a changed sign are up to the Animator.

Fake Signs

The fake signs described on p. 172 can be used in this race. There is no penalty for this! Remember, no rules?

Stuff

The Basic Car

For a quick and equal start-up, everyone will begin with the same basic car. The Animator will give each player the same amount of money to buy weapons and accessories. The Animator may also wish to limit the number of weapons allowed per vehicle. Here is the basic duelling car . . .



Type of Vehicle: Beemer 90210-A

Size: Large **Passengers:** 3 **Weapons:** 6 **Speed:** 80 feet

Armor Type: Medium **Total Hit Points:** 29

Tire Type: Steel Belted Radials **Tire Hit Points:** 10 each

The above basic car is provided at no cost to the duellists. Note that while it has room for weapons, none are included in the basic car. The Animator must set the spending limit allowed on weapons & accessories. Limits on what types of weapons may be used are also up to the Animator.

Gags

The following are just a few examples of what can happen before, during, or after the race.

Short on Cash

If by chance someone goes over the spending limit on their Ace Express Card, the salesperson will kindly inform them that they are a little short. Then the salesperson will take out a very large pair of scissors and cut the card into 1,632 pieces. This may happen due to a computer error, an addition error by the character, or simply by the salesperson overcharging.

You Want What?

If anyone happens to order a salad or vegetable plate at the Carrot Top Cafe & Donut Shop, Kara Teen will chase them out of the Cafe with a cast iron skillet. The victim must make Run and Dodge rolls to escape. If they fail, Kara Teen must make a Fight roll at +2 to hit them. Iron Skillet Damage is 1d+2.

No Hitchhiking Allowed!

If a pedestrian gets tired, he may try his luck at hitching a ride. To succeed, the pedestrian needs to make his Fast-Talk roll at -2. A failure may get the would-be hitchhiker run over! Run Over by a Car Damage is 3d+1.

Gotcha

Here is a chance for the Animator to really *cream* the racers! Just booby-trap various portions of a track with big pits full of whipped cream! Going into a pit full of whipped cream will Boggle anyone on a 5 or less and reduce their Drive Vehicle rolls by -2 until they get cleaned off.

Robot Rampage

Anytime a robot gets hit, roll 2d to see if it goes berserk! On a roll of 6 or less, the robot goes bonkers and will become obsessed with stealing a car and becoming a driver in the race! It will do everything it can to stop a car and pull the driver out. If more than one robots berserk, they will work together to get a car. Remember that a crazed robot in a duelling car is even more dangerous than a normal driver!

D.B. Firebox

D.B. is the happy, frothing-mad engineer of the train that runs across Uncle Al's racetrack complex. D.B. is *not* a race fan. His goal in life is to *run over cars*, and anything else that gets in his way.

Of course, the engine can't leave the tracks unless it's derailed in a collision... but somehow, the tracks seem to go where D.B. wants them to.

Beliefs & Goals: Go faster! Run over cars! Never slow down unless it's to back up. Never back up unless it's to run over a car. Never, ever leave the cab of the engine.

Hit Points: 9

Speed: 5

Muscle: 4

Break Down Door: 4

Climb: 5

Fight: 8

Pick Up Heavy Thing: 5

Throw: 6

Zip: 6

Dodge: 8

Drive Vehicle: 9

Fire Gun: 6

Jump: 7

Ride: 9

Run: 6

Swim: 6

Smarts: 4

Hide/Spot Hidden: 5

Identify Dangerous Thing: 5

Read: 6

Resist Fast-Talk: 6

See/Hear/Smell: 7

Set/Disarm Trap: 4

Track/Cover Tracks: 0 (these are railroad tracks, remember?)

Chutzpah: 2

Fast-Talk: 4

Pass/Detect Shoddy Goods: 3

Sleight of Hand: 3

Sneak: 2

Shiticks:

Cosmic Shift: 6 (only works to move tracks)

Stunt Driving (train only): 8

Variations

As though the basic idea wasn't silly enough . . .

Animated Cars/PC Peds

Tell your PCs to hit the road. Let them all be pedestrians, while the Animator runs the cars. As with anyone playing a pedestrian, the idea is to get from point A to point B as quickly as possible.

Animated Peds/PC Cars

Lets make this interesting! The Animator will play the pedestrians. Not just *any* pedestrians. These guys are loaded for bear, or even tiger or wolverine! Feel free to give them all the weapons that they can carry. Better yet, give them more than they can carry, just to be sure!

Drop 'Em

It's time to put away the Cream Pie Cannons and pick up the All Purpose Droppers! Actually, you can use any Dropped Weapon you want. This one will turn any track into an obstacle course after about 3 turns. Will anyone ever finish? Stay Tooned!

It's a Bird, It's a Plane, It's a Missile!

Faster than a speeding Banana Slug! Tastier than a Bubble Gum Rocket! It's a Cream Pie! Load up those Cannons and Launchers. This is Missile Only racing at its finest. Don't forget to duck.

Single Track

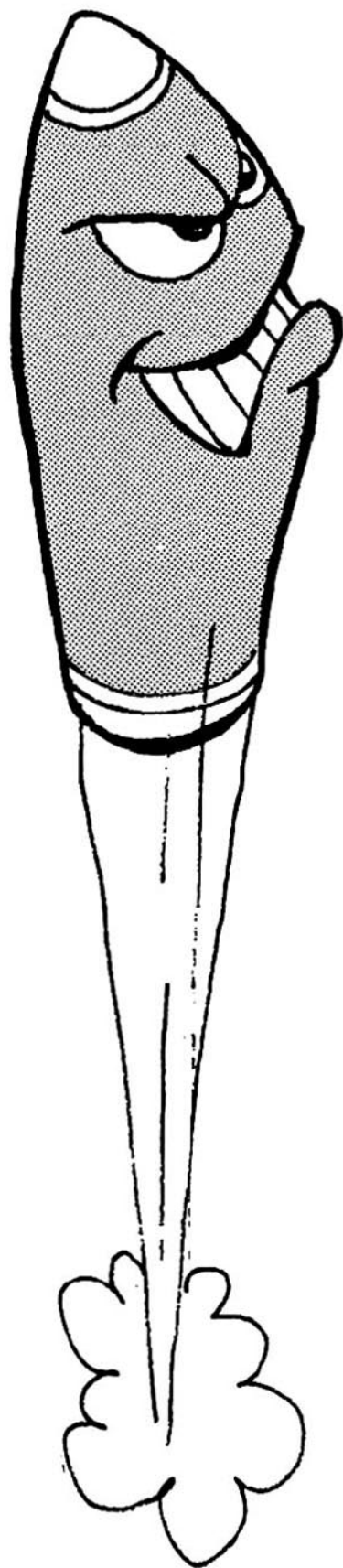
Pick your favorite track and spin your wheels for 10 loony laps. For a really chaotic race, have half of the cars going in opposite directions! Throw in a couple of Spudbots and things will become completely gonzo!

Who Turned Out the Lights?

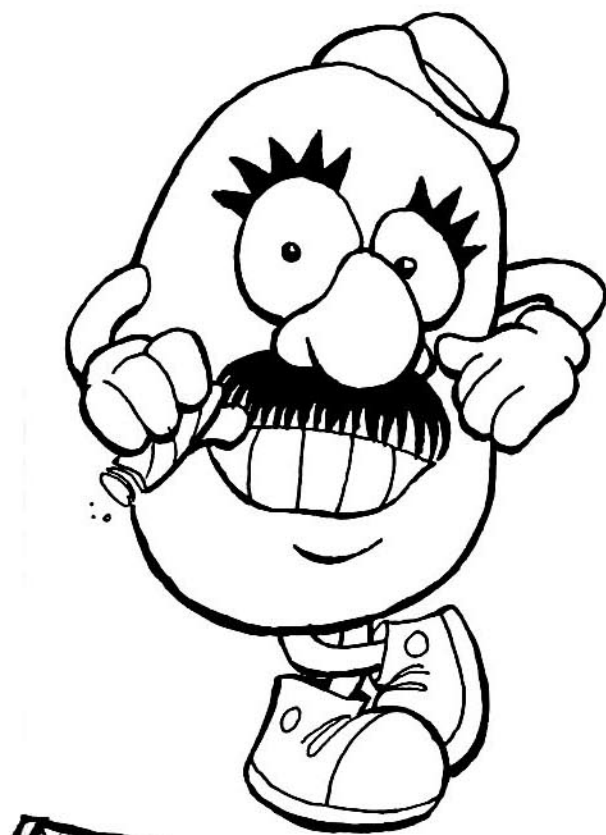
Maybe it was the Animator. As you might have guessed, this is a night race. Shooting out headlights will be very popular. Smart duellists will buy lots of Off Road Lights. Stupid duellists will drive around in the dark. Silly Animators will hold the game in the dark and give everybody a flashlight – until their headlights are gone.

Winner Does Not Take All!

This is the Grand Champion Race and the prize fund is astronomical. However, it's going to be divided among *all* the drivers who finish the race! This one will test everyone's Set/Disarm Traps roll, since the Animator will give each duellist a Bag of Many Traps at the start of the game. Run this one for at least 10 laps.



Uncle Spud's Spring Update Catalog



Jetfan

"Blow 'em away!" says Uncle Spud. And you'll do just that with our new Jetfans! These are big fans which you mount on the roof of your car. One of them adds an extra 10' to your maximum speed. Two jetfans may be used at once to increase maximum speed by 20'! Sorry, jetfans may not be used on convertibles. Jetfans may be mounted facing forward to blow away smoke or other undesirable things. Of course, this has the opposite effect on your top speed. Now available at Uncle Spud's bargain price of \$50 per jetfan.

Reflective Armor

You'll really catch their eye with this highly polished stainless steel armor! When hit by either flame or laser attack, you only take 1 point of damage. Sticky attacks slide off on a roll of 4 or less! Best of all, it adds 10 hit points to your total! Uncle Spud's price for this great armor? Only \$200!

Spring-Loaded Hub Caps

When you mount these snappy accessories on your wheels, the other guy is in deep trouble. When a car pulls up next to you, just push the button and *SPRO-ING*, the basic hub cap shoots out on a spring and does 1d damage. They're only \$50 each, but to *really* get your point across, try adding some hubcap spikes! These increase the damage to 1d+2. The spikes cost \$25 per hub cap. Only from Uncle Spud, the Duellist's Bud!

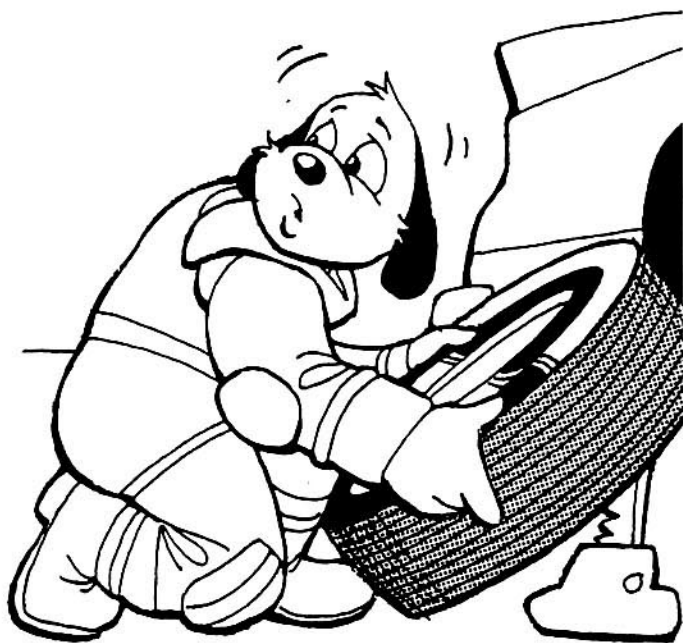
Giant Flyswatter

Are those other drivers making pests of themselves? Then whack 'em with a Giant Flyswatter from SwatCo Industries and Uncle Spud! This is a telescoping fly swatter which pops out your roof and has a range of 20 feet in any direction. Great for those pesky rival duellists on motorcycles. The Flyswatter does 1d

damage. Just \$125! Only one can be mounted on each car.

Instant Signs

After years of development work, Uncle Spud is proud to announce the hottest item in autoduellling: Instant Signs! These signs fit into our All Purpose Dropper and come in convenient 3 packs. On a successful Smarts roll -1, the victims will ignore the signs. A failure means that the sign has affected them. To overcome the sign's effects, a Smarts roll -1 must be made. Instant Signs are on sale now for only \$75 per 3-pack. Signs available at this time are:



Stop: Drop one of these and watch the brake lights come on! Anyone stopping must remain stopped for one turn. They can still use their turn to attack, but not to move.

Wrong Way: On a failed roll the drivers will turn around and go the wrong way on the track. They will continue in that direction, regardless of obstacles, until they make their Smarts roll. While going the wrong way on a race track, laps are subtracted from those already completed.

Reduce Speed: Slow them to a crawl! A failed roll here will reduce the victim's movement to 20 feet per turn.

Dip: If a driver fails his Smarts roll, a huge bowl of dip will appear directly in front of him. Types of dip

include Bean Dip, Bacon and Onion Dip, Clam Dip and Guacamole Dip. Different dips have different effects (the Animator can have fun here), but all of them put a -2 on the victim's Drive Vehicle roll until cleaned (or eaten) off. A failed drive vehicle roll will result in a crash.

Detour: If they go for this one, a very bumpy road appears on the right side of the track or road. It goes straight on forever. The driver will follow it until he makes his Smarts roll. If it takes more than three attempts to make the roll, a sign will appear saying "Stupid, aren't you?"

Severe Tire Damage: Drivers who make their Smarts roll when they see this sign will take 1d+2 points of damage to each tire on their vehicle.

Note: Uncle Spud's would like to remind its customers that these signs are illegal in most areas! Use them at your own risk!

Drop-A-Line

Hang them out to dry with this nifty little number! You load these into the All Purpose Dropper. When you drop one, a 20-foot-long clothesline appears behind your car. It even has wet laundry on it! This works great on cars using elevator suspensions. It's also perfect for stopping motorcycles. It does 1d damage to normal cars and 2d versus elevator suspensions and motorcycles. The cost is \$50 each.

Giant Scissors

Someone "Drop-A-Line" in your path? Well, with these handy attachments for the Helping Hand (available in Uncle Spud's Main Catalog) you can just cut your way through! They also do 1d damage to enemy pedestrians or tires, but this requires a Drive Vehicle roll to use them accurately. Uncle Spud has *sliced* the price on these *sharp* items to only \$50 each! Get 'em while the supply lasts!

Armored Wheel Guards

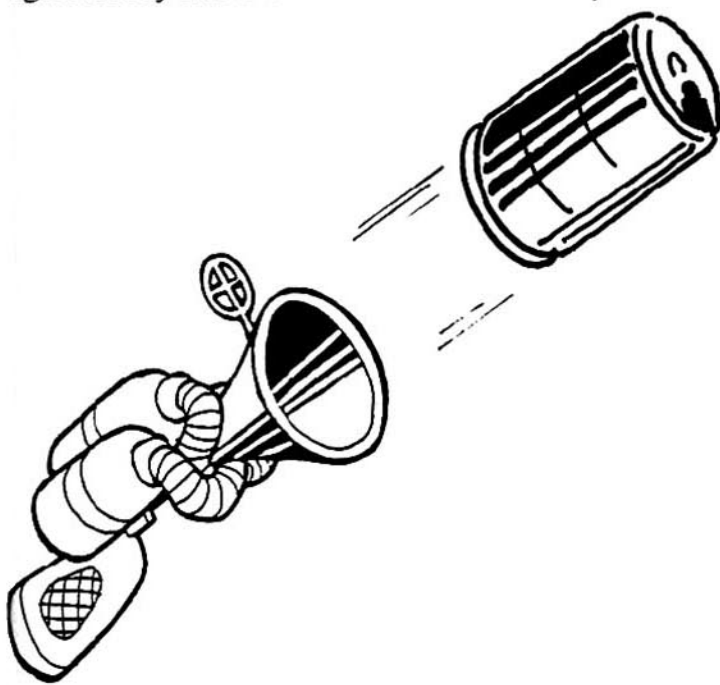
Protect those valuable tires with Uncle Spud's Armored Wheel Guards! These add 5 hit points per tire and come in a wide variety of designs and colors. On sale now for only \$150 per set of 4! Note: if you inflate Balloon Tires while using these, your tires will take 4 points of damage each.

Steel Mesh Headlight Covers

Protect your headlights from being broken with these dandy covers! Sold in pairs for the low price of \$25. Each cover has 4 hit points.

Uncle Spud's Gearshift Knob

Put the finishing touches on your interior with this fine *potato* shaped gearshift knob. \$10 each or free with any \$200 purchase. (Animators: If the players have not read this book, you can give them +2 to their Fast-Talk roll to break any arena rule if the judge sees that they have the official Uncle Spud knob. But if you suspect they know this, let it explode, doing 1d damage. Nobody said life was fair in the fast lane.)



Off-Road Lights

Hey, Uncle Spud knows that sometimes you need to get off the beaten path! Do it safely with our new Off-Road Lights! Without these lights, all off-road night driving is at a -4 to all Drive Vehicle rolls. With them, the driver only suffers a -1! Each light has 3 hit points. If mounted to the bumper, they take collision damage first. At only \$50 per pair, how can you afford to be without 'em?

Cream Puff Pistol

This sweet six-shooter is fast becoming a favorite with duellists everywhere! Each pistol holds 6 Cream Puffs and each puff does 1d damage to the target's

Muscle score. After a couple of hits from these pastries, the poor goof will be a *real* creampuff! These are hot sellers at only \$100 per pistol. The cream puffs are \$50 a six pack.

(Note to Animators: When the victim Falls Down, all effects of this and other such devices vanish; he'll be all right when he comes back.)

Pop Gun

Uncle Spud says, "Welcome to the *real* Cola Wars!" Fresh out of the test labs, these new weapons can do regular *and* Sticky Damage! Available in both pistol and rifle form, these guns have a really big caliber barrel – the size of a soda can! Just load them with your favorite brand of soda pop and fire away! The pistol has a range of 30' and the rifle has a range of 60'. When the cans are fired, they spin through the air, getting them all shook up. They explode on impact, doing 1d+1 Exploding Fizzy Soda Damage and Sticky Damage that reduces Zip based rolls for 3 turns. Note: Sticky Damage will not occur if diet soda is used. The pistol costs \$150 and the rifle costs \$200.

Bubble Gum Rockets

OOPS! It isn't often that Uncle Spud goofs up, but in our Main Catalog we did just that! We advertised our Bubble Gum Bazookas, but *left out any mention of the rockets they fire!* Well, this will correct the mistake. Our Bubble Gum Rockets come in three popular sizes: Light, Medium and Heavy. All of them do Sticky Damage that lasts 1d+2 turns. The difference is in Area of Effect and Range. Light rockets have a 60' Range and cover a 10' circle. Mediums have an 80' Range and cover a 20' circle. Heavy rockets have a 100' Range and cover a 30' circle. Driving or moving on foot through bubble gum is done at half normal Speed and at a -3 to Drive Vehicle or Run rolls. To make up for leaving these out of our Main Catalog, Uncle Spud is letting them go for a limited time at *his cost!* That means \$50 for Lights, \$75 for Mediums and \$100 for Heavies! Buy 'em now while the price is low!

Anti-Sticky Body Armor

Uncle Spud comes to the rescue of his pedestrian pals with this great new Body Armor! Anyone wearing this will never be affected by Stickiness for more than one turn! On top of that, it adds 8 Hit Points to your total! A fast seller at \$200 per suit!

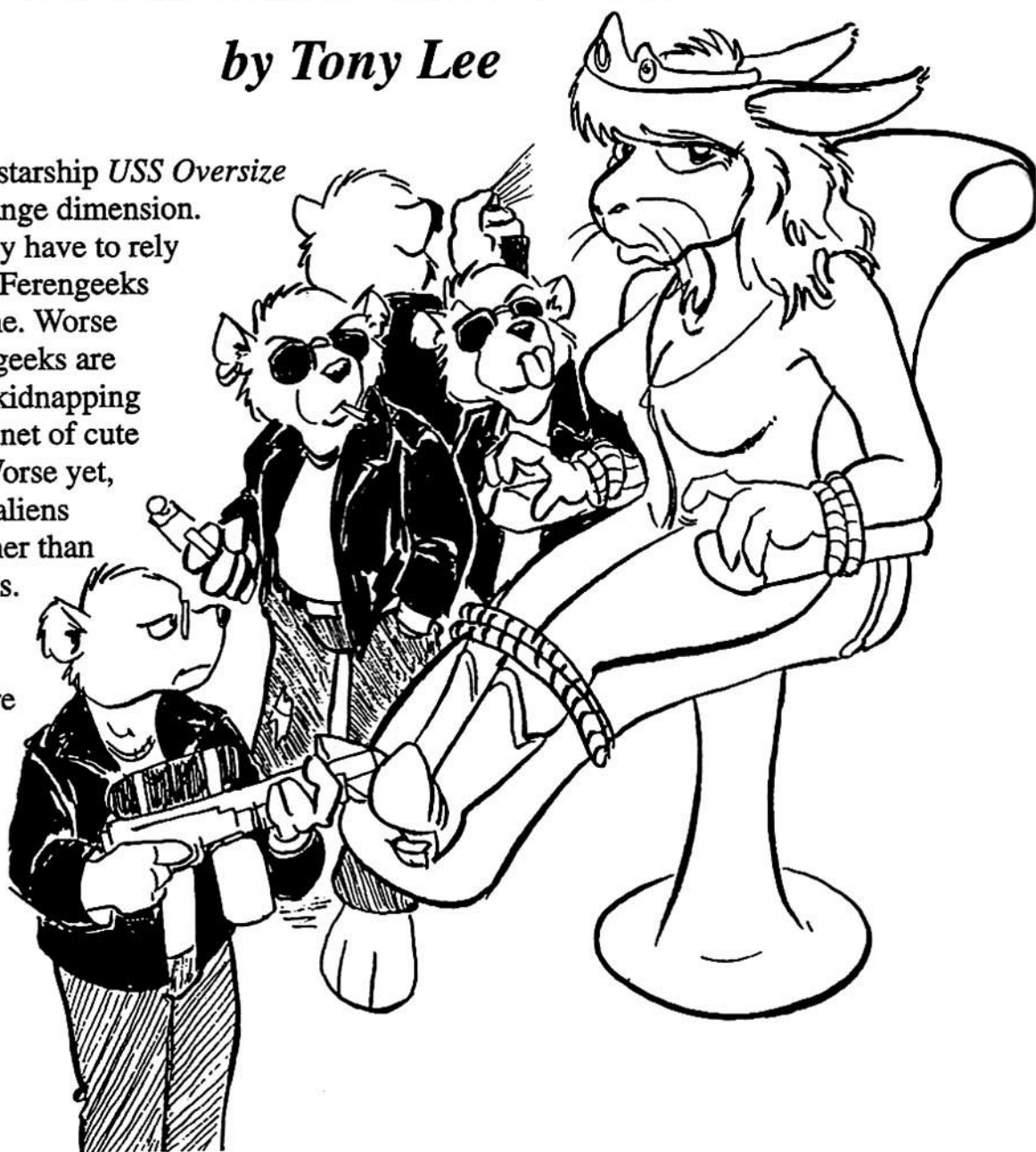
Short Subject:

Astro-Nots, or, Planet of the Oops

An Adventure for Star Toon

by Tony Lee

The valiant starship *USS Oversize* is lost in a strange dimension. Worse yet, they have to rely on the greedy Ferengeeks for a way home. Worse yet, the Ferengeeks are bent on mass kidnapping of a whole planet of cute little aliens. Worse yet, the cute little aliens are even meaner than the Ferengeeks. Worse yet, two huge space fleets are converging on the planet, ready to blow everything into cosmic confetti. Worse yet, it's time for a commercial!



Cast of Characters

For this adventure, you can use the crew of the *USS Oversize* whose descriptions appear in the sidebars of *Star Toon*, in the *Tooniversal Tour Guide* . . . or simply create a new crew.

The Animator plays the hotshot Pook Skywriter, the spoiled and beautiful Princess Layoff, and the members of two really obnoxious races. Their stats are in the sidebars.

Ferengeeks: Unquestionably the most uncool and greediest race anywhere. Wealth determines one's status in Ferengeek society, as indicated by the number and quality of pocket protectors owned. The richer a Ferengeek, the more and better pocket protectors he can afford!

Earwicks: Anyone thinking these cuddly creatures are harmless is in for a rude awakening! Sure, they look *so adorable* with their short, pudgy builds and fluffy fur, but they are actually a noisy, greedy bunch of egotistical little slobs.

Location

Outer Space, of course. The action starts as the *Oversize* finds itself yanked into a new dimension. Most of the cartoon takes place on the planet Vendorr, described below. Any other Outer Space spot the Animator can flange up is a possible location for sequels.

Situation

Don't tell the PCs yet, but they have entered the Space Wars universe! Two rival factions, the Rabble Alliance and the Immoral Empire, are locked in a titanic battle for freedom, liberty and the box-office receipts of the galaxy! Each side is doing its best to vaporize the foe and everybody who gets caught in between. Actually, it's kind of like back home, except the Confederation and the Rumuloids are good buddies compared to this!

Object of the Adventure

The heroes want to frustrate the Ferengeeks' evil plans, and get back home! If their starship is in one piece, so much the better.

Plot

The *Oversize* is assigned to follow the Ferengeek's new flagship, the *Hostile Takeover*. Unfortunately, the Captain blows his Sneak roll, and the Ferengeeks notice that they're being trailed by the Confederation ship. Whoops. (The Animator can play this out, if he thinks he can keep the plot on track this far . . . or just tell the PCs that this is what happened.) At any rate, the Ferengeeks do *something green* to the *Oversize*. The next thing

Earwicks

These tough-cookie teddy bear punks like to outfit themselves with studded leather jackets, slashed jeans, dark shades and an earring or two. They carry small knives and slingshots in their Back Pockets. They are rude, crude, lazy and obnoxious.

Beliefs & Goals: BURRRPP! Ambushing trespassers is fun! Trapping them is fun! Eating them is fun! BRAAPP! Partying is fun! Nobody better mess with us!

Hit Points: 10 **Speed:** 6

Muscle: 4

Break Down Door: 4
Climb: 9
Fight: 6
Pick Up Heavy Thing: 4
Throw: 6

Zip: 5

Dodge: 6
Drive Vehicle: 5
Fire Gun: 5
Jump: 5
Ride: 5
Run: 6
Swim: 5

Smarts: 4

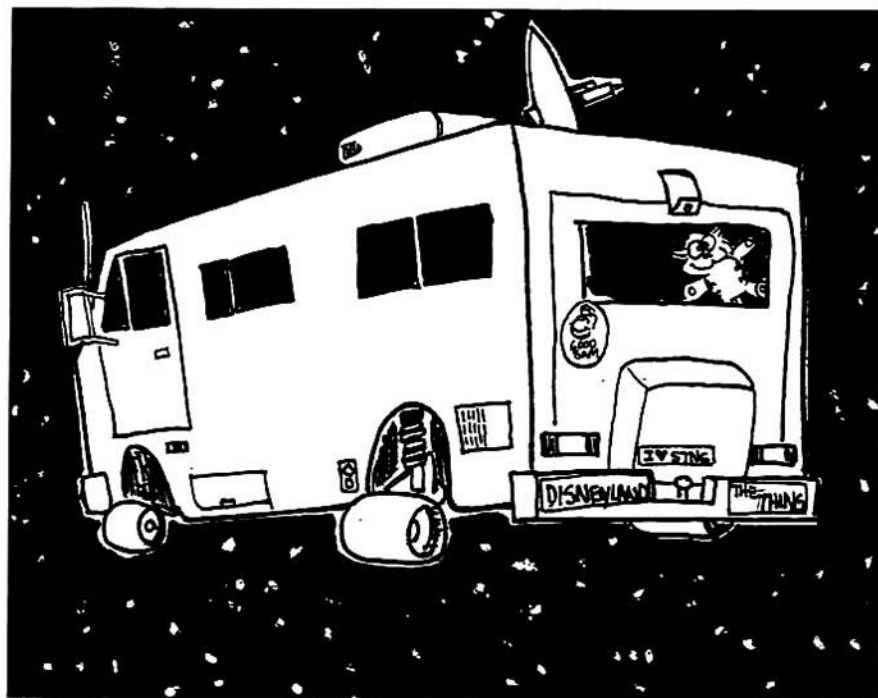
Hide/Spot Hidden: 5
Identify Dangerous Thing: 8
Read: 4
Resist Fast-Talk: 6
See/Hear/Smell: 4
Set/Disarm Trap: varies from 6 for children, to 9 or even more for leaders.
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 7
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 7

Shticks:

Incredible Luck: 6
Incredible Speed: 7



Ferengeeks

Ferengeeks all have a large cranium with a mopyy hairdo. They have very large ears that meet over their eyes, and it's very fashionable for a Ferengeek to take advantage of this natural "frame" by fitting big lenses over it so he appears to be wearing dweeby, oversized, horn-rim glasses. All Ferengeeks have buck teeth, a high-pitched, whiny voice, poor motor skills, the uncanny ability to annoy others, and a suspended uniform three sizes too small.

Beliefs & Goals: Money, money, and more money! Always have a calculator handy. Pore over figures. Analyze the financial feasibility of any situation. Complain. Keep the pocket protectors clean and neat.

Hit Points: 8

Speed: 4

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 4

Pick Up Heavy Thing: 4

Throw: 5

Zip: 3

Dodge: 3

Drive Vehicle: 4

Fire Gun: 3

Jump: 3

Ride: 3

Run: 3

Swim: 3

Continued on next page...

our heroes know, their Strange New Dimension Alert Device is ringing like crazy, and all their sensors show that they are totally lost.

After an appropriate amount of confusion, they detect that same Ferengeek battleship orbiting a nearby planet. The Ferengeek captain will warn via com link that the *Oversize* is encroaching on Ferengeek territory. Meanwhile, the *Oversize's* sensors detect that Ferengeek troops are being beamed to the planet. So they decide to beam down a few spies of their own.

They soon find out that the planet's inhabitants are the rascally, foul-mouthed, obnoxious but cute race called the Earwicks. The Earwicks have a couple of interesting prisoners. But the Ferengeeks aren't there to rescue prisoners.

They see big money in marketing Earwicks as teddy bears back home, and they want to catch as many as they can! First they try a frontal assault, next sneak-nabbing with nets, then snare traps. Unfortunately, the Earwicks have forgotten more about traps than the Ferengeeks ever knew, and will wind up with an ever-increasing number of prisoners. In the end, fed up, the remaining Ferengeeks will try to tractor-beam the entire planet! If the Earwicks haven't captured them *all* and taken over their ship, that is...

About that time, the titanic space fleets of the Rabble and the Immorals will show up, catching the *Oversize* and the Ferengeeks in between. Can our heroes get along with their old rivals for long enough to Fast-Talk or flee the opposition, or will they be atomized by the deadly *Dull Stare*?

Places to Go

The Earwick Homeworld, Vendorr

This is the home world of the cute, obnoxious little Earwicks. The landscape is mostly thick forest, which provides a lot of cover for Hide and Sneak (+2 to both). However, the Earwicks have laid down a few traps to snare the unsuspecting! (For trap ideas, check out the *Silly Snares and Terrible Traps* table on p. 107 of the *Tooniversal Tour Guide*.) Use the Fifty Percent Rule whenever a character is moving through the forest; half the time, the character encounters a trap! Of course, with the proper die rolls, it will be seen in time.

The Earwick Treeplex

Not far from the location of the Ferengeek soldiers is a complex of tree houses and huts inhabited by Earwicks. The Earwicks can be seen gam-

bling, eating, belching, fighting, arguing or just milling about. There are wooden suspension bridges for traveling between houses, but they are so very wobbly that it takes a Run roll to cross one without falling off.

Pook Skywriter and Princess Layoff, both bound and gagged, are imprisoned in one of the huts.

Kitchen

There's a clearing in the middle that serves as the cooking area, containing nothing more than a big boiling pot. Anyone falling off a bridge has a Fifty Percent chance of landing in the hot pot and taking 1d+1 Hot Pot Damage, unless some precaution is taken (such as covering the pot).

As soon as someone falls in the pot, the Earwicks will begin seasoning the brew and adding vegetables, chattering in glee.

Stuff

The USS Oversize

The *Oversize* is a Consolation Class spaceship. It's a big sucker, too! It has a total crew of 1,184. Fortunately, most of them are never seen. Below are the stats for the *Oversize*.

Total Floor Space: 200 squares.

Type and Size of Compartments: Bridge (50 sq.), Crew's Quarters (30 sq.), Engineering (40 sq.), Cargo Space (50 sq.), Drives, Shields & Weapons (30 sq.).

Drive Unit: Type 2 Warped Drive.

Weapons: Lasers (10d damage), Hot Ray, Shaving Cream Torpedoes.

Defensive Shields: Force Fields (Front: 80 hit points; Rear: 60 hit points).

Miscellaneous Stuff: Magnetic Tractor Beam, Intercom, Shuttle.

The Ferengeek Hostile Takeover

This Greedhead Class spaceship looks like a huge dollar sign with viewports and weapons. The *Hostile Takeover* is the flagship of the Ferengeek fleet.

Drive Units: Type 2 Warped Drive.

Weapons: Disruptor Nerd Beans (5 per turn), Sonic Disruptor (projects wave of dweeby laughter, 9d damage), Prune Juice Spray (douses target with prune juice).

Defensive Shields: Force Fields (100 hit points, but within limited arc).

Miscellaneous Stuff: Magnetic Tractor Beam, Dimensional Door-O-Matic, Cloaking Device (not very good; it gives a +2 to the enemy's Spot Hidden rolls!).

Energy Cord

The Ferengeeks' weapon of choice. It looks like a long electric cord with a three-pronged plug at the end that "plugs" into victims and send energy through their body. It's also attached to a small control box with

Ferengeeks (Continued)

Smarts: 5

Hide/Spot Hidden: 6

Identify Dangerous Thing: 5

Read: 6

Resist Fast-Talk: 5

See/Hear/Smell: 6

Set/Disarm Trap: 6

Track/Cover Tracks: 5

Chutzpah: 2

Fast-Talk: 4

Pass/Detect Shoddy Goods: 4

Sleight of Hand: 2

Sneak: 2

Shtick:

Weird Science: 8



Princess Layoff

Layoff is a cute, 5'2" rabbit in a pretty white dress. She thinks everyone should pamper her and cater to her every whim because she's a princess. Layoff will throw temper tantrums when she feels she isn't being treated properly (which is all time). She absolutely detests working. She isn't too fond of alien creatures, either. She's also a captive of the Earwicks, and is very unhappy about it.

Unknown to everyone in the universe, Layoff is Pook's great-aunt's gardener's mother-in-law's grandnephew's second cousin, twice removed.

Beliefs & Goals: Service! I demand service! Fuss about everything so they know it's not good enough for me. Yawn, time for my beauty sleep again. Avoid contact with aliens.

Hit Points: 10

Speed: 5

Muscle: 2

Break Down Door: 2

Climb: 2

Fight: 4

Pick Up Heavy Thing: 2

Throw: 4

Zip: 4

Dodge: 4

Drive Vehicle: 6

Fire Gun: 4

Jump: 4

Ride: 4

Run: 4

Swim: 4

Smarts: 4

Hide/Spot Hidden: 4

Identify Dangerous Thing: 4

Read: 4

Resist Fast-Talk: 6

See/Hear/Smell: 4

Set/Disarm Trap: 4

Track/Cover Tracks: 4

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 6

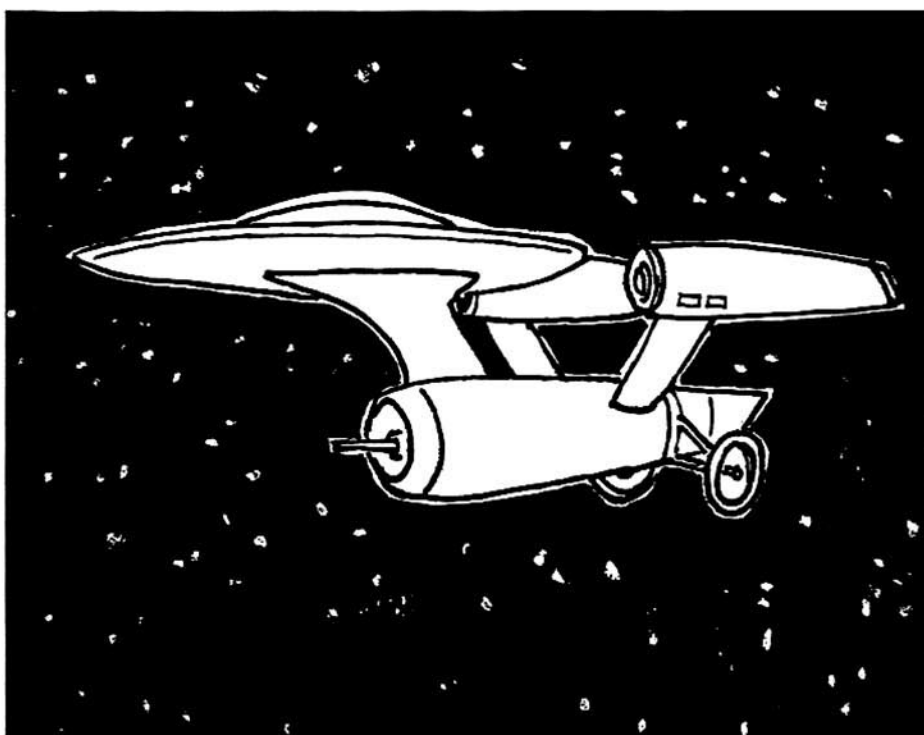
Sleight of Hand: 6

Sneak: 6

Shticks:

Flash of Brilliance: 5

Incredible Luck: 7



settings from "Tingle" (1 point of damage) to "Buzz" (1d damage) to "Brain Fry" (2d+2 damage). A non-Ferengeek will need a Read roll to set the level correctly. It can be used at a range of 20 feet (like a whip) with a successful Throw roll.

Earwick Traps

The Earwicks live for traps. Most of the time they just trap each other, but they love it when outsiders visit . . . new victims! The only way to win the respect of the Earwicks is to catch them in a really complicated, destructive, painful, embarrassing trap. They will show their respect by attacking from behind the next chance they get.

The simplest Earwick traps, built by their children and idiots, feature things like falling logs (3d Falling Log Damage), rolling logs (2d Rolling Log Damage) and swinging logs (2d+2 Swinging Log Damage). The best ones, created by their leaders and great philosophers, involve things like complicated slingshot snares with dangling chainsaws and electric juicers! To generate a quick Earwick trap, the Animator can roll on the *Toon* Random Trap Table (p. 201) and replace the appropriate effects. For instance, "Telescoping arm holding cream pie" would be "Catapulting log holding cream pie."

Hoverbikes

Somewhere out in the vast forest are eight Immoral Empire hoverbikes, left from a chase between the Immoral Troopers and Pook and Layoff. A separate Spot Hidden roll is needed to see each bike. They all require

some repair before they are fully functional – make a Set/Disarm Traps roll for each – but that won't stop someone from trying to ride them!

These vehicles look very much like bicycles, but with no wheels and lots of neat chrome and glowing gadgets. Each hoverbike seats two and hovers about 3 feet off the ground. There is a gear shift for speed adjustment labeled “Slow,” “Fast,” “Too Fast” and “Whoa!” The speed coordinates to the rate of pedaling, so at “Whoa!” even a light tap will send the riders zooming off at hyper speed! It takes a “Read” roll to understand the speed shift, and a Drive Vehicle roll to control the bike except when it's on “Slow” (and then *lots* of pedaling is required to get it going!).

A laser rifle is mounted on the handlebar, doing 2d+1 Science Fiction Laser Beam Damage on a successful Fire Gun roll. The bikes have 15 hit points each.

Trying to chase each other through the forest on hoverbikes can be an adventure in itself! The riders have to avoid trees, Earwock traps, laser blasts from other bikes and low-flying birds as well! The bikes can have funny mechanical problems, too, especially if the character who tried to fix them blew his Set/Disarm Traps roll. See *CarToon Wars* in the *TTG* for ideas on running vehicle combat.

The Frightsaber

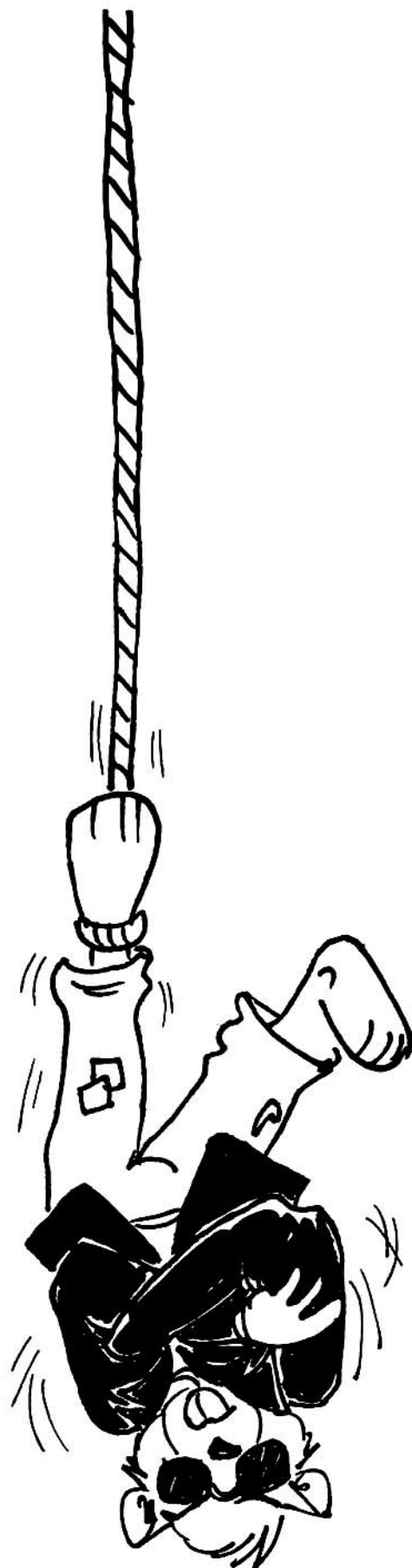
A glowing, *sentient* energy sword carried by Pook Skywriter. It got its name, not because of terrifying *damage*, but because of terrifying *jokes*. It never stops wisecracking and usually annoys everybody, including Pook, with flippant remarks or lousy advice. It does 2d+2 Energy Sword damage, and on a roll of 3 or less, it also Boggles opponents (and everyone else nearby) with a dumb joke. A Smarts roll will avoid this Boggling.

If the GM enjoys puns, he can forget the above Boggling rule, and instead give the Frightsaber the Punslinger shtick at level 8. It can throw puns at the same time Pook fights with it! Unfortunately, it will also pun *out of combat*, whenever it thinks of something cute, and *especially* when Pook or his companions are trying to be silent and sneaky. It also laughs at its own jokes – the worse the joke, the louder it gets.

The Ferengeek Dimensional Door-O-Matic

A dimension travel gadget invented by the Ferengeeks to expand their profit-seeking ventures to every part of the multiverse. The only prototype is currently on board the *Hostile Takeover*. It's a refrigerator-sized machine with *lots* of consoles, switches, and blinking lights! So far only the Ferengeek science officer has figured out how to operate it, but we're sure that won't stop the *Oversize* crew members from pushing a few buttons on their own!

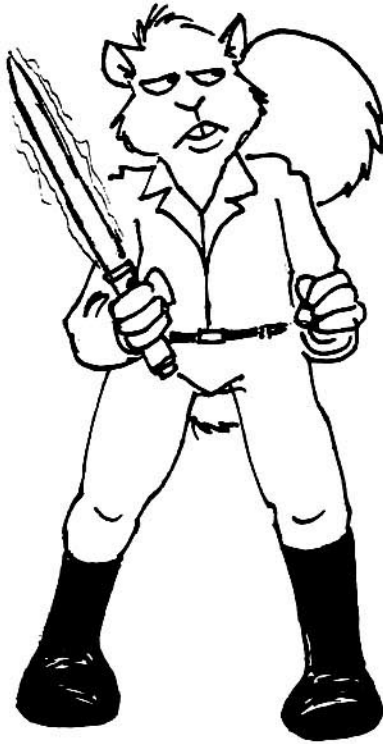
When it's activated, a green energy fist comes out, knocks three times in the air (or space), and a green door big enough for even a spaceship to go through appears! The door, of course, leads to another dimension (but not necessarily the one that is wanted). And it works both ways, so whatever's on the other side can come through, too!



Gags

Peek-a-Boo

A classic cartoon gag is the hide-'n'-seek, where everyone is running every which way, going from cover to cover, and bypassing or ignoring each other. Sometime there seems to be more bodies tiptoeing around than there are characters! The forest terrain of Vendorr is tailor-made to play out this classic bit. Make lots of Sneak rolls.



Pook Skywriter

A 5'7" squirrel of average build, wearing a light brown jumpsuit and boots. Pook is a hotshot and a show-off. He was taught the secret of The Farce, the greatest comical power in the universe, by the Master Jerkeye, Soda. Now Pook continues to oppose the Empire, and his nemesis Dork Invader in particular. Unfortunately, he crashed his hoverbike while showing off, and was captured by the Earwoks. This kind of thing happens to him all the time.

Beliefs & Goals: Always be flashy and acrobatic. Show everybody what a great Boggling power The Farce is! Get a Frightsaber rematch with Dork Invader, who's using The Farce to tell bad jokes!

Continued on next page...

Sensors Indicate We're Stupid, Captain

The *Oversize* is full of sensors, which give painfully honest, and usually totally useless, assessments of the situation. The Animator can play the computer or crewman giving the sensor reports.

"The Map-A-Tronic indicates we are somewhere between Lost and Totally Lost, sir."

"Sensors indicate you blew your roll, Captain."

"Detectors show a very large ship close by, Captain... It appears to be the *Oversize*." (This report should be delivered while the Captain is *in* the *Oversize*.)

"Sensors indicate you are about to Fall Down, Captain."

Well, How Much to Go *Eighth* Class?

It doesn't take a Smarts roll to figure out that the Ferengeek's dimension gadget is the only way home. Of course, the Ferengeeks will be willing to give their rivals a ride. *For a price*. And they're *hard* bargainers. The Animator should make the most unreasonable demand he can think of. If the players give in, *increase the demand*. Ideally, the Ferengeek captain would like to own the *Oversize* and everything in it, down to the heroes' polka-dotted boxer shorts.

The Farce, Pook, The Farce!

Don't think we've forgotten about the Earwok's prisoners, Pook Skywriter and Princess Lay-Off. Not wanting to be on their captors' dinner menu, you bet Pook will use his Jerkeye ability to invoke the power of The Farce! If he can get it to do what he wants, that is.

What's a Nice Guy Like You Doing in a Universe Like This?

If the heroes give up on negotiating with the Ferengeeks, they may decide to sneak in and fiddle with the Dimensional Door-O-Matic, even without any knowledge of how to operate it! If not, the Animator can drop a hint...

But there's *no telling* who or what is on the other side of the door! Worse yet, damages could cause the machine to go haywire and start bringing in creatures and stuff from all dimensions! Do we really need, say, Squidzilla in the Space War or Confederation universe? What about

a bunch of Toonpunks and their wacky attitudes? Or Mighty Catchoolu and some of the other Pretty Great Old Ones? Hey, why not? This is the Animator's chance to *really* inflict interdimensional chaos.

The Big Finish

As if the crew of the *Oversize* didn't have enough troubles, here comes a really big Immoral Empire Spaceship, the *Dull Stare*, to bring back the heads of Pook and Layoff! But the Alliance locates them at the same time and plans a rescue mission! The characters are caught in the middle!

Of course, if the Animator needs a really arbitrary, quick finish, Pook's use of the Farce can succeed in a big way, wrapping up the Ferengeeks (literally) in a big red ribbon and sending them home.

Plot Points

Rescuing Pook and the Princess is worth a Plot Point. Making a lot of Earwoks Fall Down at the same time is also worth a Plot Point.

Convincing the Ferengeeks to leave, *without* any fuzzy prisoners, is worth a Plot Point for everybody who helps. Doing something really terrible to the *Hostile Takeover* is certainly worth a Plot Point.

Finding a clever way to get back home without too much Animator help is worth a Plot Point.

Destroying *any* inhabited planet is a bad idea, and will cost the guilty crew member a Plot Point and probably guarantee a bad mark on his next evaluation report.

Variations

Wock 'Em Again, Sam!

The *Oversize* took a few Earwoks on board to help them escape the Ferengeeks . . . or as ambassadors to the Confederation . . . or for some other stupid reason. *Big mistake.* The wise old Earwok leaders reached their positions of honor by being the toughest, nastiest, sneakiest double-crossing trap-setting backstabbers on the whole planet. They want to take over the *Oversize*, in the nastiest and most hilarious way possible, and become space pirates.

(*Toon* players being what they are, it might be even more fun to let the PCs play the Earwoks, and let the stuffed-shirt crew of the *Oversize* be their NPC victims.)

Return of the Jerkeye

Pook asks the heroes to help him destroy the really, *really*, **REALLY** big Immoral spaceship called the *Dull Stare* before the Empire repairs it! (How big is it, *really*? **Really** big.) But Dork Invader could be waiting for them with his own powerful, wisecracking Frightsaber. Can anyone survive the meeting of the galaxy's two most brilliant punslingers?

Pook Skywriter (Continued)

Hit Points: 16

Speed: 7

Muscle: 4

Break Down Door: 4
Climb: 7
Fight: 7
Pick Up Heavy Thing: 4
Throw: 6

Zip: 6

Dodge: 6
Drive Vehicle: 6
Fire Gun: 6
Jump: 6
Ride: 6
Run: 8
Swim: 6

Smarts: 4

Hide/Spot Hidden: 5
Identify Dangerous Thing: 6
Read: 4
Resist Fast-Talk: 6
See/Hear/Smell: 4
Set/Disarm Trap: 4
Track/Cover Tracks: 4

Chutzpah: 5

Fast-Talk: 5
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 5
Sneak: 6

Shticks:

Cosmic Shift: 7
Maximum Boggle: 8
Wild Acrobatics: 6



Feature Film:

Annoy All Monsters!

An Adventure for Atomic Monster Theater

By Doc Cross

Evil Aliens from Planet Q have implanted mind control devices in three of the most powerful giant monsters on Earth: King Krabby, Hengora and Bunzilla! The monsters are now headed for Los Angelfood, and they aren't coming to visit Dizzyland! Can the heroes stop these rampaging terrors and the vile aliens controlling them? If not, can they find a really good place to hide?



Cast of Characters

The PCs play the dedicated monster-hunters who are trying to protect the city from the attacking Stompin' Things. If you don't have appropriate heroes ready to play, the sidebars contain a selection of mad scientists, slightly-annoyed scientists, soldiers and nuisances.

The Animator plays three huge monsters – King Krabby, Hengora and Bunzilla – as well as the Evil Aliens From Planet Q (p. 193), the asparagus people who want our planet! The Animator also plays an assortment of slimes, blobs and parasites. It just doesn't *get* any better than this!

Location

The action starts out in the Big City, as the heroes prepare to face the monsters. It then moves Outside of Town to face down the invaders. It may move right back into the City, if the monsters aren't impressed with the heroes! If that happens, there won't be much city left.

Situation

"The monsters are coming! The monsters are coming!"



Dr. Fred Fnordlinger

A 6' 6" male human scientist. He wears a white lab coat and checkered pants. Rumor has it that Dr. Fnordlinger is not entirely sane. He tends to speak very dramatically and has a rather eerie voice. In his Back Pocket, he carries 3 Weird Science Gizmos. These cannot be used to create anything even remotely normal. Dr. Fnordlinger also carries a pocket calculator and a notebook and pencil.

Beliefs & Goals: I have dedicated my life to science! *Science!* No matter what the military says, I will capture a monster alive and kicking, and contact the aliens to exchange information. I am a genius!

Hit Points: 10

Speed: 4

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 5

Pick Up Heavy Thing: 4

Throw: 4

Zip: 3

Dodge: 4

Drive Vehicle: 5

Fire Gun: 4

Jump: 4

Ride: 3

Run: 5

Swim: 4



Smarts: 6

Hide/Spot Hidden: 9

Identify Dangerous Thing: 9

Read: 9

Resist Fast-Talk: 6

See/Hear/Smell: 7

Set/Disarm Trap: 9

Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 7

Shticks:

Weird Science: 9

Flash of Brilliance: 5

Dr. Ellie Vader

(no relation)

Dr. Vader is a 5' 4" dog. She is very good-looking. A dedicated scientist, she wears a long lab coat. Outside the laboratory, she often wears a trench coat *over* a lab coat! She isn't sure if Dr. Fnordlinger is nutso or just eccentric. Her Back Pocket contains a Weird Science Gizmo, two Normal Gizmos, a bottle of Extra Slippery Grease and a 16-pound bowling ball. Dr. Vader thinks Major Canelloni is a nitwit, but Private Bingle is kind of cute.

Beliefs & Goals: Study the monsters and defeat them. Keep an eye on Dr. Fnordlinger. Flirt with Private Bingle. It's very important to explain Science to everyone, so try to give Barb Hook lots of scientific details about what's going on.

Continued on next page...



Object of the Adventure

To drive away the monsters and frustrate the evil plans of the Aliens from Planet Q. Making friends with them would be just as good, but might not involve as many interesting explosions.

Plot

At the beginning of the cartoon, the scientists and military heroes are called into the office of General Dogfood, USMC, and told that the monsters are coming and only they can save the city. Any reporters, kids, etc., in the group will manage to sneak into the briefings and hear the descriptions of the monsters, who are advancing from three different directions. General Dogfood then catches the next plane to Washington and vanishes from the adventure, which is why he's not described in the sidebars.

The heroes then charge out to face one of the monsters, and probably get kicked around the block... but not before noticing the strange jewels on all the monsters' heads. A little application of Weird Science, and the all-knowing advice of the Animator, reveals the awful fact that *the monsters are controlled by aliens*.

Now that our heroes understand the problem, they will be alert for alien invaders, and will immediately trip over the alien base at Joe's Place (p. 186). From there, it is only a short trip, in all directions at once, to a confrontation with the aliens, an attack on the Mothership, an attempt to use Weird Science to find the foes' weaknesses, a berserk attack to destroy the jewels in the monsters' heads, or any number of other things. At this point, the Animator can forget about *leading* the players, and will have to do his best to *keep up* with them.

In the end, the heroes will either heroically defeat the aliens and monsters, or they won't.

Places to Go

The places described below are the only ones *necessary* to the action. But if the monsters want to go someplace else, who's going to stop them?

Dr. Fnordlinger's Laboratory

This is an old castle that sits on top of a hill about a mile away from Fort Blastem. No matter what the season or the time of day, at the laboratory it is always a dark and stormy night. Wolves howl and the wind moans through the trees. Inside the lab, strange sounds echo from behind the 372 locked doors that Dr. Fnordlinger never lets anyone open. Animators should let anyone listening at these doors hear things like "It's Aliiive! It's Aliiive!" or "I tell you, I'm a werewolf! You've got to believe me!" or "Kong! Kong! Kong! Kong!" (with drumbeats) or "Help meee! Help meee!" (the last in a high-pitched, quavery voice, of course).

The lab is also full of dozens of Weird Science gadgets, operating tables, computers, viewscreens and racks of chemicals. Go ahead and throw in anything neat that you've ever seen in a sci-fi or horror movie!

Is that a partially completed Toonimator robot over there? Are those body parts *moving*? Is that a chainsaw you hear?



Fort Blastem

This is a large military base with lots of Marines, weapons, airplanes and other military stuff. The fort is in the desert about 20 miles outside of Los Angelfood. Any piece of military hardware imaginable can be found here, as well as a few *unimaginably* powerful secret weapons. Of course, all of this stuff put together can't stop the monsters, but the Marines will try anyway!

Los Angelfood

Los Angelfood is a big, spread-out city that 6 million people call "home." The monsters call it "lunch." There are 4,296,115 miles of freeway in and around Los Angelfood, but the traffic on them never moves faster than 5 miles per hour. When the monsters arrive, most everybody will panic. Those who live near the beach will only say "Oh wow, man. Bummer," and keep surfing. A few people may try to sign the monsters to TV or movie contracts, but the monsters will just step on them. This is a good idea, and the heroes should not discourage it.

Dr. Ellie Vader (Continued)

Hit Points: 7

Speed: 6

Muscle: 4

Break Down Door: 4

Climb: 6

Fight: 5

Pick Up Heavy Thing: 4

Throw: 5

Zip: 5

Dodge: 5

Drive Vehicle: 6

Fire Gun: 5

Jump: 5

Ride: 5

Run: 8

Swim: 6

Smarts: 6

Hide/Spot Hidden: 9

Identify Dangerous Thing: 9

Read: 9

Resist Fast-Talk: 9

See/Hear/Smell: 9

Set/Disarm Trap: 9

Track/Cover Tracks: 9

Chutzpah: 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 7

Sleight of Hand: 7

Sneak: 8

Shticks:

Weird Science: 8

Bag of Many Scientific Things: 6

Flash of Brilliance: 7



Major Lou Canelloni, USMC

The Major is a 6-foot, bald-headed male human. He is an officer in the Marine Corps and is a Marine from head to toe. His voice is rough and he yells a lot, mostly at Private Bingle. The Major wears military fatigues and a pistol in a holster. He thinks the scientists are nuts, Barb Hook is a pain in the neck and Private Bingle is a hopeless wimp. He carries a map, compass and 3 hand grenades in his Back Pocket.

Beliefs & Goals: I love being a Marine! Destroy all monsters and alien scum! If the scientists can help you, let them. If they can't, ignore them. Have that loser Bingle keep that reporter out of the way!

Hit Points: 12 **Speed:** 5

Muscle: 6

Break Down Door: 8
Climb: 7
Fight: 9
Pick Up Heavy Thing: 8
Throw: 7

Zip: 4

Dodge: 6
Drive Vehicle: 5
Fire Gun: 9
Jump: 5
Ride: 4
Run: 6
Swim: 5



Smarts: 4

Hide/Spot Hidden: 5
Identify Dangerous Thing: 6
Read: 4
Resist Fast-Talk: 8
See/Hear/Smell: 4
Set/Disarm Trap: 5
Track/Cover Tracks: 6

Chutzpah: 5

Fast-Talk: 6
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 5
Sneak: 5

Shtick:

Toughness (Physical): 10

The Alien Base (Joe's Place)

Interestingly enough, this small base is only a couple of miles down the highway from Fort Blastem. It is disguised as a gas station and cafe, and is the only place nearby to get gas, food, or anything else anybody needs. The PCs should get used to going to Joe's to get whatever they need. They will have to stop here several times before one of them realizes that the people running the place are asparagus men from Planet Q.

This base is manned (asparagussed?) by 6 Q-vians in really bad disguises. They have 6 Watchblobs (see p. 194) hidden around the area. They have a communications console set up in the back room of the cafe and a shuttlecraft parked in the service bay of the gas station. They will start blasting the PCs if they think they've discovered the truth about the place.

The Alien Mothership

Wow! This is one *big spaceship*! It looks like a 3-mile-long asparagus spear and has miles and miles of corridors. There are hundreds of rooms along these corridors, ranging in size from narrow crew quarters (the Q-vians are tall and skinny) to huge shuttle bays. The control center for the whole ship is located at the very front. Engineering is located at the rear and everything else is somewhere in between.

The Mothership doesn't have too many weapons. If it did, the Q-vians wouldn't need to use the monsters to conquer Earth. Its main weapons are blasters, a coconut beam (2d+2 Pummeling By Coconuts Damage) and a few Anvil Torpedoes (3d+1 Anvil Damage).

The Mothership has 100 hit points. It is *immune* to every normal Earthly weapon except the Atomic Pie (see below). However, it takes normal damage from Weird Science of all kinds, from *monster attacks* and from its own weapons. Hmm . . . If it is destroyed, the aliens will flee in their shuttlecraft.

For some of the other interesting things that can be found on the Mothership, see below.

Stuff

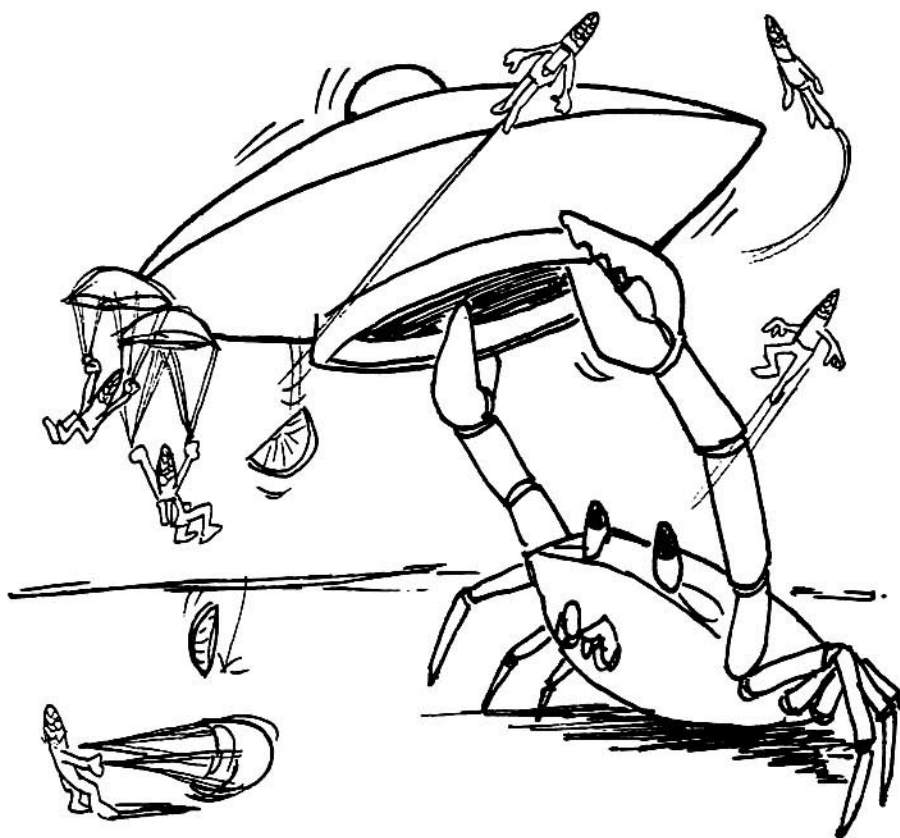
Weird Science Stuff

As stated before, Dr. Fnordlinger's lab contains all kinds of weird and dangerous scientific stuff. Most of it will malfunction with devastating results on a failed Weird Science roll. Actually, many of them will malfunction even on a *successful* roll!

Below are just a few of his wacko devices. When you create your own Weird Science items, don't forget to give each a really impressive pseudoscientific name! After all, "Nuclear Vegetronic Semidestabilizer" sound much more interesting than "Potato Peeler."

Positronic Encephalomatic Transducer

This looks like a motorcycle helmet with 85 pounds of electronic junk glued to it – mostly because that's what it is! When placed on the head of



King Krabby

An enormous (30' tall, 80' across) monster crab! He is always in a bad mood and likes to crunch houses and cars with his claws. He can only be Zapped by Weird Science, Alien Science, X-Ray Lasers or being dropped into a huge pot of boiling water and spices.

Beliefs & Goals: Destroy things! Panic the puny humans! Eat once in a while. Obey the aliens' commands!

Hit Points: 300 **Speed:** 6

Muscle: 11

Break Down Door: 11
Climb: 7
Fight: 11
Pick Up Heavy Thing: 11
Throw: 6

Zip: 5

Dodge: 5
Drive Vehicle: N/A
Fire Gun: N/A
Jump: 2
Ride: N/A
Run: 6
Swim: 11

Smarts: 4

Hide/Spot Hidden: 5
Identify Dangerous Thing: 4
Read: N/A
Resist Fast-Talk: 8
See/Hear/Smell: 4
Set/Disarm Trap: N/A
Track/Cover Tracks: 4

Chutzpah: 5

Fast-Talk: 5
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 5
Sneak: N/A

Shtick:

Toughness (Almost Everything): 10

the victim (err, test subject) and activated, it will raise that character's Smarts by 4 points for 2d×3 turns. Well, that's what it's *supposed* to do. In fact, it will first give the wearer 1d+1 Electrocutation By A Positronic Encephalomatic Transducer Damage. Next, it affects the victim's (*subject's*) mind so that he calls everyone "Mortimer" instead of their proper name. This lasts 3d+3 turns. Finally, it either really does raise the wearer's Smarts by 4 points . . . unless it lowers it to 2. Make a Fifty Percent roll. The wearer *always* thinks he's become much smarter, regardless.

Electrocybernetic Energy Disruption Cannon

If this device (which looks like a subcompact car with a cannon welded to the roof) functions properly, it will shoot out a beam of anti-energy that will cause the power source of whatever it hits to stop working for 2d+1 turns. If it functions improperly, it will shoot out grilled cheese sandwiches, explode or do both. This will do either 2 points of Grilled Cheese Sandwich Damage, 4d of Big Kaboom Damage or both.

Molecular Transmogrifying Subspace Reactor

Looking exactly like a 16-pound bowling ball, this is actually a Weird Science device that will change every living thing within 200' of it into whatever small animal the user desires. It does this with a huge explosion that is completely silent. Activating it is done by simply telling it what

Private Chester Bingle, USMC

Chester is a scrawny little (5' 6") male human with bushy red hair and glasses. He wears fatigues. Chester wants to be a real gung-ho Marine, but he's not really cut out for it. He carries a bazooka, a bucket of olive drab paint, a paint brush and 1,395 pieces of bubblegum in his Back Pocket. Chester has Incredibly Bad Luck, but it only affects Major Canelloni. Chester won't admit it, but he is terrified of the monsters.

Beliefs & Goals: I just know I can be a good Marine if I try hard enough. Gee, Dr. Vader is really nice! Be helpful to her and Barb Hook. Try really, *really* hard not to do anything else that will annoy the Major. Don't let anyone know how afraid I am of monsters!

Hit Points: 7

Speed: 6

Muscle: 3

Break Down Door: 3

Climb: 4

Fight: 4

Pick Up Heavy Thing: 3

Throw: 4

Zip: 5

Dodge: 5

Drive Vehicle: 5

Fire Gun: 5

Jump: 5

Ride: 5

Run: 7

Swim: 5

Smarts: 5

Hide/Spot Hidden: 8

Identify Dangerous Thing: 8

Read: 8

Resist Fast-Talk: 7

See/Hear/Smell: 7

Set/Disarm Trap: 7

Track/Cover Tracks: 7

Chutzpah: 4

Fast-Talk: 4

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 5

Shtick:

Incredibly Bad Luck Usable

on Major Canelloni: 8

(Note: The Animator rolls the dice for this shtick.)

small animal you want and then setting the timer and running away as fast as you can.

The timer can be set for up to 7 turns from activation, but it has been known to malfunction and go off instantly. The Animator decides whether the user got away, based on the timer setting, the way the user chooses to flee, the number of successful or unsuccessful Run/Drive/Fly/Swim/Whatever rolls the user makes, the phase of the moon, and the price of eggs in China.

The transmogrifying effect lasts 2d turns and does no damage.

Phase-Shifting Antigravity Pistol

The beam from this small pistol has a 50% chance of either making whatever it hits float into the sky for 2d turns or split into two identical copies of the original. The copies will exist for 2d+4 turns and then recombine to form the original. If a living creature is split in two, one copy is evil and the other copy is good. The evil copy will try to make the good copy Fall Down. The good copy may fight back or may just be a wimp.

The Nuclear Banana Cream Bomb

This is Major Canelloni's pride and joy. He keeps this mighty weapon under heavy guard at Fort Blastem. When dropped from a plane, this bomb falls to an altitude of 1,000' and then turns into a huge banana cream pie. It does 5d+5 Nuclear Pie Damage and Maximum Boggles every living thing within a mile of ground zero. Major Canelloni only has one of these bombs, so he'll probably want to use it when the monsters are close to each other.



Other Military Stuff

There are tanks, bombers, jet fighters, cannons and tons and tons of explosives at the Fort. There are also chemical weapons like Tear Gas, Mustard Gas, Catsup Gas and Taco Sauce Gas. These chemical weapons will only have a very minor effect on the monsters, but they will knock the stuffing out of anybody else who gets a whiff of them!

Fort Blastem also has a very sophisticated radar system. Unfortunately, the Q-vians are transmitting strange signals to jam it! That means that radar screens will be showing video games, cable TV shows, soap

operas or anything else that shouldn't be appearing on a radar screen!

Alien Stuff

Although the number of alien items that the PCs might find on the Mothership is limitless, we've listed a few neat things below.

Watchblobs

These are living blobs of ooze about the size of a large dog. The Q-vians use them as roving sentries. When a watchblob spots an intruder, it sprouts a mouth full of sharp teeth (1d+2 Bitten By A Blob Damage) and starts chasing him. At the same time, it howls a strange, yodeling howl. This alerts the Q-vians that something is up.

They will also bite through metal in order to get 40-weight motor oil, their favorite food. (The trash cans behind Joe's Place are full of torn-up oil cans . . . which would not be a clue for anyone but a Weird Scientist.) Others might not deduce this important fact until they see an attacking blob go squirming right past them and drink the oil out of their car. Intruders who *are* cars are in big trouble.

Tossing cans of oil at the blobs will distract them every time. If someone has the bright idea of covering *himself* with oil . . . oh, my, that won't be pretty at all. Yum, yum, lick-nibble-gnaw-chomp-bite-SLUUUURRRRRP! The Watchblobs will greedily attack *anything* with oil on it.

Supersonic Cleaning Droids

These shoebox-sized robots travel in groups of four or more and live only to clean things that they think are dirty. Naturally, this includes all Earthlings. The droids move at Incredible Speed and can clean an adult human from head to foot in a single turn. This usually causes the humans clothes to shrink to half their normal size. If a character gets the *slightest* bit of dirt on themselves, the droids will return and clean them again.

Teleportation Booths

Although these booths look like small, empty rooms, they are actually devices that teleport the occupants to another teleport booth somewhere on the Mothership. The Animator should transport anyone who steps into one of these booths to the *worst* possible place on the ship. The bridge, the garbage bins and the officer's dining room are all good choices. The booth can teleport up to 3 characters at a time.

Garbage Bin/Trash Compacter

If you've seen the movie *Star Wars* (and who hasn't?), you know what this room is like. Characters can end up here either by teleporting or simply by falling (or getting thrown) down a garbage chute. This room is big, filthy, foul-smelling and full of yucky alien garbage. About 2 turns after a character arrives here, the walls start to close in, squashing the garbage into a block about 3' square. It takes 4 turns for this to happen. If the poor dolts trapped in here don't find a way out, they end up inside the block of garbage. This does 2d+2 points of Squashed into a Garbage



Barb Hook

Barb is the ace investigative reporter for "Alien Invaders & Giant Monsters, Live At 11." She is a 5' 10" human female with blonde hair and a perky smile. Barb usually wears a white blouse with gray pants. She always carries a camcorder so she can be ready for stories. She has a frying pan and a ham sandwich in her Back Pocket. Barb has a pleasant voice, but she's very pushy. She is also very curious and reckless when she's after a story.

Beliefs & Goals: Get the story, no matter what! Think up stunts that will improve ratings! I'm the best reporter around, so don't let the Major get in the way! Find out the scoop on Dr. Fnordlinger and these aliens. Try to interview the monsters. Careful of the hair and makeup!

Hit Points: 6

Speed: 5

Muscle: 4

Break Down Door: 6

Climb: 7

Fight: 4

Pick Up Heavy Thing: 4

Throw: 4

Continued on next page . . .

Barb Hook (Continued)

Zip: 4

Dodge: 5
Drive Vehicle: 8
Fire Gun: 4
Jump: 6
Ride: 5
Run: 7
Swim: 4

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 7
Read: 8
Resist Fast-Talk: 9
See/Hear/Smell: 7
Set/Disarm Trap: 7
Track/Cover Tracks: 8

Chutzpah: 6

Fast-Talk: 8
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 9

Shticks:

Talk to Monsters: 7
Incredible Luck: 6

Block Damage. Escaping from the block means making a Muscle roll at -2, although other skills or shticks can also be used, with at least a -1 penalty.

But wait! There's more! The finished bricks are dropped onto a conveyor belt that takes them to the Mothership's atomic furnace for disintegration. The conveyor belt ride takes 6 turns and there are lots of side tunnels for the characters to escape down. Some of these tunnels lead back to the Garbage Bin. Heh, heh, heh.

Monster Stuff

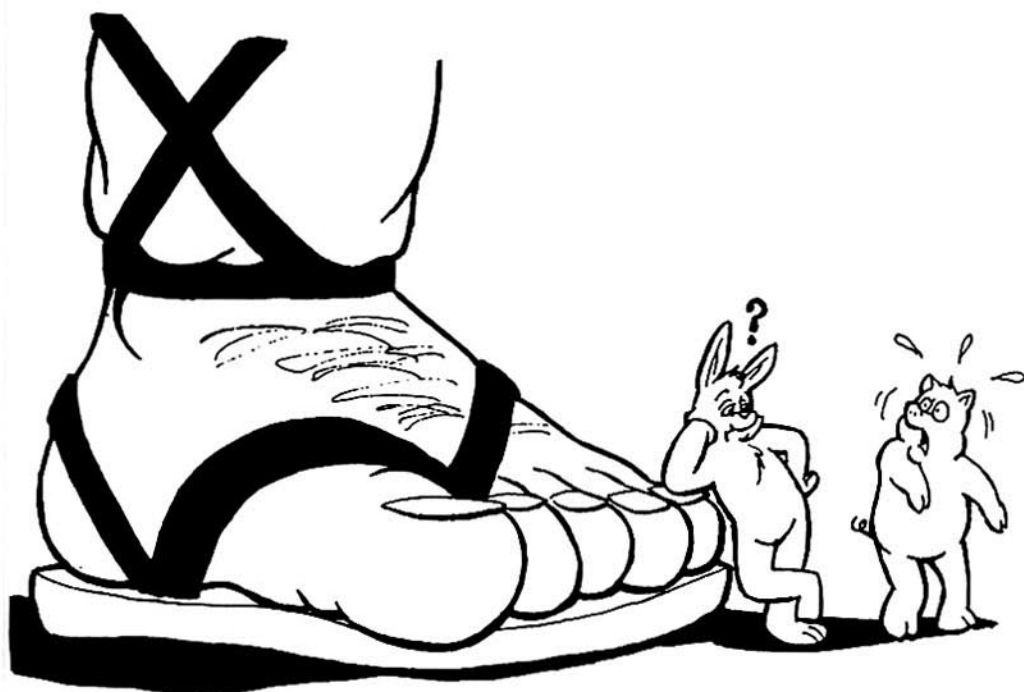
Actually, the monsters don't have *stuff*, they have *parasites*. If any PCs should find themselves on a monster, as they will when they try to remove the mind control devices, they will be attacked by 2d+1 of these not-so-tiny creatures. Most of them don't do much damage, but they are annoying and ugly.

Barnacles: These will be found all over King Krabby. They will snap at anything that comes near them, doing 2 points of Barnacle Damage. Their Fight skill is 7. If exposed to flames or rap music, they will shut their shells and not open for 3d+3 turns. Each has 7 hit points.

Fleas: Bunzilla has lots of fleas . . . and since he's a giant bunny, his fleas are the size of house cats! Cartoon fleas are always hungry, so they'll see the PCs as the Blue Plate Special of the day! Their bite does 3 points of Hungry Giant Flea Damage, and they have a Speed of 8 (jumping!), a Zip of 6 and a Fight skill of 6. Flea spray or flea collars will keep them away. Each has 4 hit points.

Pigeons: Hengora doesn't have the standard chicken parasites (since she's not a standard chicken). She has *pigeons*! And not just normal pigeons, either! Hengora's pigeons are big, mean and carnivorous. Yikes! They roost in her feathers and will attack anything that looks edible. They have 3 hit points, a Speed of 10 and a Zip of 5. Each pigeon can bite for 2 points of Mutant Pigeon Damage. They take damage from all kinds of attacks, but can also be lured away by building a statue. Pigeons just can't resist statues, you know.





Hengora

An enormous (50' tall), stupid, monster chicken! Hengora is always hungry and will eat almost anything. She will also lay huge, radioactive eggs every few turns. Exposure to these eggs does 1d+2 Radioactive Egg Damage. She can also flap her wings to create a windstorm that will blow anything lighter than a tank 2d+50 feet backwards. She can also fly, but not very far. Hengora can be Zapped by feeding her a few tons of poisoned corn or by Alien Science or Weird Science. Showing her a huge frying pan will upset her, too.

Beliefs & Goals: Eat! Lay eggs! Obey the aliens' commands.

Hit Points: 200

Speed: 5
(walking),
10 (flying)

Muscle: 8

Break Down Door: 9

Climb: 8

Fight: 8

Pick Up Heavy Thing: 8

Throw: 6

Zip: 4

Dodge: 4

Drive Vehicle: N/A

Fire Gun: N/A

Jump: 7

Ride: N/A

Run: 6

Swim: 2

Smarts: 2

Hide/Spot Hidden: 2

Identify Dangerous Thing: 2

Read: N/A

Resist Fast-Talk: 2

See/Hear/Smell: 5

Set/Disarm Trap: 2

Track/Cover Tracks: 4

Chutzpah: 2

Fast-Talk: 2

Pass/Detect Shoddy Goods: 2

Sleight of Hand: 2

Sneak: N/A

Shticks:

Flying: 8

Cosmic Shift: 8

The Mind Control Devices

These are basketball-sized jewels glued right between the monsters' eyes.

While the jewel is in place, *nothing* will discourage the monsters from attacking, and they cannot be Zapped. If one Falls Down, it will come back . . . not right away, but too soon for comfort. Also, the monsters will not fight each other while controlled.

The jewels can only be destroyed by smashing them, and each jewel has 10 hit points. Once a jewel is smashed, the monster will probably go completely bonkers and *really* start smashing things up. But if it is hurt or frightened, it will run away, and if it is Zapped, it will be permanently defeated, at least for this adventure!

Gags

You've probably already thought of lots of gags and funny bits based on what you've already read, but what the heck, we've thrown in some of our own!

Monster Battle!

Any time there are two or more monsters in the same area, there's going to be a fight! Unless, of course, they are *all* still controlled by the aliens. If even one is uncontrolled, it will attack the others, which *will* fight back even if they still have their jewels.

The Animator should play one of the monsters and let a couple of players play the others. If you have enough players, you could have players play the monsters right from the start!

Bunzilla

An enormous (80' tall, counting his ears) monster bunny rabbit! Although Bunzilla always has a stupid look on his face, he is actually pretty smart. He has two forms of attack. The first is to hop on anything he wants to squash, doing 3d+3 points of Giant Bunny Damage. His second attack is to kick with his powerful hind legs, doing 2d+1 points of Giant Bunny Damage. This kick will also knock the victim 100 feet back. Bunzilla can only be Zapped by radioactive carrot cake or Alien or Weird Science.

Beliefs & Goals: Crush everything in your path because it's lots of fun! Eat trees, shrubs and other vegetation. Hop on things! Kick things! Obey the aliens' commands, at least until somebody removes the mind control device. Then lead the other monsters against them!

Hit Points: 250 **Speed:** 7

Muscle: 7

Break Down Door: 9
Climb: 5
Fight: 7
Pick Up Heavy Thing: 7
Throw: 7

Zip: 6

Dodge: 8
Drive Vehicle: N/A
Fire Gun: N/A
Jump: 11
Ride: N/A
Run: 9
Swim: 6

Smarts: 6

Hide/Spot Hidden: 6
Identify Dangerous Thing: 7
Read: 2
Resist Fast-Talk: 7
See/Hear/Smell: 9
Set/Disarm Trap: 6
Track/Cover Tracks: 7

Chutzpah: 5

Fast-Talk: 5
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 5
Sneak: N/A

Shticks:

Superleap: 9 (200 feet)
Toughness (Physical, Energy): 8
Tunneling: 7

Fights between monsters do even more damage than an ordinary monster rampage. A great time to have a battle break out is when some of the PCs are trying to remove a Mind Control Device from a monster! Won't that be fun?



"Bingle, You Idiot!"

Private Bingle's Bad Luck shtick should be rolled for whenever he tries to do *anything*. A successful Shtick roll will cause whatever he does to go wrong and end up trashing Major Canelloni. It doesn't matter if Chester and the Major are miles apart, either! For example, Chester is at Dr. Fnordlinger's hilltop laboratory loading a Weird Science doodad into a jeep. The Animator makes a shtick roll and, sure enough, Chester's bad luck kicks in. The jeep begins rolling down the hill, picking up speed until it's going about 200 mph. It rolls all the way to Fort Blastem, crashes through the main gate, runs amok on the base for awhile and then runs over Major Canelloni! Remember that after each of these incidents, Major Canelloni will beat the tar out of Private Bingle unless another character stops him.

Dr. Fnordlinger Does It Again!

Being a mad scientist, Dr. Fnordlinger will try to do all sorts of off-the-wall things. The list below is not complete, because Dr. Fnordlinger is even crazier than WE are.

Capture a Monster: This won't work out . . . or if it does, the monster won't stay captured for long. Once the monster escapes, it will proceed to destroy Fort Blastem, the laboratory, the alien Mothership or wherever Dr. Fnordlinger has taken it.

Talk to the Aliens: The Q-vians will quickly realize that Fnordlinger is nutty as a fruitcake and will try to mind control *him*! If this succeeds, he will be sent back to his lab to invent new Weird Science thingamajigs for them. If this fails, he will learn a lot about their science, but he will get even crazier.

Gain Control of the Alien Mothership: Actually, Dr. Fnordlinger might pull this one off! Too bad he won't be able to figure out how to safely *pilot* the ship without making a Weird Science shtick roll at -4! Any other attempts to pilot it will result in the ship flying through the solar system, bouncing like a pinball off of planets, moons, etc.

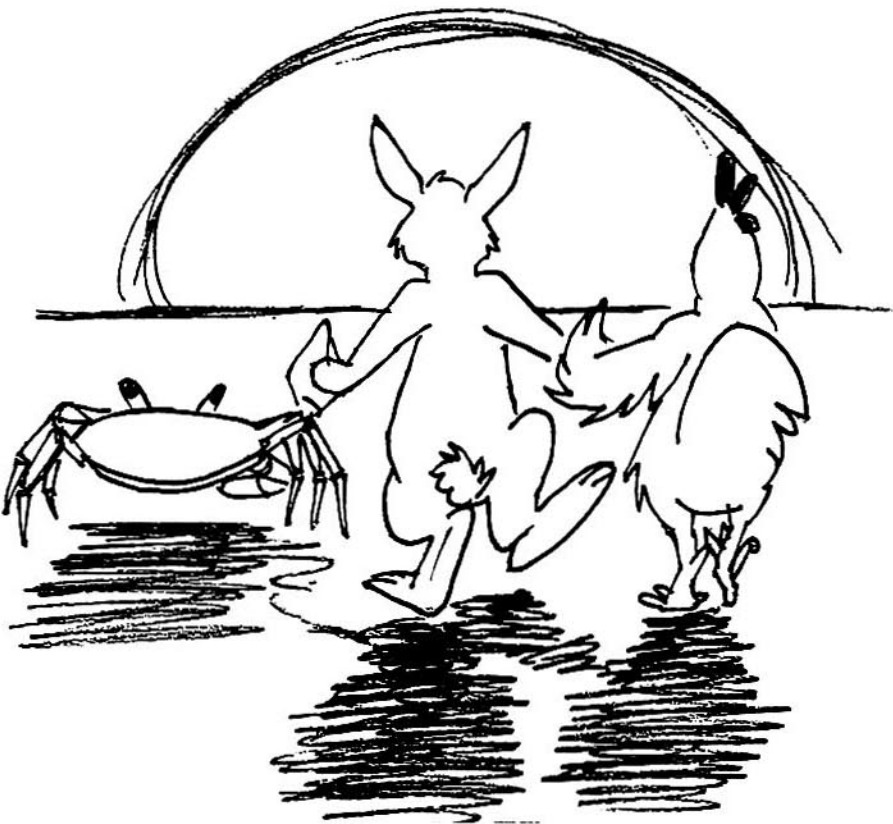
Invent Something That Works Perfectly: Are you kidding?

Guest Appearances

At any time during the adventure, the Animator may have guest monsters, aliens or any other sort of characters pop in to make a comment or two on the action. Keep them around for as long as it's funny.

The Big Finish

The cartoon can finish either with the defeat of the monsters . . . or with the monsters dancing the polka on what's left of the City . . . or with the escape or destruction of the alien's Mothership . . . or with the aliens' conquest of the world, with all the PCs forced to wear green makeup and pointy hats to look like their new masters.



The Evil Aliens From Planet Q

These aliens look like anthropomorphic asparagus spears! They all wear blaster pistols (1d+1 damage) and try to look mean. Unless they're in disguise, they don't wear any clothes, just holsters for their blasters. The "Q-vians" (as they prefer to be called) want to conquer the Earth and will stop at nothing to succeed. Q-vians speak in high-pitched voices and have vaguely Chinese accents. The entire Q-vian race is terrified of Hollandaise sauce, since it is deadly to them (it does 3d Gourmet Sauce Damage).

Beliefs & Goals: We are superior to the puny humans and will conquer the Earth using their own monsters! Taunt the humans over radio and TV! Watch for increased production at Hollandaise sauce factories!

Hit Points: 7

Speed: 4

Muscle: 4

Break Down Door: 5

Climb: 4

Fight: 4

Pick Up Heavy Thing: 5

Throw: 4

Zip: 3

Dodge: 6 (because they're so skinny)

Drive Vehicle: 5

Fire Gun: 6

Jump: 4

Ride: 3

Run: 4

Swim: 3

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 6

Resist Fast-Talk: 7

See/Hear/Smell: 5

Set/Disarm Trap: 6

Track/Cover Tracks: 5

Chutzpah: 4

Fast-Talk: 5

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 5

Shticks:

Quick Change/Disguise: 5

Strange Power

(can levitate vegetables): 6

Talk to Monsters: 9

Weird Science: 5

Watchblobs

These blobby alien mini-monsters are the loyal pets of the Asparagus Men. They stand (sit? squelch?) a couple of feet tall. They have no limbs, but their teeth are sharp. They come in all colors. The Q-vians use them as sentries. If they catch somebody, they bite for 2d+1 damage. The only thing a watchblob likes better than eating intruders is drinking 40-weight motor oil. They don't talk, but they make a weird howling noise to call their masters.

Beliefs & Goals: Bite Earthlings. Drink motor oil. Obey the noble Q-vians.

Hit Points: 4 **Speed:** 6

Muscle: 3

Break Down Door: 3

Climb: 6

Fight: 6

Pick Up Heavy Thing: N/A

Throw: N/A

Zip: 4

Dodge: 5

Drive Vehicle: N/A

Fire Gun: N/A

Jump: N/A

Ride: 4

Run: 4

Swim: 4

Smarts: 2

Hide/Spot Hidden: 5

Identify Dangerous Thing: 3

Read: N/A

Resist Fast-Talk: N/A

See/Hear/Smell: 7

Set/Disarm Trap: N/A

Track/Cover Tracks: N/A

Chutzpah: 3

Fast-Talk: N/A

Pass/Detect Shoddy Goods: N/A

Sleight of Hand: N/A

Sneak: 7

Shtick:

Detect 40-Weight: 8

Rather than steering the action toward any specific finish, the Animator should just watch for a really apocalyptic point in the action, help it along a little bit, and then turn up the music and tell the players that it's over and they were great.

Plot Points

Making any monster Fall Down is worth a Plot Point. Destroying the Mothership is worth a Plot Point. Zapping a monster permanently, or getting a monster to attack and destroy the Mothership, is worth *two* Plot Points.

Permanently chasing any monster away is also worth a Plot Point.

If the monsters stomp the city, everybody *loses* a Plot Point. The Animator decides when this happens. As long as the players are being funny, it won't happen, or if it does, nobody will care. Many of us would happily sacrifice a Plot Point to see L.A. trampled by monsters . . . but we digress.

As always, blowing up the Earth or the Moon costs a Plot Point.

Variations

If the aliens get away, they'll be back for the next adventure, with a fiendish new plan . . .

A Traitor Among Us!

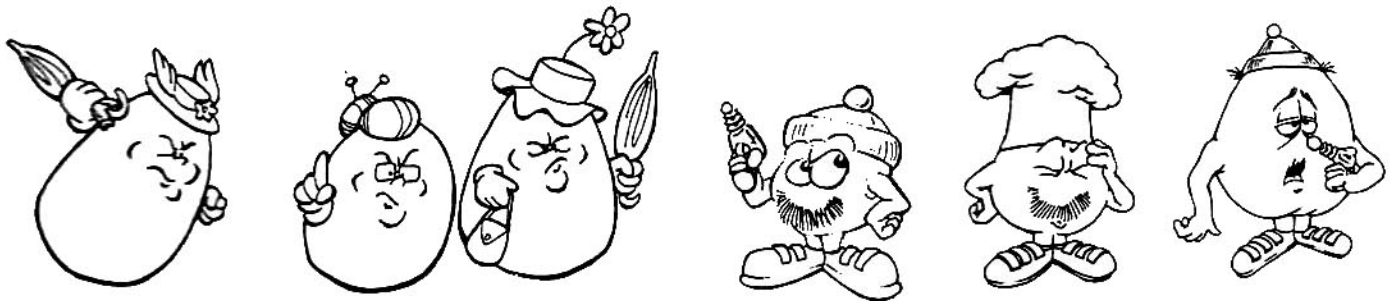
One of the PCs is an unwilling (or maybe willing) agent for the Q-vians! They will try to be really sneaky about it. How they explain the jewel glued between their eyes is up to them.

More Monsters!

In this variation, the Earth forces have monsters under *their* control! Or maybe one side has giant mechanical versions of the other side's monsters. Who will win this monster slugfest? (Probably the monster slugs. Oh, never mind.)

More Aliens!

If you have a large group of players, you could have some of them play a different group of aliens who have their own reasons for getting involved. Check out the Martians in *Toon*, and the *Star Toon* chapter of the *Tooniversal Tour Guide*, for descriptions of several likely races.



Feature Film:

Wrassle Hassle!

By Jeff Koke and Steve Jackson

Additional Foolishness by Tammey Reed

Pro wrestling. Nothing could be sillier, right? Wrong. Pro wrestling performed by *cartoon characters* . . . now, *that's* silly. In this adventures, the cartoon stars find themselves propelled into the fast-paced, ultra-violent world of professional wrestling. Wrestling will never be the same.



Paul Onion

Paul is a lumberjack who got bored of cutting down trees (it's just not politically correct any more), so he came to the City to find fame and fortune. He's a big, burly guy and could easily pass for a wrestler. He doesn't even have to change his clothes. For the "movie," he's calling himself The Lumberjack. His agent is Mrs. Kneewhacker, whom he likes despite her surly attitude.

Beliefs & Goals: I gotta find fame and fortune in the Big City. Look for casting calls. Pose for cameras. Don't let Mrs. Kneewhacker get to me.

Hit Points: 12 **Speed:** 4

Muscle: 6

Break Down Door: 8

Climb: 6

Fight: 7

Pick Up Heavy Thing: 8

Throw: 8

Zip: 3

Dodge: 5

Drive Vehicle: 3

Fire Gun: 4

Jump: 4

Ride: 3

Run: 5

Swim: 6

Smarts: 3

Hide/Spot Hidden: 3

Identify Dangerous Thing: 5

Read: 3

Resist Fast-Talk: 8

See/Hear/Smell: 4

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 4

Fast-Talk: 4

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 4

Sneak: 4

Shitick:

Incredible Strength: 7

Cast of Characters

This cartoon can star absolutely any group of characters, as long as at least one of them can pass for a wrestler. There are also suitable PCs described in the sidebars.

The Animator will take the roles of the wrasslin' Rhinovator and his crooked crew, as well as the Referee and the sports announcer. At some point, the audience members may come into play. In that case, the Animator can use any character from this book, *Tooniversal Tour Guide* or *Toon..* (Alternatively, if anybody is watching the game but not playing, the Animator can drag them in and tell them they're the Audience Members.)

Location

The entire adventure takes place inside the City Coliseum, a modern sports arena that seats 10 gazillion. The best seats are right next to the wrestling ring in the middle. From the top of the stands a telescope is needed to see the action, and most of the spectators there bring their own TVs.

Most of the action will take place inside the ring, where the PCs will try whatever tricks they can to defeat the Rhinovator.

Situation

The ad in the City Chronicle reads simply "Actors needed for wrestling movie to play big-time wrestler and his entourage. Big Bux. Lotsa Fame. Apply in costume at the City Auditorium on the corner of 5th and Main." Unfortunately for our hapless crew, the sign for the City Auditorium was taken down for cleaning, and coincidentally, so was the sign for the City Coliseum, right across the street. The workers (some fellows by the name of Noodleman) put the signs back up on the wrong buildings.

This wouldn't be so bad if it wasn't amateur night at the City Coliseum, where the Rhinovator is challenging anyone to take him on and go three rounds. Of course, no one is foolish enough to challenge the Global United Amalgamated Universal wrestling champion. But wait! Here comes a wrestler now, with his crew. Yes, yes, you're in the right place. Come right down here to the ring. Let the games begin!

PCs are always interested in getting fame and fortune, so when presented with the chance to be in a wrestling movie for big bucks and stardom, they should jump at it. Unfortunately, due to the Noodleman brothers' mix-up, the PCs wind up in the wrong place. The thing is, they won't realize it right away. There are cameras everywhere and technicians running around telling people how to fix the lighting. On the surface it's very hard to tell that it's not a very realistic movie set. A Smarts-4 roll is required to figure out that it's not the right place, and any character who makes this roll will need to Fast-Talk the others into believing him.

Even if everyone in the group disbelieves, they will be surrounded by coliseum security, reporters, photographers and screaming fans. The mob

scene pushes them all up to the ring. If they try to leave, they will be forcibly restrained. They'll be told they can't chicken out now, and they are not leaving until one of them fights the Rhinovator.

Object of the Adventure

This cartoon is a wrestling match, or a series of matches. Each match is simply a series of rounds. Each round is a series of ten rolls – Fight rolls, or whatever else the Animator lets them try – by each wrestler. Of course, all the other characters get one roll each turn to do something, too. A match ends after three rounds. If the challenger hasn't Fallen Down, he wins. If he makes the Rhinovator Fall Down, he has pinned him, and wins big-time!

If any of the PCs last three rounds with the Rhinovator, they all win a trip to anywhere in the Tooniverse (a good way to launch them on their next adventure). If one of them manages to *pin* the Rhinovator, he wins the grand prize. He becomes the Global United Amalgamated Universal wrestling champ, with the money, fame and fortune that come with it.

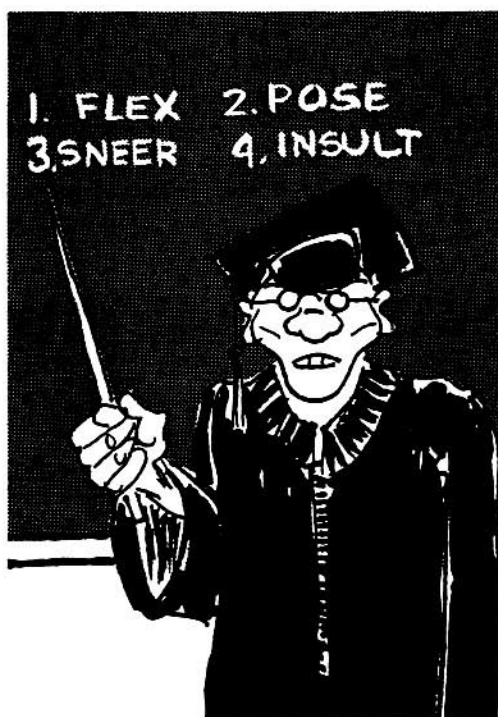
Plot

The plot is simple. A PC enters the ring with the Rhinovator and gets bashed. Then the ring attendants grab *another* PC, who enters the ring and gets bashed. That goes on until they all get bashed, or until someone survives for three rounds, or until the Rhinovator Falls Down. The ring attendants will grab the toughest remaining PC each time, so they work from the meanest challenger to the wimpiest. The Animator, of course, makes the decision, and he can select a mean-looking character instead of an old granny, regardless of the real Muscle score.

But every challenger has a slightly better chance than the one before, because anybody who puts even one hit on the Rhinovator softens him up a bit for the next challenger. And yes, attacks from outside the ring *do* count . . . but they're dangerous, because the Rhinovator's bodyguards and other handlers are on the lookout for just such trickery.

Once a PC is taken down by the Rhinovator, he *can* come back into play. He won't get a second chance in the ring (or will he? There's always the Disguise shtick) – but he can help from outside.

Of course, the plot is complicated by the fact that the stars think this is all a movie



Hank Diggety

Hank is a bulldog who has teamed up with Paul Onion, hoping to get some parts. He's been a character actor for years, but has never gotten more than bit parts and commercials, mostly because he's a blithering idiot. He's playing the Lumberjack's trainer, and he's gotten so deep into the role that he's momentarily forgotten that he's acting. He's also adopted a thick accent for the part, but it seems to vary from a southern drawl to a Scottish brogue. He hates Mrs. Kneewhacker.

Beliefs & Goals: The Lumberjack's gonna become champ'in o' the world. Dinna let anyone tell ya' any diff'rent. Come on, Danny Boy, let's win this'n for the Gipper. I hate you, Mrs. Kneewhacker. OW!

Hit Points: 10

Speed: 3

Muscle: 5

Break Down Door: 5

Climb: 5

Fight: 6

Pick Up Heavy Thing: 6

Throw: 6

Zip: 3

Dodge: 4

Drive Vehicle: 3

Fire Gun: 6

Jump: 5

Ride: 3

Run: 4

Swim: 3

Smarts: 2

Hide/Spot Hidden: 3

Identify Dangerous Thing: 2

Read: 3

Resist Fast-Talk: 3

See/Hear/Smell: 4

Set/Disarm Trap: 2

Track/Cover Tracks: 2

Chutzpah: 3

Fast-Talk: 3

Pass/Detect Shoddy Goods: 3

Sleight of Hand: 4

Sneak: 4

The Rhinovator

This big professional wrestler is the best there is in this sport – strong, quick, sneaky and strong. Real strong. He's also very vain – one of the few things that can distract him is a full-length mirror. He loves fame and money, but most of all, he loves to win, which is why he cheats all the time. He prefers to let Wheeze L. do his thinking for him, because he knows that Wheeze is even sneakier.

Beliefs & Goals: I am the greatest! No one can defeat me! Oooh, don't I look good! Check out those pecs. Not bad, not bad. Yo, whatever you say, Wheeze.

Hit Points: 50 **Speed:** 6

Muscle: 6

Break Down Door: 9
Climb: 9
Fight: 9
Pick Up Heavy Thing: 9
Throw: 9

Zip: 5

Dodge: 8
Drive Vehicle: 6
Fire Gun: 7
Jump: 5
Ride: 8
Run: 9
Swim: 7

Smarts: 4

Hide/Spot Hidden: 4
Identify Dangerous Thing: 5
Read: 4
Resist Fast-Talk: 4
See/Hear/Smell: 4
Set/Disarm Trap: 5
Track/Cover Tracks: 5

Chutzpah: 4

Fast-Talk: 5
Pass/Detect Shoddy Goods: 6
Sleight of Hand: 6
Sneak: 5

Shticks:

Incredible Strength: 8
Toughness vs. Physical: 7



set. They're in for a rude awakening when they discover it's real. By then it will be too late.

The Rhinovator Enters

As soon as the PCs get up to the ring, the lights dim and a spotlight shines on one of the doors leading into the arena. The door bursts open and a massive shape comes into the light. It's a rhinoceros with muscles on top of his muscles, wearing a black Spandex leotard, a silk cape and a huge wrestling belt over his waist. The back of the cape has a huge letter "R" on it. The crowd erupts into a cacophony of cheers and boos.

The spotlight tracks the giant wrestler to the ring. He is followed by his crew: a shark manager, a weasel trainer, two bodyguards (gorillas who are actually bigger than the Rhinovator) and a female mongoose who is his nail technician.

Weighing In

When the Rhinovator reaches the ring, the PCs will notice that there are two really big sets of scales on the mat. The Rhinovator weighs in first, and the announcer will broadcast the weight to the arena: 1,500 pounds! When the Rhinovator steps off his scale, it yelps like a dog and runs out of the Coliseum.

The announcer then asks for the PC wrestler's name and asks him to get on the scale. If the challenger is relatively small, the other scale won't even *notice* his weight at first. The Referee will have to kick it and yell. A *very small* challenger will have to jump up and down on the scales to get

any reaction. If the player doesn't think of this, the Referee will suggest it.

On the other hand, if the challenger is really *big*, the second scales will try to run away *before* being stepped on. It will have to be chased down (its Speed is only 3) and restrained before it can be stepped on.

Commentary

Throughout the bout, the Animator should take on the persona of the sports announcer. However, he should sound *very* biased toward the Rhinovator. For example, if the Rhinovator drops a three-ton safe on his opponent, the announcer would say, "What a move! The Rhinovator sure knows how to throw his weight around. What's this? The challenger is protesting! Well, he's not going to get anywhere with that. Clearly a legal move."

Round Zero

The Rhinovator cheats. A lot. When the Referee tells the combatants to shake hands and go to their corners, the Rhinovator will try to do *something* sneaky. Depending on the size of the foe, this may be a sucker punch, a stomp, or just an attempt to grab the foe and "accidentally" throw him into the 942nd row. The Referee will not notice, of course.

Rules? What Rules?

1. Foreign objects are not allowed in the ring at any time. This includes foreign *wrestlers*!



Wheeze L. Jones

Wheeze is a weasel and is the Rhinovator's trainer. He's also a sneak, a thief and a cheat – so they get along fine. He smokes all the time and has a constant hack.

Beliefs & Goals: I got to help the Rhinovator win. Hack! Cough! Let's loosen up those muscles. Cough! Cough! I'll give the champ some Rejuvenation Juice between rounds. Hack! Cough!

Hit Points: 8 **Speed:** 4

Muscle: 2

Break Down Door: 3
Climb: 2
Fight: 3
Pick Up Heavy Thing: 4
Throw: 3

Zip: 3

Dodge: 4
Drive Vehicle: 6
Fire Gun: 6
Jump: 3
Ride: 3
Run: 4
Swim: 3

Smarts: 6

Hide/Spot Hidden: 6
Identify Dangerous Thing: 7
Read: 6
Resist Fast-Talk: 7
See/Hear/Smell: 9
Set/Disarm Trap: 8
Track/Cover Tracks: 6

Chutzpah: 4

Fast-Talk: 6
Pass/Detect Shoddy Goods: 5
Sleight of Hand: 7
Sneak: 7

Mrs. Kneewhacker

Mrs. Kneewhacker is a talent agent, specializing in unknown greenhorns from the country. She doesn't like anybody, but she's willing to play the Lumberjack's manager if it means he'll get some more roles. She *does* get 10%, you know. She looks wimpy, but she's actually pretty strong and she always carries an umbrella with which to whack someone's knees. She is the Natural Enemy of any actor she doesn't manage, or any rival manager.

Beliefs & Goals: I'll whack anyone in the knees who irritates me. Shut up! Don't look at me that way! Whack! Oh, you want me to represent you. Why didn't you say so?

Hit Points: 8

Speed: 6

Muscle: 4

Break Down Door: 5

Climb: 4

Fight: 8

Pick Up Heavy Thing: 5

Throw: 4

Zip: 5

Dodge: 7

Drive Vehicle: 5

Fire Gun: 6

Jump: 6

Ride: 7

Run: 5

Swim: 5

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 6

Resist Fast-Talk: 9

See/Hear/Smell: 5

Set/Disarm Trap: 6

Track/Cover Tracks: 6

Chutzpah: 4

Fast-Talk: 6

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 6

Sneak: 4

Shiticks:

Handbag of Many Umbrellas: 8

2. No hair-pulling, kidney punches, kneebiting, backstabbing or brown-nosing. Rabbit punches are allowed, but only by rabbits.

3. If the Referee doesn't see it, it didn't happen. Unfortunately, the Referee only has a See/Hear/Smell skill of 3! Furthermore, he is very easily distracted, and very easily Fast-Talked.

4. Only the bell can indicate the end of the round. If the bell doesn't ring, the round isn't over. The Rhinovator will use this rule to his advantage by stealing the bell and squashing it flat. Clever PCs will come up with another bell and ring it.

4. The ring is defined by where the ropes are, not the mat. So if the ropes are somehow stretched to encompass the crowd, the locker rooms, or even out on the street, it's still legal.



Remember, none of these rules applies to the Rhinovator unless the Animator wants it to. The Referee will always have an explanation. For instance, suppose the Rhinovator slugs a challenger with an anvil. The PCs should protest "No foreign objects in the ring!" The Rhinovator will pout and look insulted, and the Referee will grunt and puff and turn the anvil over, to show the "Made in America" label.

Round One

Ding! When the bell rings, the Rhinovator charges the first challenger with all his speed, slamming into him. If he makes his Fight roll, his opponent is knocked into the shape of a boomerang and flies around the arena. He can then make a Fight roll. If he wins, he'll fly right back to the Rhinovator and whonk him on the head, doing 1d of Backfiring Boomerang Damage.

Each round is a series of ten such trade-offs. They should all be funny; use your imagination. Remember that the Rhinovator has 50 Hit Points. And between each round, Wheeze L., his trainer, is giving him a squirt of Rejuvenation Juice, which restores 1d Hit Points.

Gags

Rope Tricks

The ropes of the ring have amazing properties. Sometimes they stretch like big rubber bands, slingshotting anyone who is thrown into them. Other times they pull like taffy, stretching to unbelievable lengths. They can do other things, too: turn as hard as steel, come alive and tie up a contestant, move out of the way of a speeding wrestler, etc.

Hot Dog and Pie Vendors

In the crowd are about 20 hot dog and cream pie vendors. If one of the PCs has some money or can Fast-Talk a pie out of the vendor, he might be able to Boggle the Rhinovator. The hot dogs won't Boggle, but they are pretty tasty.

Sabotage

Since the Rhinovator has been cheating like crazy, the PCs may decide that it's the only way to win. They're right. There are a number of ways they can even the odds.

Steal the Rejuvenation Juice. This will slow the Rhinovator down and also help the contestants get some of their Hit Points back. However, the juice is special. If any character uses it more than once per round, he'll start having hallucinations. Anything could happen; he could fight his own party, the Referee, the announcers or crowd members. (Of course, just stealing the Rejuvenation Juice isn't nearly as good as *substituting* something really awful.)



The Gorilla Brothers

These giant gorillas are the Rhinovator's bodyguards. They aren't too bright, and they'll do anything their boss says, which is usually beat so-and-so up. They are, however, easily distracted by female gorillas. In fact, their vision is so bad, they are distracted by anything that resembles a female gorilla.

Beliefs & Goals: Do what da boss says. Beat up anyone who messes with him. The Rhinovator's da greatest. Hey! Looky there. She's kinda cute. I saw her first. Whap!

Hit Points: 14

Speed: 4

Muscle: 5

Break Down Door: 6

Climb: 5

Fight: 6

Pick Up Heavy Thing: 7

Throw: 5

Zip: 3

Dodge: 4

Drive Vehicle: 3

Fire Gun: 3

Jump: 4

Ride: 3

Run: 3

Swim: 3

Smarts: 3

Hide/Spot Hidden: 3

Identify Dangerous Thing: 4

Read: 3

Resist Fast-Talk: 3

See/Hear/Smell: 3

Set/Disarm Trap: 4

Track/Cover Tracks: 3

Chutzpah: 4

Fast-Talk: 4

Pass/Detect Shoddy Goods: 4

Sleight of Hand: 4

Sneak: 5

Shticks:

Jacket Pocket of Many Things: 5

Joey "The Shark" Finn

The Rhinovator's manager is a large, greasy-looking shark who has a thin moustache and smokes a cigar. He speaks with an Italian accent and calls the Rhinovator "Paisan" all the time. He has ties to the criminal underworld of the City, and if any of the PCs get on his bad side he'll send goons to make them Fall Down.

Beliefs & Goals: If anyone has a problem with the way I run things, I'll just have to send some goons take care of him. I can make anyone Fall Down just with a snap of my fingers.

Hit Points: 12

Speed: 3

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 6

Pick Up Heavy Thing: 7

Throw: 5

Zip: 2

Dodge: 4

Drive Vehicle: 2

Fire Gun: 3

Jump: 4

Ride: 2

Run: 3

Swim: 2

Smarts: 4

Hide/Spot Hidden: 4

Identify Dangerous Thing: 6

Read: 4

Resist Fast-Talk: 7

See/Hear/Smell: 7

Set/Disarm Trap: 5

Track/Cover Tracks: 6

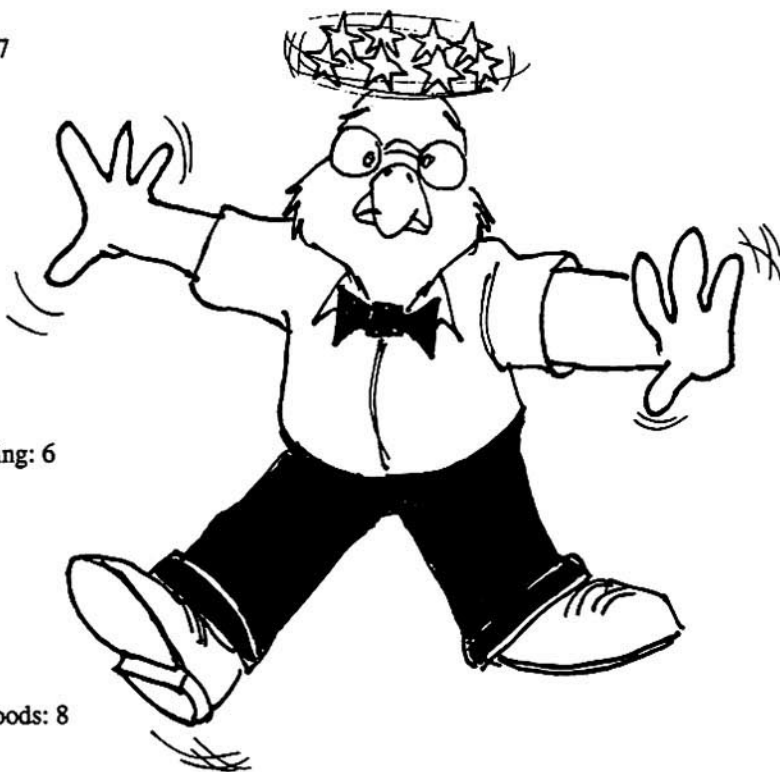
Chutzpah: 6

Fast-Talk: 7

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 7

Sneak: 8



Disguise Themselves. This will allow the same PC to fight another round (provided he *wants* to). If the Rhinovator makes a Smarts roll, he'll recognize the challenger and complain to the Referee. But the Referee has to make a See/Hear/Smell roll to figure out the disguise, and if he fails, he'll let the PC fight again. In the unlikely event that the Referee sees through the disguise, a Fast-Talk roll might still save the day . . .

Take the Trainer's Place. If the PCs can manage to dispatch Wheeze L., they can take his place with a Disguise schtick roll. This could be worthwhile, because – as the players will notice – the Rhinovator always listens to his trainer. If the trainer told him to fight with his eyes closed, he'd do it! The Rhinovator must make a Smarts roll at -2 to notice the switch.

The Gorilla Brothers

The Rhinovator's two bodyguards are gorillas about the size of elephants. They make the Rhinovator look small. They are also the sneakiest bodyguards in the world. They have a deal worked out with the Rhinovator. He throws his opponent toward his corner, and the Gorilla Brothers beat him to a pulp, doing 2d Totally Unfair Damage each time this happens.

The only thing that can stop this is for someone to distract them. Any number of things *might* work, but one sure bet is for someone to dress up as a female gorilla. On a successful Disguise roll, the bodyguards will fight each other over the chance to ask the impostor out. This will effectively take them out of the scenario as they run back and forth to the candy store, the florist and the jewelers, trying to woo the object of their affection.

Silly Moves

Most wrestlers use moves with fancy names, like the Claw, the Sleeper Hold and the Piledriver. In *Toon* these names will be very literal, or at least very silly. Following is a list of various

holds, any of which can be made with a successful Fight roll. Success always does 1d+2 damage to the opponent. Failing a roll while attempting one of these moves always causes the unsuccessful wrestler 1d of Pulled Own Nose Off Damage, or something equally silly.

Backbreaker: Twists the opponent into the shape of a pretzel or other odd shape (bows are also popular), doing 1d+2 damage. Enterprising wrestlers may disguise themselves as chiropractors and offer to fix their opponent's back for a nominal fee.

The Cage: The wrestler produces a small bird cage complete with bird and shoves his opponent through the opening into the cage. The bird is upset about being displaced and pecks on the victim. This causes 1d+2 of Crammed Into Small Area While Being Pecked By Irate Bird Damage.

The Claw: This move causes the wrestler's hand to turn into a giant lobster claw, grasping the opponent and crushing him for 1d+2 of Simulated Crustacean Damage.

Clothesline: To execute this move, the wrestler produces a clothesline (complete with clothes) from his Back Pocket and strings it up across the ring in front of his challenger. The opponent takes 1d+2 Unexpected Clothesline Damage and will end up wearing clothes of the opposite sex.

Dropkick: The wrestler crushes his opponent into the shape of a football and kicks him into row 17,934. This causes 1d+2 damage.

Leg Drop: The fighter produces a large chicken drumstick and whonks his opponent on the head for 1d+2 Crispy Colonel Damage.

Package Move: The wrestler stuffs his opponent into a small box, wraps it and mails it to some faraway destination. This causes 1d+2 Mail Handling Damage. The opponent is returned the next turn for insufficient postage – and he's covered with stamps from around the world.

Piledriver: The wrestler produces a jackhammer and drives his opponent into the ring up to his neck. This is very embarrassing and causes 1d+2 damage.

Sleeper Hold: The attacker gazes deeply into the challenger's eyes, chanting "You're getting sleepy. Very sleepy." He then puts the opponent to bed with a teddy bear. (This can be done with either a Fight roll or a Hypnosis Shtick roll.) No damage, but the sleeper must make a Smarts-2 roll to wake up or the attacker gets a free attack.

Contestants can come up with their own silly moves. Animators may give a Fight skill bonus to any challenger who keeps the crowd laughing with new, original attacks.

The Big Finish

The climax of this adventure takes place when the Rhinovator Falls Down. If the PCs aren't having any luck dealing with him, the Animator can stack the cards . . .

The match started with the biggest, toughest PC and worked down to the most harmless. And somehow that harmless challenger *pins the Rhinovator* and becomes the world champion. That's only funny if the PCs didn't expect it, of course . . .

Another funny finish is for the Rhinovator to apparently win, as he makes the final PC Fall Down. But then the Referee produces a 300-foot-



Oscar Owl, Referee

Oscar is a big, clumsy, good-natured owl. He is very easily distracted. When something terrible happens in the ring, there is a Fifty Percent chance that Oscar will be looking the other way.

He is easily fooled by Fast-Talk.

Beliefs & Goals: Enforce all the rules, if you can remember them. Don't get distracted. Oh, what's that guy in the fifth row doing?

Hit Points: 7

Speed: 2

Muscle: 2

Break Down Door: 2

Climb: 2

Fight: 2

Pick Up Heavy Thing: 4

Throw: 5

Continued on next page . . .

Oscar Owl, Referee

(Continued)

Zip: 1

Dodge: 1
Drive Vehicle: 2
Fire Gun: 2
Jump: 1
Ride: 1
Run: 1
Swim: 1

Smarts: 2

Hide/Spot Hidden: 2
Identify Dangerous Thing: 2
Read: 9
Resist Fast-Talk: 2
See/Hear/Smell: 3
Set/Disarm Trap: 2
Track/Cover Tracks: 2

Chutzpah: 4

Fast-Talk: 4
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 4
Sneak: 4

Shticks:

Flying: 5



long list of rules violations. The Referee, with unbelievable strength, rolls the Rhinovator into a small ball and knocks him out of the arena with a big baseball bat. He then pronounces the last challenger the big winner.

Plot Points

Obviously, making the Rhinovator Fall Down is worth a Plot Point. So is Boggling him. Making one of the gorilla brothers Fall Down is also worth a Plot Point.

Making your own challenger Fall Down should *cost* a Plot Point.

Variations

Wride, Wrope and Wrassle

How about a really stupid *Way-Out West* crossover? The Sheriff heard that *wrestlers* were coming to town, but he thought he heard *rustlers*, and he wants to lock them up. But the real rustlers are equally confused, having seen the posters and failed their Read rolls, and they now think they're supposed to *wrestle* the cows instead of *rustle* them.

Tag Team

In tag-team wrestling, one member of each team stays on the sidelines while the other fights. If you tag your partner, he takes your place. Or if you cheat, both of you get into the ring at once. Who would do something like that?

Fudge Match!

It takes a cartoon mind to think of these things. One of the contestants orders the delivery of a cartload of pies, pastries and other delectables to (illegally) Boggle his opponent. This could get messy when the crowd gets involved!

Anything for a Part

Maybe this really *is* the movie set, and the director was going for a cinema verité feel. After the bout, a sleazy-looking director comes up to the party, shakes their hands and gives them all checks for \$100,000. Not bad pay for being beaten to a pulp by a raving rhino.

Really Big List O' Shticks

This is a complete list of all the Shticks ever published for *Toon*. Page numbers with a T refer to the original *Toon* rulebook. A TTG refers to the *Tooniversal Tour Guide*. A TT refers to this book.

The Original Shticks From Toon

Bag of Many Things (5 points)	T38
Change Shape (5 points)	T38
Coat of Arms (4 points)	T39
Cosmic Shift (4 points)	T40
Detect Item (2 points)	T41
Flying (4 points)	T41, 162
Hypnosis (5 points)	T41
Incredible Luck (3 points)	T42
Incredible Speed (6 points)	T42, 164
Incredible Strength (5 points)	T43, 164
Invisibility (5 points)	T43, 164
Pet or Sidekick (3 points)	T44
Quick Change/Disguise (3 points)	T45
Stretching (3 points)	T45, 167
Teleport (6 points)	T46
Usable on Others (+2 points)	T47

Everywhere, All The Time!

Maximum Boggle (5 points)	TTG7, TTG165
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Atomic Monster Theater

Weird Science (5 points)	TTG17
Talk To Monsters (3 points)	TTG17
Flash Of Brilliance (4 points)	TTG17

CarToon Wars

Stunt Driving (4 points)	TTG32
Sense of Direction (2 points)	TTG32

Crawl Of Catchoolu

Know Obscure Facts (4 points)	TTG55
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Crime and Toonishment

Contacts and Informants (4 points)	TT84
Mimic (3 points)	TT85
Read Boss' Mind (2 points)	TT84

Dungeons and Toons

Magic Resistance (15 points for level 3; 10 per additional level)	TTG78
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Spells:

Affect Fires (2 points)	TTG92
Armor (5 points)	TTG92
Bag O'Bees (3 points)	TTG92
Blindness (4 points)	TTG93
Blurry Form (3 points)	TTG93
Change Clothes (2 points)	TTG93
Color Change (2 points)	TTG93
Control Small Creatures (3 points)	TTG93
Create Gizmo (4 points)	TT33
Deafness (4 points)	TTG93
Detect Magic (4 points)	TTG93
Dinsdale's Digging Dog (4 3 points)	TTG93
Dragon Breath (3 points)	TT127
Exploding Egg-Saladball (5 points)	TTG93
Fast Food (2 points)	TTG93
Fogman (3 points)	TTG94
Fork in the Road (5 points)	TTG94
Frank's Flying Fist (3 points)	TT33
Friendliness (5 points)	TTG94
Goopy Spot (3 points)	TTG94
Grab (4 points)	TTG94
Greaseball (3 points)	TTG94
Greasy Spot (4 points)	TTG95
Guacamoleball (4 points)	TTG95
Heal (5 points)	TTG95
KAPOW! (4 points)	TTG95
Invis-O-Dust (4 points)	TTG95
High Voltage Handshake (4 points)	TTG95
Lead Feet (2 points)	TT33
Levitate (5 points)	TTG95
Light (2 points)	TTG96
Lights Out (2 points)	TT127
Lizard Lock (2 points)	TT127
Melvin's Mystical Mouth (2 points)	TTG96
Mirrorshades (2 points)	TTG96
Naptime (4 points)	TTG96
Nervousness (4 points)	TTG97
Open/Close Door (3 points)	TTG97
Peter's Perilous Pieball (6 points)	TTG97
Piano from the Sky (5 points)	TT128

Presto-Chango (4 points).....	TT128
Protect from Boggle (3 points).....	TT128
Protection (5 points).....	TTG97
Rampaging Rabbit (5 points).....	TTG97
Rapid Transit (3 points).....	TTG97
Sidney's Stinky Sneakers (4 points).....	TTG97
Sound Bite (4 points).....	TTG97
Spring Rain (2 points).....	TTG97
Stone to Oatmeal (2 points).....	TT33
Summon Animator (5 points).....	TT33
Time Out (4 points).....	TTG97
Tim's Terrible Toys (5 points).....	TTG98
Wall of Fog (3 points).....	TTG98
Wall of Jello (4 points).....	TTG98
Wall of Peanut Butter (3 points).....	TT33
Wall of Spam (4 points).....	TTG98
Wind Window (3 points).....	TTG98
Zelda's Zombie Zap (2 points).....	TTG98

Masters of Toon Fu

Deflecting Hands of No-Can-Hit (4 points).....	TT40
Fantastic Flying Fists and Feet (5 points).....	TT39
Iron Skin of No-Can-Hurt (5 points).....	TT40
Meditation (4 points).....	TT39
Pie-jitsu (4 points).....	TT39
Toon Fu (3 points).....	TT38
Unbudgeable Stance of No-Can-Move (3 points).....	TT40
Weird Weaponry (3 points).....	TT40
Wild Acrobatics (4 points).....	TT38

Star Toon

Alien Empathy (2 points).....	TTG126
Strange Power (cost varies).....	TTG127

Supertoon

Absorption (4 points).....	TTG160
Alter Matter (4 points).....	TTG160
Amphibious (2 points).....	TTG160
Animal Control (1 point).....	TTG160
Animate (3 points).....	TTG160
Animate Plants (3 points).....	TTG160
Area Affect (5 points).....	TTG160
Bind (4 points).....	TTG160
Body Of . . . (4 points).....	TTG161
Bouncing (3 points).....	TTG161
Catfall (1 point).....	TTG161
Chameleon (3 points).....	TTG161
Clinging (2 points).....	TTG161
Confuse (3 points).....	TTG161
Darkness (3 points).....	TTG161
Density Control (3 points).....	TTG161
Drain (5 points).....	TTG162
Duplication (5 points).....	TTG162
Elemental Control (4 points).....	TTG162
Energy Blast (5 points).....	TTG162
Extra Hit Points (2 points each).....	TTG162
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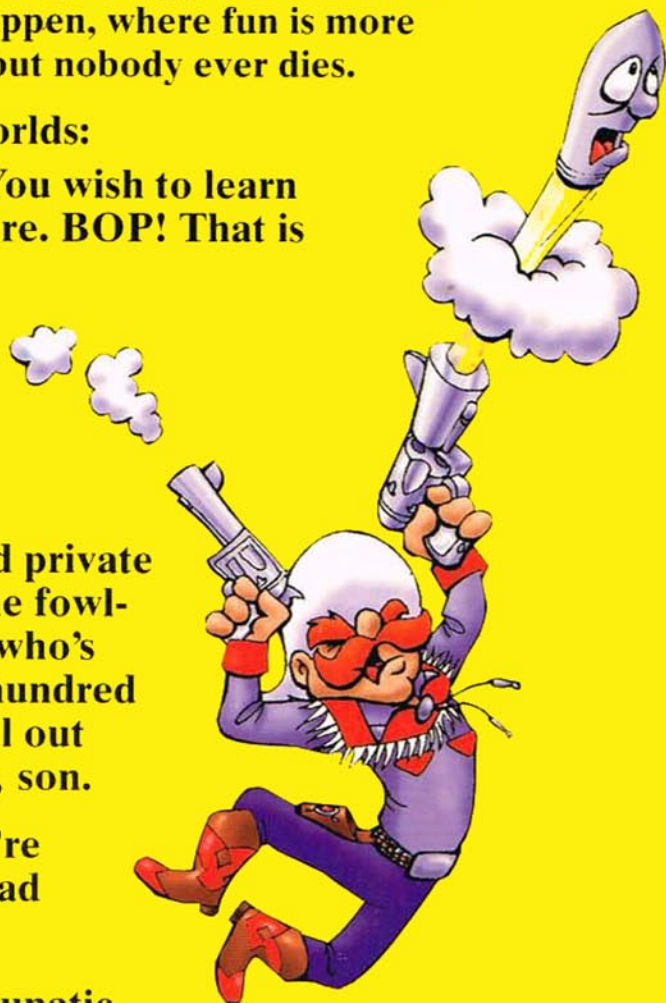
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Edited by Steve Jackson and Jeff Koke
Cover by Kyle Miller
Illustrated by Jim Groat and Kyle Miller



STEVE JACKSON GAMES



ISBN 1-55634-268-3

SJG01995 7605

Made in the U.S.A.