

JINKLES!

A Mystery Adventure Game



Tobias Strauss

JINKIES!

A Mystery Adventure Role-Playing Game

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Jinkies!

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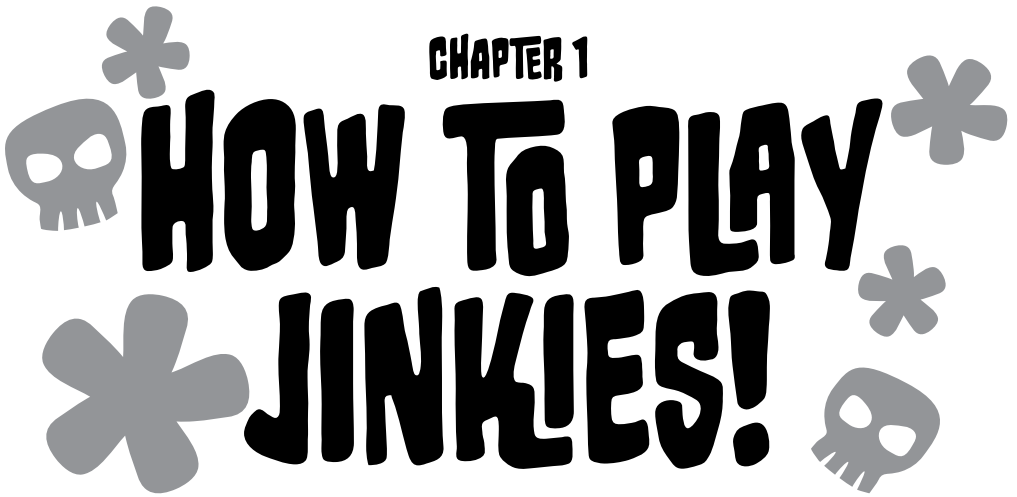
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CHAPTER 1

HOW TO PLAY JINKIES!

The title 'HOW TO PLAY JINKIES!' is written in a large, bold, black, sans-serif font. The words are arranged in two lines: 'HOW TO PLAY' on the top line and 'JINKIES!' on the bottom line. The text is surrounded by decorative elements: a skull icon in the top-left corner, a flower icon in the top-right corner, a flower icon in the bottom-left corner, and a skull icon in the bottom-right corner. The skull icons are simple line drawings, and the flower icons are stylized with five petals.

Welcome to Cartoon America: the world of *Jinkies!*
Cartoon America is a strange and wondrous place. Through the magic of syndication, the year is always somewhere between 1969 and 1977. B-list celebrities roam the streets, offering moral platitudes to any teenagers willing to listen. The topography of Cartoon America is fluid—it is as if the very land itself morphs and shifts to its most interesting location for a given scenario.

It's a world of paradoxes. One where the mighty are brought low by teenagers. Where reason and rationality rule, yet the world is populated by talking beasts. One where truth exists, but must be both sought and created.

Welcome to Cartoon America.

Jinkies! is a role-playing game (RPG) where the players (the gang) assume the role of plucky youths investigating a “supernatural” mystery. Members of the gang can include:

- **The Leader.** The Leader holds the gang together, leads efforts to capture Bad Guys, and drives the Clue Cart.
- **The Looker.** The Looker is the charm of the gang, obtaining Clues through smiles and wiles.
- **The Smart One.** The Smart One has their head down most of the time, looking for Clues where others see the mundane.
- **The Weird One.** The Weird One has a mystical connection to the Mascot and is the master of both hiding and being chased. The Weird One can also channel Fear into powerful moves.
- **The Tough One.** The Tough One uses criminal connections and brute force to solve mysteries.
- **The Talent.** The Talent uses their connection to the arts to find Clues and lead the gang’s spiritual and expressive journey--even if the gang doesn’t know they are on a spiritual and expressive journey.
- **The Mascot.** The Mascot is a fantastical beast (or animated object), capable of bending the laws of physics for the good of justice and truth. The Mascot also likes groovy snacks.

To play the game, you will need the following:

- 4 to 7 of your friends. This is the most important thing you will need!
- the *Jinkies!* rulebook
- two six-sided dice (2d6)
- a character sheet (you can either photocopy the character sheets from this book or print them from jinkiesrpg.com.)
- a pen or pencil for taking notes
- blank paper

BASIC RULES

Jinkies! is a Powered by the Apocalypse (PbtA) game. If that doesn't mean anything to you, don't worry! This section will teach you everything you need to know. If you are a PbtA veteran, give this section a quick once over, as some of the rules for *Jinkies!* are unique to this setting.

PbtA games use playbooks and two six-sided dice (2d6) to adjudicate actions. A playbook is just a fancy word for a character sheet. This is a piece of paper with your character's name, description, and special abilities written on it. Those special abilities are called "moves." Moves are used when your character is engaging in an action that puts them into conflict. For example, your character doesn't need a move to drink a soda—there's no conflict there. But your character does need a move to convince the soda jerk to give them the soda for free.

Moves are listed either on your playbook or on the Basic Moves reference guide on page 38. To use a move, roll 2d6. Add any relevant bonuses to your roll. Then compare your roll to the description of outcomes for the move.

The ghost samurai lurches around the corner. “Grrrararrrr!”

Danny decides that now is the time for his character to make good his retreat. “Sir Pandalot leaps to his feet, shouts ‘da da da DAAAAHHH!’ and runs away.”

The Animator checks his copy of the Basic Moves reference guide. “Great. This is going to be a Run! move. Roll 2d6 and add your Agility.”

*Sir Pandalot has a +1 to Agility, so Danny knows he has a decent chance of getting away. He rolls a 6.
“I got a 7 total.”*

The Animator smiles. “It looks like you got away from the ghost samurai . . . but your friends did not.”

Generally speaking, a 10+ is a “hit.” That means that the move has worked as intended and the player typically gets to tell the Animator what happens next.

A 7-9 is a partial hit. On a partial hit, the player either succeeds with some unwanted consequences, or must make a hard choice.

A 6 or lower is a miss. Players gain 1 point of Ratings for a miss. A miss means that the Animator, not the player, gets to decide what happens next. A miss is NOT a failure. Rather, it is an opportunity to push the story forward in ways the players might not have wanted or expected.

Hit:

Janet is playing Sarah, the space camp dropout Smart One. Sarah is being chased, so Janet decides to blend in with the **Nerd Camouflage** move. She rolls a 9. Sarah's Intelligence is +2, giving her an 11. Janet describes what happens: "Sarah stands completely still as the spectral whale floats toward her. With a mighty whale song, the beast drifts off into the sky, not even seeing her."

Partial Hit:

Stuart is playing Andy, the wholesome Leader and aspiring singer. "Golly, gang, enough with the antics. It's time for some good old fashioned sleuthing. I'm going to investigate." He rolls 2d6 plus his Intelligence to use the basic move **Investigate**. He rolls an 8. His Intelligence is -1, giving him a 7 total. "You find a glowing sock," the Animator starts, "and you remember that the skeleton ghost prince was missing a sock earlier."

Barry is playing Squiggy, the peacenik hippie Weird One.

"Like,

hey man, Old Man Winters studied nautical history in college. Let's see if we can **manipulate** him into helping us find the ghost pirate." "Roll your charisma." Barry also rolls a 7. "Tough break," says the Animator. "Yeah," says Barry. "I want him to help us and do it well, but that means he won't help us immediately or he will want something in exchange."

Miss:

*Thomas is playing Davy, the Looker with steely blue eyes and feathered hair that could make an angel cry. "The haunted jukebox is chasing after you," the Animator tells him. "Davy laughs," says Thomas, "Please, I get pursued all the time. These boots are not made for booking," he finishes, picking up his dice. He is using **"These boots are made for looking, not booking."** Thomas rolls and gets a 4. Davy's +2 Charisma only brings him up to a 6. "Uh... what happens now?" Thomas asks, looking worried.*

The Animator grins. "You flash your winning smile at the haunted jukebox. The haunted jukebox is staggered by your unearthly grace and beauty. You decide to finish the jukebox off with a beguiling dance, doing a little turn 'catwalk style' . . . and you trip."

"Curse these sexy cowboy boots I insisted on wearing! They make my calves look amazing, but at what terrible price?"

"Indeed. The spell is broken. The haunted jukebox resumes the chase, but now you are lying on the ground. What do you do?"

Sometimes moves require making choices. If you roll a 7-9 on a **Bluff** basic move, you must choose one of the following:

- the bluff is effective
- there are no personal repercussions for the bluff
- no one else experiences repercussions for the bluff
- the bluff is timely

If you choose to make your bluff effective, that does not *necessarily* mean that the bluff is not timely or that it has personal repercussions. But it *could*. The Animator decides this when you are playing.

OTHER RULES

Fear

Jinkies! is a game without fighting or combat. While weapons exist, they are only props and may not be used to harm anyone. Like in cartoons, no one dies in *Jinkies!* The currency of harm in *Jinkies!* is Fear.

A player may take up to 5 points of Fear in a game session (typically 2-4 hours). If a player takes all 5 points of Fear in a game, that player faints from Fear. The Animator decides what happens to fainted players. This is treated as the **Backfire** Animator move (see page 51). Fear may be removed by certain moves. The Weird One has the unique power of turning Fear into desired outcomes.

John is playing Brick, the none-too-bright Tough One with a rap sheet the size of his burly bicep. The spectral

cloud of popcorn has chased him down a Gothic corridor and, failing his Run! move, he has tripped. "The spectral cloud of popcorn blows over you like a hurricane, Brick."

"Oh, no! I try to punch the air while covering my face with my other hand!"

"Your effort is ineffective. After what seems an eternity, the ghost popcorn cloud is gone. You are covered in a strange sticky residue. Take a point of Fear."

Ratings

Whenever a move is missed (6 or less), your character gets a point of Ratings. After all, it is a cartoon, and viewers love pratfalls!

Once you have earned 10 points of Ratings, you make take a second season move from the list. Document it on your playbook and reset your Ratings back to zero.

Clues

Jinkies! is a game about collaboratively telling a mystery/adventure story. There is always a Bad Guy to be caught and a mystery to be solved. Who that Bad Guy is, and what the mystery is about, remain to be explored.

Clues are the driving force in *Jinkies!* Some moves allow you to roll to try and have a Clue given to you. Some moves give you

a Clue without having to roll. Some even allow the player to tell the Animator what they found and what it means.

It's best not to get hung up on the Clues, though. While they drive the story forward, the players do not need to find a certain number of Clues to end the game. The number of Clues found does not dictate the outcome of the mystery.

Barry is playing Sguiggy, the aging hippie Weird One.

“Like, hey man, I’m gonna investigate. I think we need a Clue, man!”

Sir Pandalot chimes in, “da da da DAAAHHHH! That’s a panda of an idea!”

Barry rolls 2d6 plus Sguiggy’ Intelligence. He gets a 12.

“Nice roll,” the Animator says. “Alright, Sguiggy, what did you find? What does it mean?”

*“Like, I found this wacky wild finger trap toy man!
And it means...”*

Chases

The players can only poke around a crime scene for so long before the Bad Guy tries to scare them away. At first they will only exist in local rumor. But as the players get closer to the truth, the Bad Guy will become increasingly aggressive toward them.

During a chase, the players must try to get away.

You will eventually want to try and catch the Bad Guy to unmask them, but you can't plan a trap while running and hiding. The chase must completely resolve for all players involved before moving forward.

Note that a game may have more than one chase. If the gang splits up, a chase may only affect some of the players. A chase may be escaped by either running, hiding, or using a playbook move to otherwise avoid the ire of the Bad Guy.

Captures

Eventually, the gang will feel like they have enough Clues to capture the Bad Guy. When this happens, they trigger the **“Get em, Gang!”** move. The move is used as follows:

- The gang declares they are using “Get em, Gang!” A member of the gang is chosen to make and execute the plan. If the gang has a Leader, it is recommended that character be the capturing player.
- The capturing player explains their plan. All members of the gang must be a part of the plan.
- The capturing player rolls 2d6. This is unmodified (unless the capturing player is the Leader).
- If the roll is a miss (6 or less), the plan does not work. The players must describe what went wrong. The Animator decides what happens next, and if the situation allows it, the players may try to capture the Bad Guy again.
- If the roll is a 7-9, the plan does not fully incapacitate the Bad Guy. The players must describe what went wrong.

They may then make a second plan. Note: on a second 7-9 roll, the Bad Guy is captured.

- If the Bad Guy is captured, a player can use the “It was Old Man Winters” move to end the mystery. If the Smart One is in the gang, it is recommended that character be the revealing player.
- The revealing player rolls 2d6 + Intelligence. On a 10+, they get to explain who did it, why they did it, and where the treasure is. On a 7-9, they explain these three things, but only two are correct—the Animator will explain the third. On a 6 or less, the player will explain all three things. It will be up to the Animator to decide what, if any, of the explanation is correct—and what the consequences are for being wrong!

Andy is the first to speak. “Phew! That was some chase, gang. We need to stop that fake ghost Abraham Lincoln!”

*“Are you triggering **“Get em, Gang?”** the Animator asks.*

“Yes! Here’s the plan. Squiggy, Sir Pandalot, you’re the bait. We’ll dress you as John Wilkes Booth and General Lee.”

Squiggy pauses. “Wait what?”

Sir Pandalot giggles. “Doesn’t sound problematic to me.”

“When ghost Abraham Lincoln gets close enough to his enemies, we’ll have Davy do his sexy fan dance to distract ghost Lincoln.”

Davy blows a kiss. *“Ethereal presidents can’t resist my charms.”*

Squiggy scratches his head. *“Wait, but what if ghost Lincoln doesn’t get distracted by Davy? Like, won’t Sir Pandalot and me get eaten?”*

“Acceptable risk,” Andy replies. “Brick and I will push this cage we found off the catwalk and trap ghost Lincoln. Sarah, you stand by to tell the police who this charlatan really is.”

“Is that your plan?” the Animator asks?

The entire gang, except for Squiggy, nods in assent. Barry, playing Squiggy, agrees that it is a good plan—but Squiggy is afraid. “Alright, roll the dice Andy!”

Leveling up

In *Jinkies!*, character advancement looks a little different than other games. The characters in *Jinkies!* start out unique—one of a kind. They have potent and shocking powers from the moment they are conceived in their players’ minds. Because of this, players start the game having access to every basic move and every move in their playbook.

Characters advance by earning Ratings—because after all, *Jinkies!* is about the adventure of cartoon stars.

Ratings are like experience points, and are earned every time a character rolls a 6 or less on a move. When a character earns 10 points of Ratings, they advance to the next tier of stardom. There are 6 tiers:

- Tier 1: Fresh out of acting school. The character is raw and untested. They only have access to their own playbook and basic moves.
- Tier 2: Noticed. The character is not unknown. They are well enough now to do the late night circuit. They have access to one Ratings move.
- Tier 3: B-list. The character is well known, but not famous. They do walk-ons and cameos for other shows on the network. They have access to two ratings moves.
- Tier 4: Famous. The character is extremely well known. They have performed in a few motion pictures and go to awards shows. They have access to three ratings moves.
- Tier 5: Superstar. The character can't get a frosty at a fast food place without getting mobbed. They have access to four ratings moves.
- Tier 6: Retired. The character has done it all and made their fortune. It's time to pass the mantle to the next generation of meddling teenagers. Upon reaching tier 6, a player may elect to remain at tier 5 or may retire.

Ratings moves

Ratings moves are very powerful, optional moves that derive their power from your fame. Using a ratings move never involves a die roll, can never fail, and may only be used once per adventure.

- **TV's Phylis Diller?! You've made famous friends!** Once per adventure, you may use your celebrity friendships to summon a helper. When this move is taken, you **MUST** decide who your celebrity friend will be. Your friend will arrive and teach a valuable moral lesson, defusing any situation.
- **Flashmob!** You have fans! Once per adventure, you may use your hoard of ravenous fans to help you out of a bind. Describe how you let them know where you are and what they do. They tackle Bad Guys.
- **Famous voice actor**—You have a new voice actor! Once per adventure, you may use the confusion over your voice to hide from a Bad Guy without rolling. Treat it as a 10+ success on the Run! move.
- **New wardrobe**—You got new clothes! Once per adventure, you may use your attractive new clothes to manipulate, intimidate, or interrogate a suspect without rolling. Treat it as a 10+ success on a Manipulate, Intimidate, or Interrogate move (your choice).
- **Deus ex director**—You're directing this episode! Once per adventure, you may perform a second take for a scene that did not go well.
- **4th wall breaking**—You've become a self-aware cartoon! Once per adventure, you may use the knowledge that you are a cartoon to change what is in the scene. Tell the Animator what to erase from the scene.
- **"I once did this on the set of..."** You have experience! Once per adventure, take an additional +3 hold for Intelligence checks.
- **Set crew**—You have a crew! Once per adventure, you may ask the set crew to add something to a scene.





CHAPTER 2

MAKING CHARACTERS

The title 'MAKING CHARACTERS' is written in a large, bold, black, blocky font. The word 'MAKING' is on the top line and 'CHARACTERS' is on the bottom line. There are four decorative elements: a large grey asterisk in the top left, a grey skull in the top right, a grey skull in the bottom left, and a large grey asterisk in the bottom right.

CHARACTER CREATION

Now that you have the basic rules under your belt, let's talk about making a character in *Jinkies!* Character creation is designed to be quick, easy, creative, and fun. Let's go through the basic steps.

Step One: Pick your playbook

Jinkies! comes with 7 playbooks to choose from. Playbooks determine which moves your character will have (not counting the basic moves, which everyone may use). They do not necessarily determine what your character looks like, sounds like, acts like, or enjoys. Think of playbooks as similar to professions. Every accountant can do the same specialized tasks, but they are all individuals. You can download printable playbooks at jinkiesrpg.com or drivethrurpg.com.

There may only be one of each playbook in your gang. If one of your players wants to be the *Weird One*, then *no one else may also be the Weird One*. The playbooks represent unique player roles. That means not only may no other player be the

Weird One, *no one else in the world of the game may be the Weird One either*. There might be unusual people, people who share some of your traits, and even those whose similarities are uncanny—but they will not be able to do the special moves that only the Weird One can do. You are unique, one of a kind, and special.

Keep in mind: there are also no mandatory playbooks for playing *Jinkies!* Your gang may choose any permutation of the playbooks you see fit. That said, the game is easiest if your gang has a Smart One and a Leader. If you're new to *Jinkies!*, it's a good idea to have these two playbooks in your gang.

Step Two: Pick your attribute bonuses

In *Jinkies!*, there are five attributes:

- **Toughness:** Toughness is how strong and powerful your character is. Tough characters are not bullies—physical violence doesn't belong in Cartoon America. They can be, however, forceful and domineering.
- **Agility:** Agility is how dexterous your character is. Characters with high Agility are graceful and quick. They rarely get caught when being chased by Bad Guys.
- **Intelligence:** Intelligence is how smart your character is. Characters with high Intelligence are clever and resourceful. Intelligent characters are great for finding Clues and solving mysteries.
- **Charisma:** Charisma is how likable your character is. Characters with high Charisma are attractive and charming, turning foes into friends with their irresistible grace. Charismatic characters are also good at questioning people.

- **Weirdness:** Weirdness is a certain *je ne sais quoi*, that unusual trait that throws people off their game. Characters with a high Weirdness are strange and interesting. Weird characters are good at navigating the more eccentric elements of Cartoon America.

Every character has a bonus for each of these traits. They are used as modifiers for moves. For example, the **Run!** basic move invokes Agility. That means that when a character uses **Run!**, they roll 2d6 and then add their Agility attribute bonus.

An attribute bonus of 0 is considered average. With a 0, you aren't good at that trait—but you aren't bad either. Any bonus above 0 is exceptional, and any bonus below 0 is a weakness.

In *Jinkies!*, after you pick your playbook, you should allocate the following attribute bonuses to your character in whatever order you wish: -1, 0, +1, +1, and +2. This means you will have one weakness, one attribute that you are average at, two attributes that you're good at, and one three attributes that you are exceptional at. While there are no requirements on how you allocate your attribute bonuses, it is recommended that you read your playbook closely before deciding. Some playbooks lean on one attribute heavily, and it will be easiest for you if you make that attribute your +2. For example, most of the Smart One's moves almost all invoke Intelligence—it is recommended you make an intelligent Smart One!

Step Three: Flesh out your character

Cartoons are colorful—your character should be too! You may choose any gender, background, ethnicity, or appearance in *Jinkies!*

There are no requirements for how you flesh out your character—make them look, act, and sound however you'd like. Here are some ideas for things you might think about:

- What do you look like? What is your gender? What kind of outfit do you wear? Do you have a distinctive trait, like wild hair or an interesting tattoo? Your version of Cartoon America will feel more real if you give your characters a lot of details.
- What do you sound like? The other players might forget your character description, but they will never forget the sound of your voice! When choosing a voice, think of things like accent, pitch, and cadence. Deputy Dawg's distinctive voice combines a light Southern drawl with a slow delivery. Two tips: 1) choose accents that aren't offensive, and 2) choose accents that you can realistically do for a full four-hour game!
- Wealth can be a trait, but money means nothing in Cartoon America. Do you see a space the spot on the playbook for tracking your money? Exactly, it isn't there! A character can be defined as wealthy (Richie Rich, Veronica from the Archie comics), but wealth has no real meaning in Cartoon America. If material goods are needed, they are there. If it's more interesting for the gang to be broke for a scene, then they don't have any money.

- How did the gang meet? Later, the players will create bonds between their characters. If it is important for your character's concept that they have a special relationship with another gang member, though, decide that with the other player involved first. Remember: they need to consent to your idea!
- When is everything happening? The basic rules for *Jinkies!* assume all games are set between 1969 and 1977. This isn't a hard and fast rule, though. If you'd prefer to go back a few years and resemble the Mod Squad, or move forward a decade and be like Jem and the Holograms, feel free. Just make sure everyone at the table is on board, including the Animator!

Step Four: Decide what kind of Clue Cart you use

The Clue Cart is a playbook specific move that all of the players must collectively decide upon. What type of sweet ride does the gang ride around in?

Stuart looks at the rest of the gang, wide eyed. "Guys, I've decided what the Clue Cart should be! We all ride around in a 1970 Chevy Van!"

Andy rolls his eyes. "My aunt had one of those when I was a kid and it smelled like moth balls. Just thinking about it kinda makes me nauseous."

Stuart nods. "Alright, how about a VW MiniBus?"

The room nods in assent.

Step Five: Make tone decisions

Thanks to the magic of syndication and the Warner Bros. Archives, Cartoon America is an impressively stable place. Don't mistake the regularity of Jellystone's entryway for uniformity, though. Different corners of Cartoon America are wildly different. Things are tame and happy in the land of the Saturday morning cartoon, but in other realms, morality seems to be on the fritz.

Your table (the gang and the Animator) will need to decide what the tone of the game is. Are you keeping your language broadcast-clean? Are you allowing foul language? What about sexual content? Are there drugs in your game?

Jinkies! comes prebuilt with two basic "tones."

The default tone is clean. No drugs or drug references, no sexual content (including innuendo), no drinking, and no foul language. The second tone is "Behind the Music." Behind the Music provides the Animator with special moves to make the game more adult. It is used when the table decides to allow something that wouldn't be allowed in a Saturday Morning Cartoon in 1969.

It is critically important that all such choices be made by the whole group, and that all participants get the ability to veto a permission in favor of a restriction. No one should be forced to play with content they are not comfortable with. This is not the sort of game anyone should ever feel uncomfortable playing.

It is also important that violence is never a part of *Jinkies!*

Violence doesn't belong in a mystery adventure cartoon and it breaks both the feel and the mechanics of the game.

Step Six: Establish bonds

During the establishment of bonds, the group will decide how each character is connected to each other character. By default, Jinkies! assumes your gang is a rock band. What is the name of the gang/ band? What is your hit song? How did you each join? Does your gang have a rival group? If so, what are they like?

What if we don't want to be a rock band?

Jinkies! assumes the players are in a rock band because it's a staple of the genre. The Archies, Josie and the Pussycats, Jabberjaw and the Neptunes—all had bands. The default assumption is that the gang is a band because in this genre, they typically are.

You do not have to be in a band. You will need to decide what type of grouping your gang is. Options include classmates on a field trip, college students on Spring Break, professional ghost hunters, or members of the Junior Skeptics Society. If your gang decides to forgo their musical career, you will need to give the Animator plenty of advance notice, as the default campaign assumes your gang are musicians.

PLAYBOOKS

THE LEADER

You drive the van. You make the plans. Rocking a sailor shirt and bell bottoms, you just can't seem to keep the rabid fans from throwing themselves at you. As long as you can keep the gang together, the music doesn't stop. You're the Leader.

Moves:

“Here’s the plan, gang!” When you **tell the gang what your gonzo plan is**, roll +Charisma. On a 10+ the gang gets a shared 3 hold for the rest of the scene. On a 7-9, the gang gets a shared 1 hold for the rest of the scene. Holds may be spent before a roll to add +1 to that roll.

“Let’s get that Bad Guy!” You are the expert at trapping, capturing, and otherwise incapacitating Bad Guys. When you use the **“Get ‘em, gang!”** basic move, add +1 and roll +Agility.

“Scooby snacks...” Is someone afraid? When you **use their favorite vice to encourage another character**, roll +Charisma. On a 10+, heal 2 points of Fear. On a 7-9, heal 1 point of Fear.

The Clue Cart. You have both the keys to the ride and the learner's permit that says you're in charge of the wheels. When you **use the gang's vehicle**, roll +Agility. On a 10+, choose two. On a 7-9, choose one.

- you remember everything from driver's ed! (you are competent)
- you are fast!
- you remember where you parked (the vehicle is where you want it to be)
- you don't damage the Clue Cart

Rally the troops. What good is leading a world famous band if you can't get rabid fans to do things for you? When you **summon rabid fans out of nowhere** for a single task roll +Charisma. On a 10+, choose two. On a 7-9, choose one.

- the rabid fans are eager to help
- the rabid fans are competent
- the rabid fans don't bother you afterwards for autographs
- the rabid fans show up when you want them to

That ascot is so hot! When you **use the Interrogate basic move** on a suspect, you may choose to roll +Charisma. On a 10+ the suspect must answer two of the following questions. On a 7-9, the suspect must answer one of the following questions.

- who are you working for?
- why are you here?
- how can I get you to _____?
- what do you wish I would do?

THE MASCOT

Nyuk nyuk nyuk, no respect! You're a creature of pure magic, a beast of fantastical animated powers. Yet no one really seems to notice. You get asked to do the gang's dirty work, their coffee runs. But whatever. As long as the groovy snacks keep coming, you're good. You're the mascot.

Moves:

Groovy snacks! Groovy snacks seem to give you superpowers, but after too many you won't feel too super! When you **eat a groovy snack** roll 2d6 unmodified. On a 10+, gain a +1 to the next move you attempt. On a 7-9, gain a +1 to the next move you attempt, but take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. On a 6 or less, take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. Note that these penalties can stack up!

Shape shifter. Being made of ink means you can turn into all kinds of things. When you become something new (a ball, a haunted love testing machine, a bulldozer...) roll +Weirdness. On a 10+, choose two. On a 7-9, choose one.

- you turn into the desired form
- you stay in your form for the intended duration
- you don't take any Fear from the shape shift (the Animator may decide that you take up to 1 point of Fear from shape shifting)
- you turn back into your original form when done

Anthropomorphic animal. You are one of a kind in the universe: a magical talking animal with a super power. You set the tone of the gang, so get busy and define yourself, baby!

- Name:
- Species:
- Power:

Talk with beasts. You're an animal, man! You understand their language! When you **ask an animal a question**, without rolling dice, expect the following:

- Where is something I want?
- Who did it?
- Where is the Bad Guy right now?

Animal senses. You've got a snout. Or big ears. Or maybe hawk eyes. Whatever the case, you catch things everyone else misses. Once per Episode, you may **use your uncanny senses to find a Clue**. Describe it to the gang.

Strength in numbers? You always seem to **find yourself alone with the Weird One**. Every time you two are alone, take +1 hold for a single roll until reunited with the rest of the gang.

THE WEIRD ONE

Like, whatever man. The establishment can't tell you what to do. You march to your own drummer, and in your own, weird way, you are the heart of the gang. The Mascot is your best pal, and is always at your side. Some people talk. They say something is wrong with you. But they can all shine on, man. You're the Weird One. Pass some anchovy pizza and rock out!

Moves:

It's all up to you! Hail Mary time. Things look dim. When you **come up with a bonkers plan to save the gang** roll +Weirdness. On a 10+, choose two. On a 7-9, choose one.

- there are no adverse side effects to your actions
- your actions have the intended effect
- your actions are timely
- your actions are impressive

Master of fear. Every time you take a point of Fear, give yourself 1 hold. When you **get really frightened** roll + your hold from Fear (and lose all hold). On a 10+, choose one. On a 7-9, choose one, and the Animator also chooses one.

- you defy your fear and act bravely
- in your cowering, you find a Clue
- you may choose 2 from the Bluff basic move list
- you take an additional point of Fear because you're scared of being scared
- an NPC makes fun of your fear and you lash out
- you run to the Clue Cart to hide

Leftover dog treats? Who says groovy snacks are for animals? You can eat them too! But be careful, too many can cause indigestion... When you **eat a groovy snack** roll 2d6 unmodified. On a 10+, gain a +1 to the next move you attempt. On a 7-9, gain a +1 to the next move you attempt, but take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. On a 6 or less, take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. Note that these penalties can stack up!

Master of disguise. In a chase, when you and the Mascot both **hide instead of running**, roll + Weirdness. On a 10+, you totally blend in and get away. On a 7-9, you blow your cover, but buy time for the rest of the gang to get away. Describe how you blow your cover and take a +1 to your next **Run!** roll.

Like attracts like. You are the embodiment of weird, man. But, like, Clues are weird too, you know? Once per Act, **be your weirdness self** to find a Clue. Describe it to the gang.

Let me tell you 'bout my best friend! You always seem to **find yourself alone with the Mascot.** Every time you two are alone, take +1 hold for a single roll until reunited with the rest of the gang.

THE LOOKER

They say beauty is pain, but life is so easy! Bat your eyelashes and pout and you'll get your way. You might be more than just a pretty face, but your looks give you the luck you need to make it big. The world is your runway, better get walking! You're the Looker.

Moves:

"I always get what I want." The rest of the gang is obsessed with Clues. They need more than Clues to get you out of this backwater. Roll +Charisma. On a 10+, you get what you want. On a 7-9, pick one:

- you get what you want, but it comes at a cost
- you don't get what you want, but there are no adverse effects your attempt

"I sit on my leverage." When you use the Manipulate basic move, you don't need leverage. You are leverage.

Beauty is contagious. When the gang splits up and you pair up with another player, that player gets 1 hold for the scene. That player may spend that hold for a +1 to any roll during that scene.

“These boots are made for looking, not booking...” When you are being chased by a Bad Guy, and you **bat your eyelashes at the Bad Guy** instead of running, roll +Charisma. On a 10+, the Bad Guy is stopped in their tracks. On a 7-9, the Bad Guy has conflicting feelings and runs off.

“... or maybe not!” You’ve been wearing uncomfortable footwear your entire life. It was training for this moment. When you **use the Run! basic move**, take a +1. Also, choose one of the following:

- you impress people
- the task is so effortless that you find a Clue in the process

“Montage Time!” Once per Episode, you may fire up the band! When you **trigger a montage**, all characters get an automatic 10+ on the Run! basic move, but must describe their antics.

THE SMART ONE

Jinkies. You should have stayed in grad school. But no. You joined a band. A band of goofballs. The Leader calls you “the gang.” The Weird One made a puppet out of a pizza box. Forget them. You’ve got mysteries to solve. You’re the smart one.

Moves:

It isn’t interrogation, it’s networking. You may not be the most charismatic member of the gang, but you’re smart enough to read people. When you **use the Interrogation basic move**, roll +Intelligence instead of Charisma.

“It was Old Man Winters!” Once the Bad Guy is captured, it’s time to show off! There is no roll for this move. You are always right. Using your Clues, explain the mystery:

- who did it
- why they did it
- where the treasure is (if there is treasure)

Portable Junior Detective Chemistry Kit. You come prepared. Once per Act, you may use your equipment to correct the Animator and **say what a Clue really means**. Be sure to use lots of pseudo-scientific jargon.

Nerd Camouflage. It sucks being in the shadow of the Looker. Except when a Bad Guy is after you, then being overlooked totally rocks! When you **try to hide from a Bad Guy**, roll +Intelligence. On a 10+, you are completely unnoticed. On a 7-9, you are noticed eventually, but you gain a +1 to your next **Run!** basic move.

Looking really closely. You may try to salvage an investigation effort by another player. When you **carefully examine an area** that another player has already investigated roll +Intelligence. On a 10+, choose three. On a 7-9, choose one.

- you don't lose your glasses
- you find and explain a Clue
- you aren't caught flat footed by a Bad Guy
- you impress the people around you

THE TALENT

Don't the rest of the gang ever practice? Don't they know they're in a band? Don't they realize how much time you put into making every song a masterpiece? Whatever, it's cool. They just don't get it, man. They're rock stars, but you're an artist. You might not be as famous as the rest of the gang, but you're more gifted than them. You're the Talent.

Moves:

“Why am I always in the back?” You might be the Talent, but you aren't the frontman. Once per Episode, you may **become unnoticeable**. If you held the Bad Guy's attention, this move diverts that attention to the Leader. If the Leader is not in your group, you decide who gets the Bad Guy's attention.

“No one gets me, man.” Art is enigmatic. When you use the power of art to **discover a new location, suspect, or Clue**, roll +Weirdness. On a 10+, you discover something! Tell the Animator what it is. On a 7-9, you discover something! The Animator tells you what it is.

Jam session. You've got golden ears, and you can make ANYONE sound good. Once per scene, when you **help out another character**, you may give them +1 to a roll after they have rolled the dice.

Write a song. You're so good you can whip up a classic on the fly. When you **mesmerize a suspect** by blowing their minds with a tune, name the song, then roll +Intelligence. On a 10+, the suspect will follow any one command without requiring anything in return. On a 7-9, the suspect will follow any one command but will expect something in return.

Shred! You're a virtuoso at all instruments. When you **blow the Bad Guy's mind with your shredding** roll +Intelligence. On a 10+, the Bad Guy is stunned and can't stop staring at the ease and speed of your playing. A chase stops. On a 7-9, the Bad Guy is impressed but decides to chase someone else (your choice).

Inspiration. It just hits you. Once per Act, when **inspiration hits**, you notice a Clue. Tell the Animator what the Clue is and what it means.

THE TOUGH ONE

The Looker is the heartthrob? Please. Love is rough and tumble. Maybe it wrecks a car. Maybe it trashes a hotel room. Maybe it just got out of juvie for both. Whatever the case, you're tough, and that's hot. Nothing gets the heart pounding like danger, and danger is your middle name.

Moves:

“Shake it off!” Once per Episode, you may **ignore one point of Fear**.

Get out and push. Every time the Clue Cart breaks down or runs out of gas, the gang expects you to deal with the problem. When you **find the gang a new ride**, roll +Toughness. On a 10+, choose two. On a 7-9, choose one.

- you find a Clue
- you “acquire” another vehicle to help the investigation
- you do not draw unwanted attention
- you do not harm yourself

Friends in low places. You don't owe anyone an explanation about your connections. All they need to know is your “friend” owes you a favor. Once per Episode, **when you contact a criminal connection**, obtain a Clue.

Ballroom blitz. Why do they always play this wimpy “sneak” music when you’re on screen? Throw caution to the wind and change the station to punk! When you **turn up the volume** roll +Toughness. On a 10+, the suspect is on the ground clutching their ears. You have leverage and a +1 to your next **Manipulate** basic move. On a 7-9, the suspect is agitated. You get one hold for any roll in this Act.

Advanced interrogation. Some suspects require *ahem!* motivation before they’ll talk. When you **use the Interrogate basic move**, describe how you scare the suspect and take a +1.

“Over or under? Why not through?” When you’re a hammer, every problem looks like a nail. You’re a hammer. When you **bowl your way past a Bad Guy** in a chase and roll +Agility: on a 10+, you barrel through the Bad Guy without consequence. On a 7-9, you get past the Bad Guy, but there is a consequence.

BASIC MOVES

Bluff. Trying to hide a Clue from the Bad Guy? Why not try a shell game? When you try to **trick a suspect**, roll +Charisma. On a 10+, choose two. On a 7-9, choose one.

- the bluff is effective
- there are no personal repercussions for the bluff
- no one else experiences repercussions for the bluff
- the bluff is timely

Interrogate. You have a suspect right where you want 'em. When you **ask a suspect some hard questions** roll +Toughness. On a 10+, choose two. On a 7-9, choose one.

- is the suspect telling the truth?
- how could I get the suspect to _____?
- what does the suspect want?
- how could I get the suspect to do what I want?

Intimidate. You intimidate someone into doing something they wouldn't normally do, or giving you something. When you **intimidate a suspect by**

- being pushy roll +Toughness
- using sleight of hand roll +Agility
- spouting pseudoscience roll +Intelligence
- being so hot you're out of their league roll +Charisma
- doing something bizarre roll +Weirdness

On a 10+, choose two. On a 7-9, choose one:

- they don't resent you
- they run away
- they give you what you want
- they don't try to trick you

Investigate. This mystery isn't going to solve itself! When you **search for Clues** roll +Intelligence. On a 10+, you find a Clue. Tell the Animator what it means. On a 7-9, you find a Clue. The Animator tells you what it means. On a 6-, the Animator chooses one:

- you find a Clue, but you misunderstand it
- you don't find a Clue

Get 'em, gang! You have enough Clues to nail this Bad Guy. Capturing a Bad Guy requires two things: a successfully executed plan and someone to explain the mystery. Have a player make a plan. Then, when you are ready to **capture the Bad Guy**, roll 2d6 unmodified to execute it. On a 10+, you ably trap the Bad Guy. A player must use **"It was Old Man Winters!"** to end the mystery. On a 7-9, this move hinders the Bad Guy, but they are still mobile.. The players must escape a chase and try again. If you have previously hindered the Bad Guy with a use of this move, you capture them.

Run! Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? When you **run away from the Bad Guy** roll +Agility. On a 10+, you out-run your pursuer. On a 7-9, you out-run your friends.

Smelling salts. These may be used by any member of the gang once per Episode. Smelling salts **revive a character that has passed out from Fear** and remove 2 Fear points.

Manipulate. Sometimes you need people outside the gang to do things for you. Manipulation requires Leverage. When you **try to get a suspect to do something they wouldn't normally do** roll +Charisma. On a 10+, choose two. On a 7-9, choose one:

- they act immediately
- they don't need something in exchange
- they do it well
- they are happy with the bargain

If there is no Smart One in the game, add this to the list of Basic Moves:

“It was Old Man Winters!” Once you capture the Bad Guy, it's time to **try to solve the mystery!** Roll +Intelligence. On a 10+, you correctly figure out all three below. On a 7-9, you're mistaken about one of them (the Animator chooses):

- who did it
- why they did it
- where the treasure is (if there is treasure)

CHARACTER CREATION CHECKLIST

1: Pick your playbook. Everyone in the gang has a role to play in solving the mystery. Only one player may use a playbook at a time. You may use all of the moves in your playbook.

2: Pick your attribute bonuses. Place -1, +0, +1, +1, +2 on the five attributes of your choice.

3: Flesh out your character. Choose your character's name, gender, and appearance, and any other personal identifiers.

4: Make playbook-specific decisions. Some playbooks require you to make decisions that affect your group. Discuss playbook-specific decisions with the other players before the game. Any player may veto a decision.

5: Decide your game's tone. *Jinkies!* Can be played “clean,” just like a Hannah-Barbara cartoon, or you can play the special “Behind the Music” version, which includes adult themes. The group should discuss which tone they want for their game. A unanimous vote is required to choose “Behind the Music.” In no version of the game is actual violence permitted—only cartoon hijinks.

6: Establish bonds. As a group, you should decide the following:

- What is the name of your gang?
- When does your game take place?
- How do you know each other?
- What is your band's hit song?
- Who is your band's rival? Describe them.

The Animator should help with this decision process. If the players or the Animator would like to ask additional group bond questions, they may.



CHAPTER 3

THE ANIMATOR



Tell the players to listen to some records for a bit. Maybe they can hang out in the Clue Cart? We have stuff to talk about—private stuff.

...

Are they gone?

Good. Animators wear many hats: creator, destroyer, friend, villain, storyteller, storyhearer. It all takes place on the drawing table.

THE SETTING

You can't animate a cartoon if you don't have a backdrop to put under your cells. Likewise, you can't tell an adventure in *Jinkies!* without a setting.

Your settings should be spooky. That goes without saying, right? No one will believe a wolfman is on the prowl at a Sunday brunch. Spooky requires a delicate touch, though.

Sure, it's scary to be in a mortuary, but it's scarier to be somewhere usually bright and fun with a twist. An unlit carnival at night. A summer resort in the dead of winter. A candy shop hiding twisting, dank tunnels.

Ideally, your settings should be familiar to your players. That doesn't mean you have to use specific, real-world locations. Retail stores, churches, theaters, and museums are all commonplace to most Western players. Ziggurats and pyramids, probably not. Remember, cartoons parody the world as we experience it, so keep a foot in the world your players know.

The best settings for *Jinkies!* are large enough to have distinct locations, but small enough to avoid overwhelming players. Towns make excellent settings, as do amusement parks, retreats, and campuses. When building your setting, remember to create at least one large, notable site on your map that is perfect for a thrilling conclusion. Also, leave a lot of blank space on your map for your players to imagine more locations. One of the best "Legend of Tiki Taki" adventures that I have run ended in the tunnels that run under the lake—tunnels the players invented!

Remember: if you design the setting of the adventure well, people won't realize that it's just a loop of watercolors.

SUSPECTS

All excellent *Jinkies!* adventures have a cast of strange and diverse suspects. The players will give you their rivals, but these should be reserved for red herrings—if a rival is the Bad Guy, they cannot come back in the next game!

When making suspects, look to the setting for direction. If you're in a port town, make sea captains, fishmongers, tackle shop owners, and similar characters. If you're at a carnival, there should be ride operators and barkers. Think about the time period when creating the Bad Guy, too. You probably shouldn't have a web startup mogul in your 1970's Cartoon America setting, but a roller disco owner is perfect.

Use the celebrities of the time. Don Knotts and Phyllis Diller regularly visited the cartoon gangs we know from television, but your guest stars don't need to be that straightforward. Maybe the KISS army visits or President Carter swings by to proclaim the virtues of peanut farming! Just remember that celebrities make terrible suspects. If you bring in a celebrity, try to have them serve as the voice of morality and as helper agents.

Make your suspects lightly villainous. A reasonable suspect is someone who seems like they might have done it. If your suspect is too villainous, you risk making them obvious choices for the Bad Guy. If they're not suspicious enough, the gang will write them off out of hand. Give each suspect a

lightly villainous trait to hit that sweet spot. Maybe the suspect has a secret and is bad at hiding it. Maybe they are cowardly or greedy.

Try to avoid the stereotypes and prejudices of the setting and time. Your characters might exist in 1972, but your players live in the present. In contemporary society, racial slurs or sexist quips are unacceptable. These tropes don't make villainous suspects; they make hackneyed caricatures. As the prime storyteller at the table, it's your job to keep such tired tropes out so your players can create far more interesting tales.

ANIMATOR MOVES

In Powered by the Apocalypse games, the player characters should drive the story. This intention is called “play to find out.” Sometimes, however, players lose that narrative control. If a player rolled a miss (6 or less) on a move, the players seem stuck, or they seem unmotivated and need a gentle “nudge” forward, the Animator should make a move to push the story forward.

Animator moves are generally broken up into two categories: soft moves and hard moves. Soft moves cause things to happen, but they either are not harmful or are not immediate. Typically soft moves are used to drive the story forward without dice rolls. For example, offering a Clue pushes the story forward, but it does not cause the gang harm. **“Did you hear that sound?”** is a soft move; while it does have an immediate effect and can lead to harm, it does not cause harm immediately.

Hard moves typically cause immediate harm that is difficult or impossible to mitigate. **Inflict Fear** and **Take something away** are both hard moves, which immediately damage the gang. Reserve hard moves for player dice rolls of 6 or less only. Missed dice rolls do not require a hard move—you can still use a soft move—but they are the only time hard moves are permissible.

Note: The pacing of *Jinkies!* is controlled through the Animator moves. Animator moves generally speed things up. Hard moves ratchet up the tension and amplify the pace very quickly, so use them judiciously!

When using Animator moves, it is best to create a cascade of consequences. Start with soft moves and progressively move toward hard moves. It's best to tie your pacing to that of the story. In the first Act, only use soft moves. By Act 4, only use hard moves. Doing so gives the game a sense of tempo that matches the old action mystery cartoons—slowly ratchet up the tension.

BEHIND THE MUSIC MOVES

Jinkies!, at its heart, is a game about how we remember the cartoons from our childhoods. It's vital to remember that different people remember their childhood cartoons differently. One player might have read sexual tension into their cartoons. Another might have read the Weird One as a stoner, and another might remember their cartoons as completely innocent.

By default, *Jinkies!* plays clean; in standard play there is no drug use or sex in the game. For those tables that remember their cartoons differently, *Jinkies!* offers optional Animator moves called “Behind the Music.” These moves allow the Animator to set a more adult tone to the game if the players wish.

Behind the Music mode should only be engaged if everyone at the table consents. Players and the Animator should use X cards or other safety systems in case a Behind the Music game goes too far. If anyone at the table, Animator included, is uncomfortable with anything occurring at the table or in-game, *end the action immediately*, rewind, and pick a different action. There are many great games for pushing boundaries and stretching as players, but *Jinkies!* is not one of them.

The Animator sets the tone for the game, so if you’re using Behind the Music mode, set it up fast by using a Behind the Music move in the first 15 minutes of play.

Finally, please note that *there are no rules for physical altercations for a reason*. *Jinkies!* is a game about laughs, nostalgia, and adventure. It is not a game about combat. Players can use cartoony antics, like oversized novelty mallets and traps that drop bowling balls, but, like in all cartoons, the consequences of violence do not exist in the world of *Jinkies!* Avoid realistic violence; it suffocates the game. As one playtester put it: “no one wants to hit Velma.”

SOFT MOVES

“Did you hear that sound?” Sometimes the imminent threat of the Bad Guy doesn’t feel menacing enough. To change that, **have the Bad Guy manifest off-screen.** Maybe the gang hears the Bad Guy in another room, or they see the mess the Bad Guy left behind after ransacking the bank.

The PA suddenly turns on and starts playing “You Are My Sunshine.” The record sounds old and warped, and the speed of the turntable is eerily slow.

Set up shenanigans. Are the players having a hard time devising a harebrained scheme? Help them out—**describe the objects in the area** that could enable cartoonish hijinks.

When you enter the warehouse, you are surprised at what you find. It must have been a barrel factory. Aged oak barrels line the walls and corridors. Some have lids, and some do not. Most are empty.

Offer an opportunity. Things aren’t moving. It happens. **Drop a Clue** in the players’ laps to help get them back on track. If the players are stumped, tell them what it means. If you think the players need a little shove, have one of them tell you what it means.

As you deliberate the meaning of the glow-in-the-dark paint from the abandoned tunnel, Squiggly trips. What did you trip over? What does it mean?

Split up the gang. The players' playbooks give them mechanical benefits for splitting up, but sometimes they stay together anyhow. To heighten the tension, **split them up**. The environment is a great way to split the gang up. Do not use split up the gang to capture a character. Player characters should never be kidnapped or imprisoned because it isn't fun for that player.

The characters are all together, investigating the same area. Sarah, as you explore the south side of the theater, you find a dumbwaiter. You peer inside, looking for Clues. Suddenly, you feel a ghostly hand on your back! The hand shoves you inside, and you plummet toward a lower floor.

Did you see that ghost! To heighten tension or drive the story forward, **have the characters encounter the Bad Guy** tangibly and visibly.

You bed down in the haunted manor. Suddenly, though, the ghost butler appears, slicing the air with his meat cleaver!

Trigger an Act Break. *Jinkies!* adventures occur in Acts. Use an Act Break if:

- the characters meet the conditions for an Act Break in the adventure
- the fiction has reached a natural breaking point
- the narrative has stalled, and you want to move to the next Act

HARD MOVES

Take something away. With this move, you can take away a piece of equipment, a vital Clue, or something else. **Have the characters lose something** they will need to get back. Never take things that are a part of a character's playbook. The Clue Cart may be damaged or otherwise rendered inoperable, but it may not be taken away.

As you run from the dinosaur ghost, you drop the incriminating receipt you found earlier. You no longer have proof that Mr. Jenkins is the Bad Guy. You'll have to capture him!

Their move backfires! If a move roll results in a 6 or less, be creative in describing how it fails. This backfire should not be punitive. Instead, it should **heighten the tension** and create new narrative possibilities.

You rolled a 4? The ghost dinosaur seemingly walks right into your trap. Unfortunately, the bowling ball proves to be a bit too heavy for the tracks you made, and instead of conking him on the head, it falls behind you. The ghost is infuriated and now knows where you are all hiding. What do you do?

Trigger a Chase. This move is only for Acts Two through Four. **Have the Bad Guy chase the gang.** Have fun with it! The Bad Guy should be a reasonably constant menace once they have appeared.

Inflict Fear. Fear is how players take harm in *Jinkies!* The amount of Fear inflicted should be minimal in Act One and should **ramp up as the game reaches its climax.**

The spectral samurai shouts as he brings his samurai sword down on your head. Being phantasmal, it does not hurt you, but you are terrified anyway. Take 1 Fear.

Trigger a red herring. The red herring is an early “demasking” event where the Animator can **absolve the implicated suspect from the crime.**

You pull the gunny sack off the Bad Guy’s head and are surprised to see Mr. Waters, the shop keeper. However, he couldn’t have committed the crime, because he was running his shop when you arrived!

BEHIND THE MUSIC MOVES

Offer an opportunity for naughty fun. This **Animator** move lets the players know that they can do something a bit more adult than the cartoons let on.

The storage shack has an oddly shaped water pipe and a fern in it. Wait, that isn’t how a fern smells—but you know that pungent scent! What do you do?

Cuss inappropriately. This move is almost essential at all stages of a “Behind the Music” game. People using polite language certainly aren’t going to get into real mischief.

And let's be real: who doesn't giggle when the unmasked bad guy says "I would have gotten away with it if it weren't for you f*cking kids?"

*Mr. Waters seems angry. "Sonuvab-, I come down here to find you kids and offer you pizza for all of your help. And how do you repay me? Dropping bowling balls on my head and tying me up! What the h*ll?"*

Display naughty fun. Have the suspects engage in a naughty activity. This move is essential to establish tone early on in a "Behind the Music" game. The players will have their characters misbehave if the suspects are misbehaving.

You hear a spooky moaning from inside the projection booth. You sneak around it, undetected, and find Millie and Helga en flagrante on the projector! What do you do?

ANIMATOR PRINCIPLES

The Animator principles drive the tone and flavor of a PbtA game. They are a body of loose rules that the Animator follows that will make your game feel right. In *Jinkies!*, most of these principles should seem familiar, but a few are new. If you are a seasoned veteran PbtA game master, feel free to skip ahead to "Think comically," "Embrace the rational," and "The Structure."

Draw maps, leave blanks. Leave space in your adventures for your players to add locations, objects, and suspects. Maps

are powerful creative tools, but your players will enjoy them more if they get to decide where the malt shop is. At the start of an adventure, show the players a blank map and have them pick where to draw key locations.

Address the characters, not the players. *Jinkies!* is a role-playing game. As such, your players should assume the roles of their characters. Address the characters, not the players, as you facilitate the game. Your players can create character name cards for the game. These can be made by folding a notecard in half, making it into a tent, and then writing on the side exposed to the table. Not only will it help you use character names, but it will help the players use character names with each other. Your players can also put their playbooks and their character's pronouns on the notecards.

Make a move that follows. No one likes feeling like the Animator is cheating. This feeling happens when the Animator move does not follow the fiction. For example, let's say Barry's Weird One was running from the Bad Guy and rolled a 4. My Animator move should deal with running and the Bad Guy.

Never name Animator moves. The Animator move list exists for the Animator, not the players. Naming your moves pulls players out of the game and is jarring. Instead, tell the players the result of your move.

Bad Example: "I use 'inflict Fear.' The Bad Guy does 1 point of Fear to you."

Good Example: "You run, but you don't run fast enough.

You can hear the Bad Guy catching up to you, and your heart pounds. When you feel his breath on the back of your neck, you trip and shudder in terror. Take 1 Fear."

Name every suspect. Good suspects have verisimilitude. Give them names and personalities. It helps to have some names handy. Baby name books, GM tool cards, or the Internet can give you names in a pinch. Some baby name books will even tell you what baby names were popular at a given point in history if you want that extra dash of realism!

Play to find out what happens. *Jinkies!*, like other PbtA games, is "play to find out." That means the Animator is NOT telling the players a story. Instead, they are facilitating a conversation. Your players should have a lot of narrative control over their *Jinkies!* game, and in fact, they are the ones who ultimately decide who the real culprit is. Ask questions, use the answers you get, and let the story reveal itself to you as well as to the players. Remember: if you think you know how the story will end, you're wrong!

Be a fan of the players. *Jinkies!* is not like many other RPGs. The Animator is not the enemy of the players. Instead, the Animator is telling a story jointly with the players. Instead of being at odds with the players, try to think of *Jinkies!* like a cartoon. No one roots against the heroes of a cartoon. Cheer for your players when they succeed and mourn with them when they suffer setbacks.

Think comically. Most PbtA games are larger than life. The game master in these games is told to think dangerously, resulting in heart-pounding, lethal gameplay. *Jinkies!* also plays well with danger, but only if it's funny. *Jinkies!* is about cartoon antics—if your players aren't laughing, you probably want to check in with them and find out where you lost them.

Players can trigger moves. The fiction drives most PbtA games—the fiction leads to moves, which impact the fiction. *Jinkies!* is a little bit different. In *Jinkies!*, players break fiction to use a move—most of which draw from their mysterious cartoon powers—which then impact the fiction.

Clues don't really matter. Don't tell the players! If the players have read their playbooks well, they should be creating most of the Clues on their own, and they will draw the final conclusion on their own. Clues drive the story forward while allowing the players and the Animator to shape the story. Don't worry about the Clues making sense or how many Clues the players have obtained. Instead, focus on creating a fun and goofy adventure.

Think off-screen. Sometimes the players fail on their rolls, but it doesn't make sense to ratchet up the drama on-screen. Maybe the Bad Guy is in the scene and has done a lot of Fear damage already, and more drama doesn't make sense. Instead of applying a missed roll to the present scene, you may apply it to the next scene. If possible, try to tie the upcoming trial to the miss in the current scene.

Embrace the rational. Deep within the DNA of *Jinkies!* lies cold, hard rationality. Sure, the protagonists are cartoons with strange mystical powers. The mysteries, though, always extol the virtues of reason and skepticism. NEVER create a *Jinkies!* game with real ghosts. NEVER have actual monsters. ALWAYS have the Bad Guy be a regular person in a mask, committing a crime.

THE STRUCTURE

Structure drives all of our stories, and *Jinkies!* is no exception. *Jinkies!* is a flexible game—the players even decide who the Bad Guy is!—but the one element of the game that is not flexible is the structure. Understanding the structure of a good *Jinkies!* adventure is pivotal to running the game. In this section, we will discuss how to structure an adventure.

Act 1

This Act sets up the adventure. Introduce the players to the setting and the NPCs. Give the players the adventure map and ask them to label locations on it. You should also introduce them to the adventure—what devilish apparition are people seeing? What crimes have been committed?

Don't use hard moves in Act One. When the players reach the conditions set for this Act (time, mood at the table, investigating a certain number of NPCs, etc.), the Animator should trigger the Act Break. Typically this is an indirect encounter with the Bad Guy. For example, in “The Legend of Tiki Taki,” the record over the PA is the Act Break.

Act 2

In this Act, the player characters explore the setting a bit. They start looking for Clues. Wherever they go, be sure to reward them with plenty of Clues. If possible, the Animator should make a red herring seem like the Bad Guy. This Act also ends with an encounter with the Bad Guy, but this time it can be direct. This encounter with the Bad Guy can inflict Fear on the characters. The Bad Guy must make their escape here so the adventure does not end prematurely!

Act 3

In Act Three, the characters pursue a suspect. When they capture that suspect, make the suspect a red herring. The red herring's successful defense is the Act Break. For fun and flavor, a celebrity cameo can be used here to deliver a moral lesson. If time is a concern, you can skip Act Three and move straight to Act Four.

Act 4

The characters typically split up in Act Four on their own. If they do not, split them up. Act Four is the chase montage and the players will have more fun separately. Have the Bad Guy chase the characters through an interesting location. Inflict Fear if the dice warrant it. The Act Break occurs when the gang escapes the Bad Guy and regroups.

Act 5

Act 5 is where the characters capture the Bad Guy and end the adventure. Remember, whoever the characters accuse here was the Bad Guy, even if you had someone else in mind.

Make a player (the Smart One, if that playbook is in use) explain the mystery: who did it, why, and, if there is treasure, where it is. It is also fun to have them tie their Clues into this explanation.

Epilogue

Give each player a few minutes at the end of the game to say what happens next and tie up their loose ends. Campaign games should limit the scope of the epilogue to the immediate future, as you will determine the more distant future in future games. Don't omit the epilogue, however; each adventure of *Jinkies!* is designed to be a self-contained story, and loose ends will hurt that feeling.

What if things go off the rails? Sometimes the structure doesn't work. Maybe your players are bucking hard against it, or you forgot an Act. If this happens, roll with it. No one reads your Animator notes but you. If everyone has a good time, the game is a success, and no one needs to know they were supposed to go the other way at the fork.



* RULES FOR YOUNG PEOPLE

Imagine it is a Friday after school. You studied hard, but now it is time to relax. You plop down on the couch and grab the remote. The cartoon channel takes you away to a magical world where everything is funny and exciting. You don't have to take tests in cartoon world. You don't have chores there either.

Jinkies! is a game where you get to pretend that you and your friends are actually inside the cartoon. You are a group of young people traveling around and trying to catch ghosts. In this cartoon, there are no real ghosts—just Bad Guys who are pretending to be ghosts to scare people. Maybe they want to scare

people away from a bank so they can rob it, or maybe they want to spook people away from their phony money scheme. You and your friends will need to find out!

Jinkies! is a game where you tell a story as a group. Each player says what their character says and does. The Animator says what the Bad Guys and other characters say and do.

In *Jinkies!*, the characters are in a rock band together. In the world of *Jinkies!*, some Bad Guys dress like ghosts to scare people so they won't get caught being bad. Your gang loves solving mysteries and will gladly save a town—for the small fee of some ice cream!

There are seven types of people you can be. These are called the “playbooks.” One player is going to be the Animator. Each other player needs to pick one playbook.

- **The Leader.** The Leader is in charge and drives the Clue Cart for their friends. Their plans are as good as the Weird One's plans.
- **The Popular One.** The Popular One is charming. They get invited to all of the parties and can use their Popularity to get people to give them what they want.
- **The Smart One.** The Smart One is the brains of the group. They are always looking for Clues and finding important things other people have missed.
- **The Weird One.** The Weird One is best friends with the Mascot. They're very good at hiding from Bad Guys, and they make good plans.
- **The Tough One.** The Tough One never gets into fights at school. Everyone is too scared! They can push right past Bad Guys and can scare suspects into telling the group information.
- **The Talent.** The Talent is the songwriter of the band. They use their musical ability to amaze people and get information.

- **The Mascot.** The Mascot is an animal that can talk and has a super power. Everyone likes the Mascot.

To play the game, you will need the following:

- four to seven friends. You can't play *Jinkies!* alone!
- this rulebook
- at least two coins with heads (pennies, nickels, quarters)
- printed copies of the playbooks (you can photocopy the playbook from this book or ask your parents to go online and print it from ***jinkiesrpg.com***)
- pencils
- blank paper

HOW TO PLAY

Jinkies! plays just like telling a story with your friends. Each of you can take turns and say what your characters are doing in the story. For

most things, if you say something happened, it did. There are two exceptions to this.

1. If you say something happened involving another player's character, you need to get their permission. If they say no, then it did not happen. If they say yes, then it did.
2. If you say something happened that affects a character played by the Animator—those characters are called suspects—then you need to use a move from your playbook.

Moves. Moves are easy to use. They are all listed on your playbook. Read the name of the move you want to use in your playbook that you want to use and flip either 1 or 2 coins.

- If the move on your playbook has a minus sign (-), you flip two coins and need to get heads on both to succeed.
- If the move on your playbook has a plus sign (+), you flip two coins and need to get heads on just one to succeed.

- Otherwise, just flip one coin. If you get heads, you did it! If you get tails, better luck next time.

Bonus. Some moves give you a bonus. If you have a bonus, take a blank piece of paper and mark your bonus on it for everyone to see. You can use it to help you with any move:

- If it is a (-) move, you now just need to flip a single coin and get heads.
- If it is a one coin move, you now flip two coins and just need one heads.
- If it is a (+) move, you do not need to flip a coin—you automatically succeed.

Choices. Sometimes moves require hard choices. For example, if you succeed at **Ask**, you get to pick 2 from the list:

- They like you.
- They run away.
- They give you what you want.
- They don't try to trick you.

If you pick “they give you what you want” and “they don’t try to trick you,” the Animator could decide that the character you are asking doesn’t like you anymore. Think hard and make good choices!

Assumptions.

1. In *Jinkies!*, everything takes place right now. In the world of *Jinkies!*, there are no cell phones, tablets, or laptops. Your characters cannot use Google to find the answers to mysteries. They will need to explore, look around, and ask questions to solve the mystery.
2. You don’t always have to agree with the other players, but you’re all on the same side. The characters are friends and do not fight.
3. Characters can’t decide to run away from the mystery. That isn’t fun for everyone.

That’s everything you need to know to play!

MAKING CHARACTERS

Now that you know the rules, you need to make a character. It's fast and easy!

Pick your playbook. *Jinkies!* comes with seven playbooks. You can choose any of them! Playbooks have all of your moves in them. You cannot use moves in someone else's playbook, so pick carefully! Playbooks do not say what your character will look like, sound like, act like, or enjoy doing; they only determine your moves. Playbooks also tell you if you are good at a move (+) or bad at a move (-).

Playbooks are special. There can only be one of each playbook in a game: one Weird One, one Tough One, one Popular One, etc. You are one of a kind in *Jinkies!* There are no playbooks that you need to use. The players in your game may choose any playbooks that another has not already selected.

Name and draw your character. Cartoons are colorful—your character should be too! Your character can be any gender, race, or magical creature you can imagine and may use any name or appearance you would like. There’s a place for your character in Cartoon America, and everyone can solve mysteries!

On a piece of paper, draw a portrait of your character and write their name down. Do your best job on this! You will put it in front of you during the game, so the other players remember who your character is and what they look like.

You can also decide what you sound like. *Jinkies!* is a make-believe game, so the voice you pick is very important! If you choose a goofy voice, make sure you can keep doing it for the whole game! When you are doing voices, be kind to the other players. Some voices, like stutters or accents, can embarrass people who do not like the sound of their own

voice. If someone asks you to do a different voice, just change it and do not fight with them about it. If you don't want to do a special voice, that's okay too!

Playbook choices. The Leader and the Mascot playbooks ask you to make choices. The player who picks a playbook gets to make the choices in their playbook, but they should talk with the other players first to make sure those choices are okay with everyone at the table.

Be a good friend to the other players. It is important that you are a good friend to the other players. Being a good friend means not using bad words or making jokes in the game that might upset the other players. Your *Jinkies!* game should never have any of the following:

- weapons
- hitting, punching, kicking, karate chopping, or any other kind of fighting

- drugs and jokes about drugs
- private parts or jokes about private parts
- rude or insulting comments

If someone says something that upsets you, you can either say something to them, you can tell an adult, or you can use the X card. The X card is a piece of paper with a big X drawn on it in the middle of the table. To use it, you just point at it. Everyone HAS to stop talking about whatever upset you right away. They may not talk about it again.

Remember, *Jinkies!* is just a game. It is important you are kind to the other players so that they will want to be your friends and play with you again.

Friendships. After picking playbooks, naming your character, and drawing a picture, your group needs to choose how your characters all joined the band. As a group, you also need to pick more things about your group. What is the

name of the band? What is your hit song? What is the name of the band your group hates? What kind of music do they make?

Fear. There is no fighting in *Jinkies!* No one dies in the game, but they can get scared. When that happens, they receive a point of Fear. A character may take up to 5 points of Fear in a game session (typically 2 to 4 hours). If a character takes all 5 points of Fear in a game, that character faints from Fear. If your character faints, the Animator will figure out what happens when your character wakes up. Characters can remove Fear with soda.

Clues. *Jinkies!* is about figuring out who the Bad Guy is, what they did, and why they did it. You can figure it out by finding Clues. Many of your moves will help you find Clues. Sometimes you will see Clues lying around. Still other times, you will get Clues by talking with people. Sometimes the Animator tells you what your Clue is. Other times, you get to say

what the Clue is and what it means! The characters will need at least 15 Clues to catch the Bad Guy. They may find more Clues if they want to, though.

Chases. If you are looking too hard, the Bad Guy will notice and try to scare you away. The closer you get to figuring out who the Bad Guy is, the meaner the Bad Guy will be. Sometimes the Bad Guy will chase the characters!

When the Bad Guy chases you, you must try to get away. The Bad Guy will not stop chasing until they either catch you or you escape! Everyone the Bad Guy chased must escape for the chase to end. Sometimes there will be more than one chase. If the characters did not stay together, the Bad Guy might chase only one group. Only the characters in that group must escape to end the chase.

Captures. To capture the Bad Guy, the group needs:

1. at least 15 Clues,
2. everyone has to be together, and
3. no one can be in the middle of a chase

When the group is ready to catch the Bad Guy, they need to use the following steps. First, the players need to agree on a plan for how to catch the Bad Guy. Everyone in the group needs to be involved. One player must flip a coin. If it comes up heads, you have succeeded, and you've caught the Bad Guy! If it comes up tails, the Bad Guy got away. You are all in a chase now and must escape to try again.

After you catch the Bad Guy, the police will show up. Pick three players in your game. One says who the Bad Guy really is. Another says why the Bad Guy did it. The last player says where the treasure is hidden. These answers will always be right. The group has solved the mystery!



THE LEADER

You drive the van. You make the plan. Your friends all like you, and they even listen to you. You're the Leader.

The Clue Cart. You are the driver of the gang's vehicle. You can use it anytime you want, even inside.

“Here's the plan, gang!” (+). Tell the gang what your plan is. If you succeed, the gang gets a shared bonus for the rest of the scene.

Look. (-) This mystery isn't going to solve itself. Time to search for Clues! If you succeed, you find a Clue. The Animator tells you what it means.

Soda. Soda may be used by any member of the gang once per Episode. Soda wakes a character that has passed out from Fear and cures 2 Fear points. You do not need to flip for soda.

Run! Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? Run! If you succeed, you outrun the Bad Guy.

Ask. (+) You ask someone to do something or give you something. If you succeed, choose two from the list:

- they like you
- they run away
- they give you what you want
- they don't try to trick you

THE MASCOT

You are a magical creature! You might be an animal or something else that isn't supposed to talk, but you do. You love eating groovy snacks with your best friend, the Weird One, and it's always fun being around you. You're the Mascot.

Magical creature. You're one of a kind! You are a magical talking animal with a superpower and the heart of the band. You get to decide what you are:

- Type of Creature
- Superpower

Animal senses. Your animal instincts help you see and hear things everyone else misses. Once per Episode, you may use your senses to find a Clue. Tell the group about it.

Look. (-) This mystery isn't going to solve itself. Time to search for Clues! Success: You find a Clue. The Animator tells you what it means.

Soda. Soda may be used by any member of the gang once per Episode. Soda wakes a character that has passed out from Fear and cures 2 Fear points. You do not need to flip for soda.

Run! (+) Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? Run! Success: You outrun the Bad Guy.

Ask. You ask someone to do something or give you something. Success: Choose 2 from this list:

- they like you
- they run away
- they give you what you want
- they don't try to trick you

THE WEIRD ONE

You love being weird, man! You hang out with your best friend, the Mascot, and like to eat pizza with ALL the toppings. You're the Weird One.

Hide and go seek. In a chase, describe how you and your Mascot friend hide instead of running. Success: You blend in and get away.

It's all up to you! (+) Things look bad, time for a wacky plan to save the group. Success: Choose 2 from the list.

- Things won't go badly later because of your plan.
- The plan did what you wanted.
- The plan happened just when you needed it. People watching thought your plan was cool!

Look. This mystery isn't going to solve itself. Time to search for Clues! Success: You find a Clue. The Animator tells you what it means.

Soda. Soda may be used by any member of the gang once per Episode. Soda wakes a character that has passed out from Fear and cures 2 Fear points. You do not need to flip for soda.

Run (+) Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? Run! Success: You outrun the Bad Guy.

Ask (-) You ask someone to do something you would like, or to give you something. Success: Choose 2 from the list:

- They like you.
- They run away.
- They give you what you want.
- They don't try to trick you.

THE POPULAR ONE

The gang gets invited to parties because they're your friends. You're so popular! When you make puppy dog eyes at people, they do whatever you want. You always get what you want. You're the Popular One.

“I’m too charming to run.”(+) If a Bad Guy is chasing you, you may choose to chat and try to make the bad you your friend instead of running. Success: The Bad Guy stops chasing the gang for now.

“I always get what I want.”(+) When you're as charming and popular as you are, you tell people what you want, and you get it. Success: You get what you want.

Look (-) This mystery isn't going to solve itself. Time to search for Clues! Success: You find a Clue. The Animator tells you what it means.

Soda Soda may be used by any member of the gang once per episode. Soda wakes a character that has passed out from Fear and cures 2 Fear points. You do not need to flip for soda.

Run (-) Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? Run! Success: You outrun the Bad Guy.

Ask (+) You ask someone to do something or give you something. Success: Choose 2 from the list:

- They like you.
- They run away.
- They give you what you want.
- They don't try to trick you.

THE SMART ONE

You always sit in the front of the classroom. You're the one who raises your hand for every question in school. Your last report card? Straight As, of course. School is too easy for you. Now you solve mysteries. You're the Smart One.

Portable Junior Detective Chemistry Kit ©

You come prepared. Once per Act, you may use your chemistry kit to change a Clue from the Animator and say what the Clue really means.

“I’m shy!”(+) The Popular One gets seen all the time. You do not. This is useful when you are hiding from a Bad Guy! Success: You blend in and get away.

Look (+) This mystery isn't going to solve itself. Time to search for Clues! Success: You find a Clue. The Animator tells you what it means.

Soda. Soda may be used by any member of the gang once per Episode. Soda wakes a character that has passed out from Fear and cures 2 Fear points. You do not need to flip for soda.

Run (-) Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? Run! Success: You outrun the Bad Guy.

Ask (-) You ask someone to do something or give you something. Success: Choose 2 from the list:

- They like you.
- They run away.
- They give you what you want.
- They don't try to trick you.

THE TALENT

You've been taking music lessons since you were 3. You practice every day, and you were first chair in the orchestra at school. Now, you're in a rock band that solves mysteries. You're going to need to write their songs for them. You're the Talent.

Write a song(+) You're so talented that you can make a hit song up on the spot. If you do, it could stun one suspect because it sounds so good. Name the song. Success: The suspect will do one thing you tell them and won't need anything from you.

Shred! (+) You're the best! Shred on your instrument to blow a Bad Guy's mind. Success: The Bad Guy can't stop listening to how cool you sound. A chase stops.

Look (+) This mystery isn't going to solve itself. Time to search for Clues! Success:

You find a Clue. The Animator tells you what it means.

Soda Soda may be used by any member of the gang once per Episode. Soda wakes a character that has passed out from Fear and cures 2 Fear points. You do not need to flip for soda.

Run (-) Bad Guys are scary! Why stick around and see if the Bad Guy wants to share your pizza? Run! Success: You outrun the Bad Guy.

Ask You ask someone to do something you would like, or to give you something. Success: Choose 2 from the list:

- They like you.
- They run away.
- They give you what you want.
- They don't try to trick you.



THE ANIMATOR FOR YOUNG * * PEOPLE

THE SETTING

Running a game of *Jinkies!* for your friends is easy. You only need a few things.

A place. Adventures need someplace to happen. You get to pick where that is. Be sure to choose spooky place, but one that your friends all know. Schools, candy shops, and arcades are good places for a game of *Jinkies*. Far off lands and adult places (like work offices) are not good places because your friends will not be able to imagine them easily.

Suspects. Your place will need people in it, and you are the person to make them up. You want to have a lot of different people in your game: big people and little people, familiar people and strangers, friendly people and scary people.

Just like in a mystery cartoon, almost everyone can be the Bad Guy. That is why we call the people you make up “suspects.” If you use famous people in your game, they can’t be the Bad Guy. It is fun and funny to get to talk to these people, though, so please have some famous people around!

You are responsible for doing the voices for all of the suspects. Voices can be a lot of fun and can be funny for your friends, too, but you have to be careful. Sometimes when we do voices, those voices can be mean. If you like playing games with your friends, avoid doing voices that will upset people. Never use bad words or name-calling. Nothing ruins a game faster than being rude!

ANIMATOR MOVES

When the players use a move from their character's playbook, they can succeed or fail. If they succeed, they do what the move says to do on a success. If they fail, then you have to use an animator move on the character who failed.

Animator moves are the actions of the Bad Guy. The characters should not start out being chased by a Bad Guy. That happens later. You must always use one of the moves that goes with where you are in the story, and you must always use a move when a player fails their move.

Move List:

Before they have seen the Bad Guy (pick one):

Did you hear that sound?– The character hears the Bad Guy nearby!

Offer a hint. – The character does not

succeed at what they were doing, but they do find a Clue. You tell the player what it is and what it means.

After seeing the Bad Guy:

Did you see that?—The character sees the Bad Guy nearby! They take a point of Fear. Bad Guys are scary!

Backfire!—The character messed up. Their move did something they did not want it to! You get to say what happened.

After they have at least 10 Clues:

Chase—the Bad Guy starts chasing the characters!

Fear! (only after a chase starts)—

The Bad Guy caught the character! Tell the players how it happened. Then they take 1 point of Fear. If the character receives 5 points of Fear total, they will pass out, and another character will need to save them!

IMPORTANT RULES FOR ANIMATORS

There are a few important rules for being a good Animator besides using your moves. Make sure you follow these rules as closely as possible!

Let the players put things on maps. Just because you are the Animator doesn't mean you get to make everything up. *Jinkies!* is a game where everyone gets to pretend. When you make a map, let the players see it and decide where things will go on it.

Use character names. When they are playing *Jinkies!*, your friends are pretending to be their characters. You can help them by calling them by the names of their characters during the game.

Use suspect names. Everyone in the whole world has a name. Everyone in your world should have a name too. Give each suspect a

name and a trait that makes them interesting. Are they dressed weirdly? Are they really tall? Suspects with details are more fun.

Find out how the story ends. In *Jinkies!*, no one knows how the story will end until it ends. You get to tell the players about the place and the suspects, but they get to tell you what they do and who they end up catching. Don't be upset if the story ends differently than you planned!

You are on the side of the players. *Jinkies!* is a game where everyone is on the same team. Your job is to pick the place and do the voices for the suspects. Your job is not to beat the players! You should always make choices that make a more interesting game for your friends, not choices that you hope will defeat them.

Don't worry if the Clues don't make sense. Sometimes the players get to make their own Clues. When they do, those Clues won't

always make sense. That's okay. After the players get 15 Clues, they will have enough to put together a good mystery.

There is no magic in *Jinkies!* Mystery cartoons never have real magic, real ghosts, or real monsters. Your Bad Guy always needs to be a normal person in disguise.

Timing. Different Animator moves happen at different times of the game. Here is how a *Jinkies!* story typically goes so you know what the timing is.

Before seeing the Bad Guy:

The characters should not see the Bad Guy for a while (about an hour). During this time, they will be talking with people, looking for Clues, and checking different places out. The players will start to figure out what happened and what the Bad Guy is like. The characters should not take any Fear points during this part of the game. This part ends the first time a character sees the Bad Guy. As the Animator, you decide

when to show the characters the Bad Guy.

After seeing the Bad Guy:

The characters will still be looking for Clues, but this part of the game should be scary. The Bad Guy could be out there anywhere, waiting to get them! Make sure you make this part of the game spooky. The characters can see or hear the Bad Guy some more, but the Bad Guy should not chase the characters right away. This part of the game should take about 30 minutes.

After the characters have 10 Clues:

When the characters have 10 Clues, the Bad Guy starts to know the characters are on the trail! When a character fails a move, the Bad Guy will find the characters and begin to chase them! They will need to use their **Run!** moves.

Capture:

After the characters get away from the Bad Guy, they can try to capture the Bad Guy. To capture the Bad Guy, they will need:

1. At least 15 Clues,
2. Everyone has to be together, and
3. No one can be in the middle of a chase.

If the characters need more Clues or need to get together, they can do this after being chased.

Wish your characters good luck, and remember, they always solve the mystery!

Epilogue:

“Epilogue” is a big word for the end of a story. The characters have just solved the mystery and trapped the Bad Guy. The police have taken the Bad Guy to jail. What happens next?

Give each player no more than 5 minutes to say what their character does after the mystery. A player may choose any ending for their character that they would like. They may not make up an ending for another character.



CHAPTER 6

PLAYABLE EPISODES

The title 'PLAYABLE EPISODES' is written in a large, bold, black, blocky font. It is surrounded by several decorative icons: a small asterisk in the top left, a skull in the top left, a large asterisk in the bottom left, a skull in the bottom right, and a small asterisk in the top right.

EPISODE 1: THE LEGEND OF TIKI-TAKI

Overview. The Legend of Tiki-Taki is intended to be the first adventure the characters embark upon in *Jinkies!* The setting is a quiet mountain town in the Pacific Northwest (think *Twin Peaks*) that is about to host a regional battle of the bands—and Dick Clark will be there! Let's hope they can solve the mystery of Tiki-Taki before Old Man Withers shuts down the show.

NPCs (all NPCs are Suspects!)

People:

- Old Man Withers—runs the high school where the battle is supposed to happen.
- Gus the Janitor—creepy (menacing glare, bad hair), really likes rats.
- Paddy O'Hoolihan—nice old guy who owns the malt shop
- Don Knotts and Phyllis Diller—run the campground where the gang sleeps in the Clue cart.

Bands:

The Feel Goods—They sing love songs and bore people. Unlikely suspects...?

- Chantelle—Chantelle sings. She is slight of frame and seems delicate.
- The Admiral—The Admiral plays the keyboard, wears a sailor outfit, aviator shades, and a captain's hat.
- Stan—A band manager. Ironically, never seen in the presence of the Admiral, and looks like the Admiral but in a tacky 70s suit.

The Candy Strippers—They drive around and do bubble gum rock. They're all siblings—when do they go to school?

- Davie—Leader doppelganger, has a girlfriend in every town he visits.
- Stevie—Guitarist, second eldest, very mellow, Weird One doppelganger.
- Lulu—Bass (of course), the cute one of the band.
- Michael—Drums. Quiet and nerdy, but so smart!
- Buck, the dad—Insanely perky, can't wait to drive to the next town. Has a glass unicorn collection and makes dad jokes.

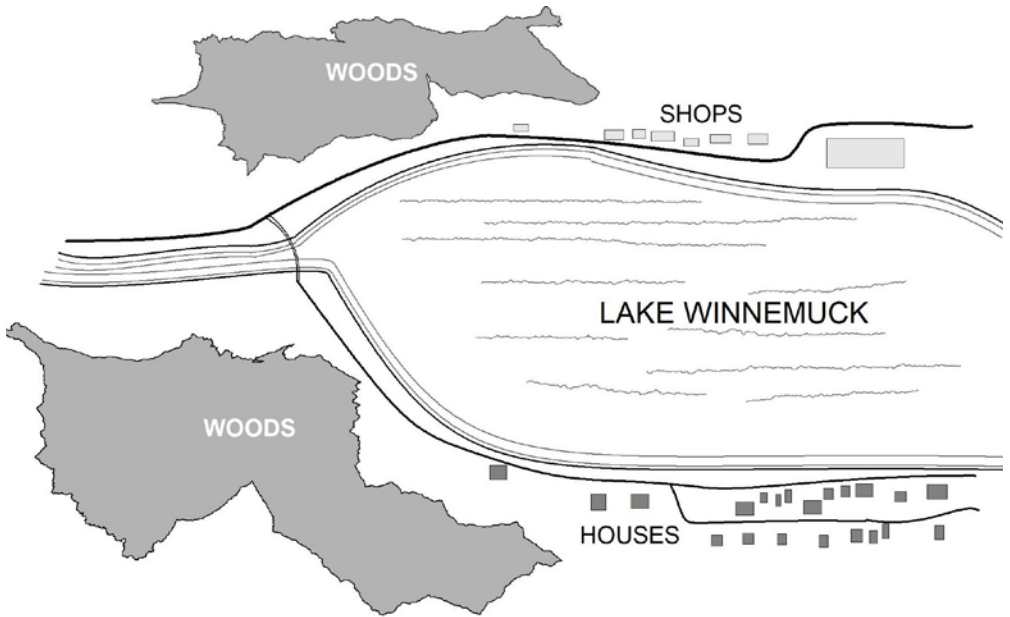
A third band shows up right after the gang—the gang's rival band. Have each PC describe a member of the rival band.

Bond Ideas:

- Name of the band?
- Hit song?
- Type and name of the vehicle?

- Describe the rivals.
- Character introductions: Name? Instrument? Age? Role?

Act 1: Introduction. The characters are driving to town and listening to the radio. The DJ will mention the Battle of the Bands tonight. As a grand prize, the winning band will get played on *Casey Casem's Power Hour* syndicated radio show.



Draw Maps, Leave Blanks:

Have the players identify the following on the Lake Winnemuck map:

- The campground
- The Bradley House
- The malt shop
- The high school

If the players want to put more locations on the map, don't stop them!

The characters arrive in the late morning at the school's parking lot. People mill about. The first two bands are there for sound check.

Old Man Withers, the principal, is in charge of the Battle of the Bands and set up. Gus and Paddy, members of the community, are helping out. They are unloading equipment and will offer to help the gang. Withers talks to the gang first and says the Battle of the Bands might not happen because of the ghost.

While this happens, the rival band arrives. Be sure to use the details provided by the players when describing them. Allow the characters a few minutes to verbally spar with the rival band.

The characters may now investigate. There are several suspects to question. They will offer the following information:

Gus:

- There is a local, Winnemuck artifact named Tiki Taki. Gus believes there is a soul trapped inside.
- Legends say that Tiki Taki grants its wielder a wish, but curses whoever takes it.
- Tiki Taki fell into the custody of the Bradley family, who have given it to the town for safekeeping.
- Until someone stole it, Tiki Taki was kept at the high school in the trophy case.
- There is a ghost tormenting town.
- Gus believes the ghost is the curse of Tiki Taki.
- No one takes the curse seriously except Gus.

Paddy:

- The Bradley Bunch are out of town this week.
- Stories of a ghost haunting town began when someone stole Tiki Taki.
- Paddy does not believe in ghosts.

Withers:

- The ghost strikes at night.
- The ghost prefers to go to the school or the lake.
- The ghost has not hurt anyone yet.

The other bands:

- The other bands might be guilty, but they won't know much because they are not local.

Note that some of this information might be rumor or pure falsehood. The players might take the story in a different direction, which is fine! These notes are just suggestions.

If the players seem especially suspicious of a suspect, make a note of it. This suspect might be your red herring.

Act Break:

After the characters have investigated the parking lot and suspects sufficiently, use the following Act Break:

“Suddenly, everyone in the parking lot cringes at a sickening sound. ‘You are my Sunshine’ warbles over the PA system from the school. The building’s lights flicker on and off.”

*“Old Man Withers turns pale and drops his clipboard. ‘
I’m sorry, everyone, but it’s just too risky to put you
all in danger with that ghost on the loose. Until we
resolve this ghost situation, the Battle of the
Bands is canceled!”*

Act 2: Investigation

The characters will begin investigating in earnest. Common investigation threads include:

- Tiki Taki
- The ghost
- The Bradley Bunch

The characters can investigate anywhere. If they get stuck, good places to push them include:

- The school
- The lake
- The Bradley house
- The lakeside

When the characters decide on a destination and visit it, they should encounter the red herring. Do not let them know this is the red herring! Have your red herring act suspicious.

The characters should uncover many Clues in Act 2. The ghost should not appear until the Act Break; do not initiate a chase yet.

Act Break:

This Act Break should happen after a satisfying investigation, but before the characters finish with a location (maybe 30-40 minutes). This Act Break works best when the characters are together.

The ghost appears. There is smoke, flame, and a visible and incorporeal ghost which can “touch” a character (**Fear** damage at the Animator’s discretion). It is an illusion, and the characters cannot capture it. When the characters try to either capture the ghost or the scene reaches a natural conclusion, it escapes by walking through a wall.

Act 3: The Red Herring

The characters have enough information to pursue a suspect. This suspect should be the red herring identified in Act One, but they might decide to pursue someone else. Whoever they suspect will become the red herring.

Allow the characters to capture or corner their suspect. They should not need to roll the dice for this. When they unmask the suspect, the suspect will tell them why they could not have done it. The easiest way to do this is with an alibi—the suspect was somewhere else at the time.

Act Break:

The Act Breaks when the red herring proves their innocence. A celebrity cameo, speaking about trust and friendship, can cap this Act off well. Celebrities from the time include (but are not limited to):

- Don Knotts
- Phyllis Diller
- Davy Jones
- Gene Simmons
- David Bowie
- Former President Gerald Ford
- Current President Jimmy Carter

Act 4: The chase

The characters will continue their investigation and participate in a chase in this Act. Typically, they will change locations, but not always. Before the chase begins, describe lots of comic hiding places (halls with doorways, barrels, old fortune-telling machines, etc.). You should split the gang into two groups for the chase.

After setting up the chase, have the Bad Guy appear and start chasing!

Act Break:

The Act Breaks when the chases have all ended and the gang are all in one location, safe enough to make a plan.

Act 5: The Capture

Now that the players are safe and regrouped, they can make a plan to capture the Bad Guy. Follow the rules for captures in chapter 1.

The Bad Guy upon demasking: “I would have gotten away with it too if it weren’t for you meddling kids!”

The arrest:

The arresting officer scoffs, “What did they steal? A tacky decoration? Yeah, that’s not a magical idol. Been talking to Gus or something? The marching band went to Hawaii two years ago and brought it back. They keep it in the trophy case. So... here’s a citation for petty larceny?” The cop mutters and leaves. “I have teenagers to threaten. Ain’t got time for tiki statues!”

Just then!

There is a cameo appearance by Casey Casem! “I don’t know what the heck you kids are on about, but I know that stealing isn’t cool, man! These guys are out of the battle, or my vegan butt is walking!”

Epilogue:

The players should roleplay the gang’s Battle of the Bands performance. Ask each player about their character’s performance. If **the Talent** is in the game, that player should name and describe the song their character plays.

The characters *always* win the battle of the bands.

After the show, the gang gets a phone call from Dick Clark! “You kids are a hit! Come to Philadelphia and be on American Bandstand—it will only take a season to get here!”

EPISODE 2: THE FOOL'S GOLD FOLLY

Overview:

The Fool's Gold Folly is the second adventure of the season. The setting is the real-life county seat of Gallatin County—Bozeman, Montana. Gallatin County is home to ranchers, farmers, a university, beautiful landscapes, and amazing history, both human and natural.

You will want to direct the characters toward two historic sites: Tinsley House and the Museum of the Rockies. The Tinsley House is an 1890s farmhouse-turned-museum, and the Museum of the Rockies has exhibits like the skeletal remains of dinosaurs excavated in the Rocky Mountains.

In a setting ripe for ghostly farmers and ghoulish dinosaurs, can the gang solve the crime? Here's hoping!

NPCS:

People:

- Susie Jones—college professor, community activist, TOUGH.
- Bill Winters—The museum curator. Short, pudgy, balding guy.
- Captain O'Toole—chief of police. Wants the dinosaur ghost gone so he can keep the peace.
- Tim Conway—a Hollywood comedian who is in town from his vacation ranch for supplies.

- Jack Tinsley—The lone heir to the Tinsley legacy. Jack Tinsley seems uninterested in marrying or having children, making him the end of the family line. Tall, slender, dignified.

The Cootwells—The rivals of the Tinsleys, they both settled Bozeman at the same time. There's:

- Jeb Cootwell—patriarch of the family,
- Martha Cootwell—matriarch of the family,
- Beaufort Cootwell—oldest of the children,
- Maven, Luke, Jeb Jr., Marty, Mary, and Gus—the other children (don't have them on camera, it's too many people).

Bands:

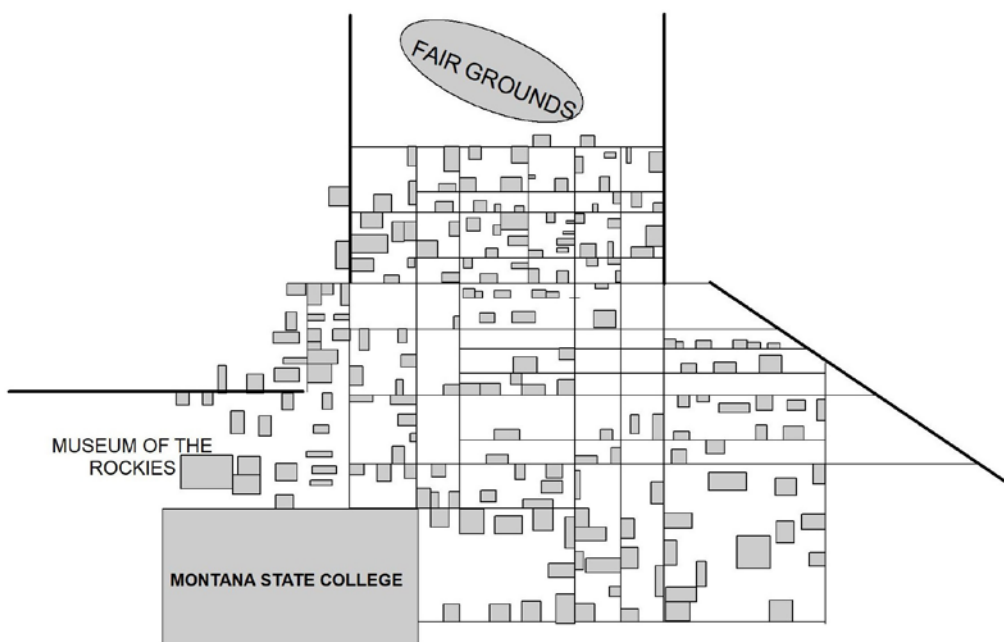
The rivals will visit during this Episode.

All NPCs are suspects.

Act 1: Introduction

The gang performed on *Casey Casem's Power Hour*, and they were a hit. Their hit song gets radio play now, and they have been invited by Dick Clark to perform on *American Bandstand*. They're now on the way to Philadelphia to be filmed, stopping along the way to perform (and try the local malts!).

The gang's first scheduled stop is in Bozeman, MT, where they are going to perform on the steps of the Museum of the Rockies.



Draw Maps, Leave Blanks:

Have the players identify the following on the Bozeman map:

- The gas station
- The Museum of the Rockies/ Tinsley House
- The malt shop
- The police station
- The Cootwell ranch

If the players want to put more locations on the map, don't stop them!

Susie is in charge of setting up for the show. A stage has been set up in front of the museum. All of the suspects are in the area, helping set up for the performance. The rival band will arrive shortly after the gang. Allow the characters time to exchange barbs with their rivals.

The characters may now investigate. The suspects can share the following information:

- The main attraction of the museum is dinosaur skeletons.
- The museum covers some local history. If the players ask Susie, she expresses distaste for some of the outdated displays, like “how doth a lady churn butter for her beau?”
- Old Pa’ Tinsley found a vein of gold, but it has gone missing.
- The Cootwells think the Tinsleys are hiding the gold.
- Jack donated his family’s original homestead—the Tinsley house—to the museum.
- Jack is the last Tinsley.
- A dinosaur ghost has been spotted.

Note that some of this information might be rumor or pure falsehood. The characters might take the story in a different direction, which is fine! These notes are just suggestions.

If the players seem especially suspicious of a suspect, make a note of it. This suspect might be your red herring.

Act Break:

After the characters have investigated the front of the museum and suspects sufficiently, use the following Act Break:

A roaring is heard coming from the museum, and the banner over the door flutters to the ground.

Bill Winters: “I’m sorry, everyone, but until we solve the mystery of that ghost dinosaur, we just can’t risk the concert. The show is canceled!”

Act 2: Investigation

The characters should begin their investigation. They might investigate the following:

- The dinosaurs
- Tinsley's gold

The investigation can go anywhere in town. Suggested locations include:

- The Museum
- The Tinsley House
- The Cootwell Ranch

Wherever the characters go, they will encounter the red herring. Do not tell them that this is the red herring. Make sure the red herring acts suspiciously.

Act Break:

Allow the characters sufficient time to investigate, but don't allow them to finish at a location. This Act should take 30-40 minutes. Ideally, the characters should be together, but that is not mandatory.

“The ghost appears just out of reach. It’s a T. Rex, but it seems smaller than what you’ve seen in textbooks and museums—perhaps it is far away. The dinosaur glows green and is enshrouded in billowing smoke. It throws its head back and unleashes a terrifying roar, before fading into nothing.”

Act 3: The Red Herring

The characters should have enough information to pursue a suspect. This suspect will be the red herring, even if you had identified a different red herring earlier. The red herring will have an alibi to prove their innocence.

Act Break:

“Suddenly, TV’s Tim Conway walks in. [The red herring] waves at him. ‘Mr. Conway, do you have any advice for us?’”

“Advice? Sure, I have advice. Don’t start your own variety show, kids. Seriously, just don’t. The real money is in guest bits. Now excuse me, I need to get back. I’m doing a Mr. Clean commercial in my McHale’s Navy uniform.”

Act 4: The chase

The characters will continue their investigation in this Act. Typically, they will change locations, but not always. This Act is where the chase takes place. Before the chase begins, describe lots of comic hiding places (halls with doorways, barrels, old fortune-telling machines, etc.). You should split the gang into two groups for the chase.

After setting up the chase, have the Bad Guy appear and start chasing!

Act Break:

The Act Breaks when the chases have all ended, and the gang are all in one location, safe enough to make a plan.

Act 5: The Capture

Now that the characters are safe and regrouped, they can make a plan to capture the Bad Guy. Follow the rules for captures in chapter 1.

The Bad Guy upon demasking: “I would have gotten away with it too if it weren’t for you meddling kids!”

Epilogue:

The players should roleplay the gang’s Museum of the Rockies performance. Ask each player about their character’s performance. If **the Talent** is in the game, that player should name and describe the song their character plays.

EPISODE 3: THE VAUDEVILLE CAPER

Overview:

The Vaudeville Caper is a tribute to “The Backstage Rage” from *Scooby-Doo: Where Are You?* The gang’s travels have taken them to Lincoln, Nebraska, where they are going to perform at Memorial Stadium at the University of Nebraska-Lincoln. The city of Lincoln is an oasis of urban living amid rolling fields, complete with a historic district. The Stuart Theater still stands, a beautiful 19th-century opera house that is now in disrepair.

Rumors have it that a phantom haunts the theater. Can the gang defeat the “phantom of the theater?” Or have they met their match?

NPCS:

People:

- Hubert Whitely—The proprietor of the local Stuart Theater, Hubert, is disappointed that the show will not take place in his theater. He figures it is because the Phantom has been haunting his theater.
- Dr. Janine Stone—Dr. Stone is a brilliant scientist at the university with a Ph.D. in biology and theoretical ecology. She is Working on a project to increase crop yields 100 fold.
- Officer Buckley—Buckley is an old lawman and a skeptic. He wants the nonsense about theater Phantoms buttoned-up—but he’s more concerned with cow tipping teenagers.

The Stuart Theater Troupe World Famous Vaudeville Show:

- Madame Mussorgsky—Mussorgsky is a famed puppet mistress. Possibly the same person as Madam Nabokov and Helga. She is reclusive.
- Madam Nabokov—Nabokov is the astounding fortune-teller of the show. Possibly the same person as Helga and Madame Mussorgsky. She is reclusive.
- Helga—Helga is the amazing bearded woman. Possibly the same person as Madame Mussorgsky and Madam Nabokov. She is reclusive.
- Willem Francis—”That’s ‘Willem,’ not ‘William,’ sir.” Lead violinist of the orchestra. Willem is talented but doesn’t have the money to move to a bigger town.
- Millie (and her Dancin’ Donkey)—Millie is saccharine. She trained her donkey to tap dance.

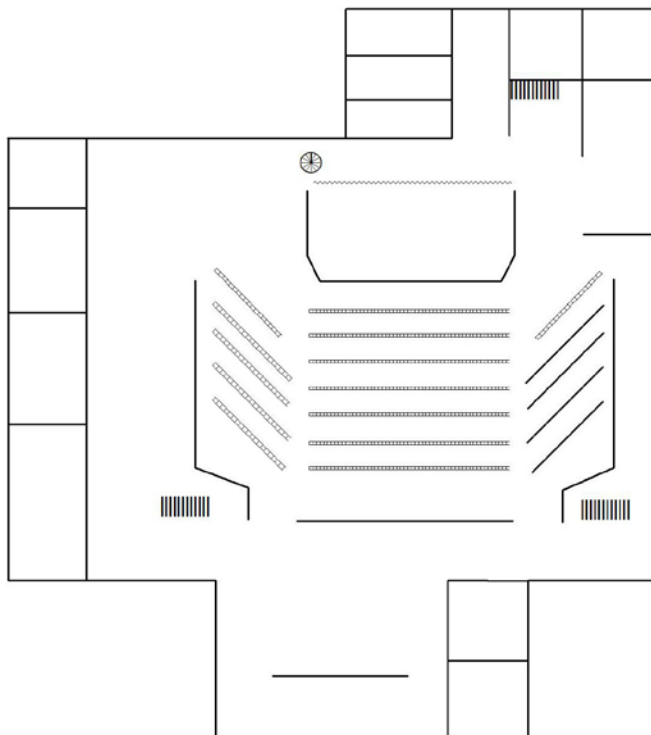
Bands:

- The rivals will visit during this Episode.

All NPCs are suspects.

Act 1: Introduction

The gang arrives in Lincoln on their circuitous trip to Philadelphia to perform on **American Bandstand**. They’ve booked a gig at Memorial Stadium. As they unload the Clue Cart, they may meet Hubert, Dr. Whatley, and officer Buckley, who are handling logistics. These people will discuss the phantom.



Draw Maps, Leave Blanks:

Have the players identify the following on the theater map:

- The subterranean of the theater
- The catwalks
- Backstage
- The practice rooms

If the players want to put more locations on the map, don't stop them!

Act Break:

After the characters have had sufficient time to ask their suspects questions, trigger the Act Break.

“[Pick a character] trips. They look behind and see a violin case on the ground. The trip knocked the case open ever so slightly, revealing what looks like small slips of green paper. Upon opening the case, you realize the violin case is packed with twenty-dollar bills.”

Act 2: Exposition

The money is counterfeit. Even a failed check reveals this; Jimmy Carter isn't on the \$20. If the PCs don't check the money, Officer Buckley investigates and tells them it is a forgery. The case has a brass label: "Property of the Stuart Theater Troupe: World Famous Vaudeville Variety Show."

The characters are expected to go to the theater. If they do not move in that direction, nudge the players toward the theater. Players can solve any mystery in Jinkies! regardless of the path they choose, but this one plays much better if the characters go to the theater.

The characters may enter the theater only if they purchase a ticket to see the show. It starts with an orchestral prelude. There is a puppeteer who puts on a grotesque show. There is an operatic song, a trapeze act, a magic show, a comedy bit, another orchestral piece, and at the end, Millie's Dancin' Donkey.

Act Break:

During the donkey show, the lights flicker, and the phantom appears. He hangs from a sconce! Being a sconce, it rips out of the wall, and he falls. Then the Phantom escapes backstage.

Act 3: The Investigation

The characters will continue their investigation in this Act. Typically, they will change locations, but not always. Let the characters lead the exploration. There are offices, practice rooms, catwalks, tunnels, and plenty of props for hiding in/behind later. After they have searched for a bit, they can locate a pile of violin cases and a printing press.

Act Break:

The Phantom appears and starts to chase them.

Act 4: The chase

This Act is where the chase takes place. Before the chase begins, describe lots of comic hiding places (halls with doorways, barrels, old fortune-telling machines, etc.). You should split the gang into two groups for the chase.

After setting up the chase, have the Bad Guy appear and start chasing!

Act Break:

The Act Breaks when the chases have all ended, and the gang are all in one location safe enough to make a plan.

Act 5: The Capture

Now that the characters are safe and regrouped, they can make a plan to capture the Bad Guy. Follow the rules for captures in chapter 1.

Bad Guy upon demasking: “I would have gotten away with it too if it weren’t for you meddling kids!

Epilogue:

The players should roleplay the gang's performance. Ask each player about their character's performance. If **the Talent** is in the game, that player should name and describe the hit song their character wrote.

APPENDIX

* GAME * TERMINOLOGY

Act – Each **Episode** is made of **Acts**. An **Act** is multiple **scenes** that tell the story of **the gang** solving a **mystery**. An **Act** ends with an **Act Break**.

Act Break – An **Act Break** is a major event that marks the end of an **Act** (like a paranormal appearance—think of the fade to black before a commercial).

Agility: This measures how nimble, fast, and quick thinking a player character is.

Bad Guy – This is the antagonist of the game. The **Bad Guy** is typically someone in a rubber mask pretending to be a paranormal being for material gain.

Charisma: This measures how attractive, charming, and smooth a player character is.

Clue – Anything that can be used by **the Smart One** to figure out the mystery at the end of the **Episode**. Specifically, a **Clue** should help determine who the **Bad Guy** is, why they did it, and where the treasure (if there is any) is hidden.

Clue Cart – Even animated **gangs** need a conveyance. The **Clue Cart** is driven by **the Leader** and can be called on by them at any time.

Episode – A self-contained game is called an **Episode**. A string of **Episodes** is a **Season**.

Fear – Dealing with **Bad Guys** is scary. **Fear** is the measure of how scared you are. If you hit maximum **Fear**, you faint and can only be revived by **smelling salts**.

Intelligence: This measures how clever, intuitive, and smart a player character is.

Leverage – **Leverage** is something a **suspect** wants. It is required to **manipulate** a suspect (unless you are **the Looker**).

Mascot – This is the Mascot of **the gang**, the center of every **Episode**. This critter is funny, insightful, and talented. It can be anything: a dog, a shark, even a puppy.

Mystery – The whodunit **the gang** is trying to solve.

Scene – The smallest unit of an **Episode**, a **scene** is a small-ish segment taking place in a single place. A scene ends when **the gang** moves or when the focus shifts to a different location.

Suspect – Anyone in the game that is not in **the gang**. Note that one of the **suspects** will end up being **the Bad Guy**.

The gang – These are the player characters. Their job is to practice and perform rock shows, and to solve mysteries, of course!

The Animator – **The Animator** facilitates the game. Duties include deciding consequences for rolls of 6 or less, maintaining the structure of the **Episode**, and playing **the Bad Guy** and **suspects**.

Toughness: This measures how strong, intimidating, and hearty a player character is.

Weirdness: This measures how off-beat, unusual, and distinct a player character is.

JINKIES!

THE LEADER

Playbook

Name _____

Player _____



TOUGH



AGI



INT



CHA



WIIRD



FEAR



XP



MOVES

"Here's the plan, gang!" When you tell the gang what your gonzo plan is, roll +Charisma. On a 10+ the gang gets a shared 3 hold for the rest of the scene. On a 7-9, the gang gets a shared 1 hold for the rest of the scene. Holds may be spent before a roll to add +1 to that roll.

"Let's get that Bad Guy!" You are the expert at trapping, capturing, and otherwise incapacitating Bad Guys. When you use the **"Get 'em, gang!"** basic move, add +1 and roll +Agility.

"Scooby snacks..." Is someone afraid? When you use their favorite vice to encourage another character, roll +Charisma. On a 10+, heal 2 points of Fear. On a 7-9, heal 1 point of Fear.

You drive the van. You make the plans. Rocking a sailor shirt and bell bottoms, you just can't seem to keep the rabid fans from throwing themselves at you. As long as you can keep the gang together, the music doesn't stop. You're the Leader.

The Clue Cart. You have both the keys to the ride and the learner's permit that says you're in charge of the wheels. When you use the gang's vehicle, roll +Agility. On a 10+, choose two. On a 7-9, choose one.

- you remember everything from driver's ed! (you are competent)
- you are fast!
- you remember where you parked (the vehicle is where you want it to be)
- you don't damage the Clue Cart

Rally the troops. What good is leading a world famous band if you can't get rabid fans to do things for you? When you **summon rabid fans out of nowhere** for a single task roll +Charisma. On a 10+, choose two. On a 7-9, choose one.

- the rabid fans are eager to help
- the rabid fans are competent

- the rabid fans don't bother you afterwards for autographs
- the rabid fans show up when you want them to

That ascot is so hot! When you use the **Interrogate basic move** on a suspect, you may choose to roll +Charisma. On a 10+ the suspect must answer one of the following questions. On a 7-9, the suspect must answer one of the following questions.

- who are you working for?
- why are you here?
- how can I get you to _____?
- what do you wish I would do?



THE MASCOT

Playbook

Name _____
 Player _____



Nyuk nyuk nyuk, no respect! You're a creature of pure magic, a beast of fantastical animated powers. Yet no one really seems to notice. You get asked to do the gang's dirty work, their coffee runs. But whatever. As long as the groovy snacks keep coming, you're good. You're the Mascot.

MOVES

Groovy snacks! Groovy snacks seem to give you superpowers, but after too many you won't feel too super! When you **eat a groovy snack** roll 2d6 unmodified. On a 10+, gain a +1 to the next move you attempt. On a 7-9, gain a +1 to the next move you attempt, but take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. On a 6 or less, take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. Note that these penalties can stack up!

Shape shifter. Being made of ink means you can turn into all kinds of things. When you **become something new** (a ball, a haunted love testing machine, a

bulldozer...) roll + Weirdness. On a 10+, choose two. On a 7-9, choose one.

- you turn into the desired form
- you stay in your form for the intended duration
- you don't take any Fear from the shape shift (the Animator may decide that you take up to 1 point of Fear from shape shifting)
- you turn back into your original form when done

Anthropomorphic animal. You are one of a kind in the universe: a magical talking animal with a super power. You set the tone of the gang, so get busy and define yourself, baby!

- Name:
- Species:
- Power:

Talk with beasts. You're an animal, man! You understand their language! When you **ask an animal a question**, without rolling dice, except the following:

- Where is something I want?
- Who did it?
- Where is the Bad Guy right now?

Animal senses. You've got a snout. Or big ears. Or maybe hawk eyes. Whatever the case, you catch things everyone else misses. Once per Episode, you may **use your uncanny senses to find a Clue**. Describe it to the gang.

Strength in numbers? You always seem to **find yourself alone with the Weird One**. Every time you two are alone, take +1 hold for a single roll until reunited with the rest of the gang.

JINKIES! THE WEIRD ONE

Playbook

Name _____
Player _____



Like, whatever man. The establishment can't tell you what to do. You march to your own drummer, and in your own, weird way, you are the heart of the gang. The Mascot is your best pal, and is always at your side. Some people talk. They say something is wrong with you. But they can all shine on, man. You're the Weird One. Pass some anchovy pizza and rock out!

MOVES

- **it's all up to you!** Hail Mary time. Things look dim. When you **come up with a bonkers plan to save the gang** roll +Weirdness. On a 10+, choose two. On a 7-9, choose one.
 - there are no adverse side effects to your actions
 - your actions have the intended effect
 - your actions are timely
 - your actions are impressive

Master of fear. Every time you take a point of Fear, give yourself 1 hold. When you **get really frightened** roll + your hold from Fear (and lose all hold). On a 10+, choose one. On a 7-9, choose one, and the Animator also chooses one.

- you defy your fear and act bravely
- in your cowering, you find a Clue

- you may choose 2 from the Bluff basic move list
- you take an additional point of Fear because you're scared of being scared
- an NPC makes fun of your fear and you lash out
- you run to the Clue Cart to hide

Leftover dog treats? Who says groovy snacks are for animals? You can eat them too! But be careful, too many can cause indigestion... When you **eat a groovy snack** roll 2d6 unmodified. On a 10+, gain a +1 to the next move you attempt. On a 7-9, gain a +1 to the next move you attempt, but take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. On a 6 or less, take a -1 to one of your attributes (Animator's choice) for the rest of the Episode. Note that these penalties can stack up!

Master of disguise. In a chase, when you and the Mascot both **hide instead of running**, roll + Weirdness. On a 10+, you totally blend in and get away. On a 7-9, you blow your cover, but buy time for the rest of the gang to get away. Describe how you blow your cover and take a +1 to your next Run! roll.

Like attracts like. You are the embodiment of weird, man. But, like, Clues are weird too, you know? Once per Act, **be your weirdness self** to find a Clue. Describe it to the gang.

Let me tell you 'bout my best friend! You always seem to **find yourself alone with the Mascot**. Every time you two are alone, take +1 hold for a single roll until reunited with the rest of the gang.

JINKIES! * * THE LOOKER * Playbook

Name _____
Player _____

They say beauty is pain, but life is so easy! Bat your eyelashes and pout and you'll get your way. You might be more than just a pretty face, but your looks give you the luck you need. The world is your runway, better get walking! You're the Looker.

TOUGH	AGI	INT	CHA	WIRED
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 FEAR	 XP	
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MOVES

"I always get what I want." The rest of the gang is obsessed with Clues. They need more than Clues to get you out of this backwater. Roll +Charisma. On a 10+, you get what you want. On a 7-9, pick one:

- you get what you want, but it comes at a cost
- you don't get what you want, but there are no adverse effects your attempt

"I sit on my leverage." When you **use the Manipulate basic move**, you don't need leverage. You are leverage.

Beauty is contagious. When the gang splits up and you **pair up with another player**, that player gets 1 hold for the scene. That player may spend that hold for a +1 to any roll during that scene.

"These boots are made for looking, not booking..." When you are being chased by a Bad Guy, and you **bat your eyelashes at the Bad Guy** instead of running, roll +Charisma. On a 10+, the Bad Guy is stopped in their tracks. On a 7-9, the Bad Guy has conflicting feelings and runs off.

"... or maybe not!" You've been wearing uncomfortable footwear your entire life. It was training for this moment. When you **use the Run! basic move**, take a +1. Also, choose one of the following:

- you impress people
- the task is so effortless that you find a Clue in the process

"Montage Time!" Once per Episode, you may fire up the band! When you **trigger a montage**, all characters get an automatic 10+ on the Run! basic move, but must describe their antics.

JINKIES! THE SMART ONE

Playbook

Name _____
Player _____



Jinkies. You should have stayed in grad school. But no. You joined a band. A band of goofballs. The Leader calls you "the gang." The Weird One made a puppet out of a pizza box. Forget them. You've got mysteries to solve. You're the Smart One.

MOVES

It isn't interrogation, it's networking. You may not be the most charismatic member of the gang, but you're smart enough to read people. When you **use the Interrogation basic move**, roll +Intelligence instead of Charisma.

"It was Old Man Winters!" Once the Bad Guy is captured, it's time to show off! There is no roll for this move. You are always right. Using your Clues, **explain the mystery:**

- who did it
- why they did it
- where the treasure is (if there is treasure)

Portable Junior Detective Chemistry Kit. You come prepared. Once per Act, you may use your equipment to correct the Animator and **say what a Clue really means**. Be sure to use lots of pseudo-scientific jargon.

Nerd Camouflage. It sucks being in the shadow of the Looker. Except when a Bad Guy is after you, then being overlooked totally rocks! When you **try to hide from a Bad Guy**, roll +Intelligence. On a 10+, you are completely unnoticed. On a 7-9, you are noticed eventually, but you gain a +1 to your next **Run!** basic move.

Looking really closely. You may try to salvage an investigation effort by another player. When you **carefully examine an area** that another player has already investigated roll +Intelligence. On a 10+, choose three. On a 7-9, choose one.

- you don't lose your glasses
- you find and explain a Clue
- you aren't caught flat footed by a Bad Guy
- you impress the people around you



THE TALENT

Playbook

Name _____
Player _____



MOVES

"Why am I always in the back?" You might be the Talent, but you aren't the frontman. Once per Episode, **you may become unnoticeable.** If you held the Bad Guy's attention, this move diverts that attention to the Leader. If the Leader is not in your group, you decide who gets the Bad Guy's attention.

"No one gets me, man." Art is enigmatic. When you use the power of art to **discover a new location, suspect, or Clue,** roll +Weirdness. On a 10+, you discover something! Tell the Animator what it is. On a 7-9, you discover something! The Animator tells you what it is.

Jam session. You've got golden ears, and you can make ANYONE sound good. Once per scene, **when you help out another character,** you may give them +1 to a roll after they have rolled the dice.

Write a song. You're so good you can whip up a classic on the fly. When you **mesmerize a suspect by blowing their minds with a tune,** name the song, then roll +Intelligence. On a 10+, the suspect will follow any one command without requiring anything in return. On a 7-9, the suspect will follow any one command but will expect something in return.

Don't the rest of the gang ever practice? Don't they know they're in a band? Don't they realize how much time you put into making every song a masterpiece? Whatever, it's cool. They just don't get it, man. They're rock stars, but you're an artist. You might not be as famous as the rest of the gang, but you're more gifted than them. You're the Talent.

Shred! You're a virtuoso at all instruments. When you **blow the Bad Guy's mind with your shredding** roll +Intelligence. On a 10+, the Bad Guy is stunned and can't stop staring at the ease and speed of your playing. A chase stops. On a 7-9, the Bad Guy is impressed but decides to chase someone else (your choice).

Inspiration. It just hits you. Once per Act, when **inspiration hits,** you notice a Clue. Tell the Animator what the Clue is and what it means.

JINKIES! THE TOUGH ONE

Name _____
 Player _____

TOUGH

AGI

INT

CHA

WIIRD

 FEAR

 XP

The Looker is the heartthrob? Please. Love is rough and tumble. Maybe it wrecks a car. Maybe it trashes a hotel room. Maybe it just got out of juvie for both. Whatever the case, you're tough, and that's hot. Nothing gets the heart pounding like danger, and danger is your middle name. You're the Tough One.

MOVES

"Shake it off!" Once per Episode, you may ignore one point of Fear.

Get out and push. Every time the Clue Cart breaks down or runs out of gas, the gang expects you to deal with the problem. When you **find the gang a new ride**, roll +Toughness. On a 10+, choose two. On a 7-9, choose one.

- you find a Clue
- you "acquire" another vehicle to help the investigation
- you do not draw unwanted attention
- you do not harm yourself

Friends in low places. You don't owe anyone an explanation about your connections. All they need to know is your "friend" owes you a favor. Once per Episode, **when you contact a criminal connection**, obtain a Clue.

Ballroom blitz. Why do they always play this wimpy "sneak" music when you're on screen? Throw caution to the wind and change the station to punk! When you **turn up the volume** roll +Toughness. On a 10+, the suspect is on the ground clutching their ears. You have leverage and a +1 to your next **Manipulate** basic move. On a 7-9, the suspect is agitated. You get one hold for any roll in this Act.

Advanced interrogation. Some suspects require "ahem!" motivation before they'll talk. When you **use the Interrogate basic move**, describe how you scare the suspect and take a +1.

"Over or under? Why not through?" When you're a hammer, every problem looks like a nail. You're a hammer. When you **bow your way past a Bad Guy** in a chase and roll +Agility: on a 10+, you barrel through the Bad Guy without consequence. On a 7-9, you get past the Bad Guy, but there is a consequence.