

6

DOUBLE FEATURE

**MF**  
MONKEYFUN

# Spirit of '77

IT'S A SMALL VERLD AFTER ALL  
SMILES, EVERYONE! SMILES!



Includes  
the new Story  
**The Punk**

2 Role Playing Game Adventures  
For 3 or More Adults  
Ages 10 and Up



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**Special Thanks:** The Gamerstable Podcast and the Dead Gamers Society

*“...It's all about the big laughs and monkeyfun...”*



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# Hey! Ho! Let's Go!

Hello again, rockstars! This Double Feature provides both players and DJ's alike with supplemental material that can be added to your **Spirit of 77** campaign. These included adventures can be used as a starting point or as the next chapter in your long term story. Feel free to mix and match as you see fit.

## **This Double Feature includes:**

**New Adventure:** It's a Small Verld After All - Let's take a trip to the Merriest Place in the World, Digbyland! Little did everyone know that our happy trip to the amusement park would be cut short by a Russian invasion!

**New Story:** It's All About Being a Punk- Because *you* the fans demanded it, the hardcore Story that drags you straight into the mosh pit!

**New Adventure:** Smiles Everyone, Smiles! - Our fantasies await on a tropical island with fruit-flavored cocktails, jungle guerillas and an alien invasion force. Maybe today was the wrong day to wear a white tuxedo...

So get ready, cuz we're all revved up and ready to go! As always, keep on truckin'!

~Your Friends at Monkeyfun

## It's a Small Verld After All

*"...Remain seated please. Pemanene sentados por favor..."*

### The Lowdown:

The players have been brought together at the Merriest Place in the World, Digbyland! While touring the area, they are overwhelmed by Russian paratroopers taking over the park. Will they be able to escape unharmed? Play to find out.

### How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game's direction.

### Preliminary Set-up:

**Suggested Theme Music:** "Baba O'Reilly" by the Who

The players are at Digbyland, one of the top amusement parks in the country. This weekend, Digbyland is unveiling its newest attraction: "Space Pioneer: The Ride" thanks to the recent release of the Space Pioneer movie.

### Preliminary Questions

- What brought you to the park?
- What ride are you looking forward to the most?

### Fuel Injection:

*"Where are you when the Russian paratroopers start landing in the park?"*

As the chaos continues, klaxon alarms begin to blare throughout Digbyland as the gates go to lock down. All entrances have been blocked by heavy metal gates, trapping all of the visiting guests inside the park.

## Civilian Front

**Description:** The park is filled with attendees from across the world, all of which are now panicking as the Russian paratroopers land and detain them. Among the different types of attendees:

- Multiple news crews and reporters are on hand, covering the announcement of the new Space Pioneer ride. Normally assigned to human interest stories and puff pieces, these news-people now have the story of their lives.
- The Wendell Wilkie High School marching band had been scheduled to perform in the Swizzleville Pavillion and are now trapped in the park, still in their uniforms and carrying their instruments.
- A visiting tourist group of Eskimos are visiting both the park and the United States for the first time. They don't understand what's occurring and think this is part of the park's entertainment.
- Beleaguered parents bringing their fussy pre-school children to the park, desperate to get them to stop crying during photo sessions with the cast characters, while in line for the children's rides, and even when trying to get them to go to the restroom.
- Teenagers who ditched school to attend the park with their annual passes, who refuse to acknowledge they like anything about Digbyland (despite coming back every weekend). They find the invasion sooooo boring.

### "Super" Stan Wineberry, "Beloved"

#### Creator of Space Pioneer

**Suggested Musical Track:** "Gamin' On Ya" by Parliament

**Description:** During film production, Stan's frequent "creative differences" with the movie executives got him barred from the set during filming. Although he was invited to the ride opening as a diplomatic gesture, no one expected he would actually attend. Little do they know Stan.

**Angle:** *"Hey there kids! Be sure to buy my new book! Excelsior!"*

**Gear:** Autograph pen, copies of his Isotonics book.

#### Moves:

Help You Find The New You - Stan has found religion: his own. Stan has written a new book called Isotonics

espousing a mixture of psychotherapy, numerology, and kinetic muscle exercises. Because of this, Stan is now unusually strong when grappling or gripping onto objects.

**Twists:**

DJ OPTION - Years ago, Stan bet Milt \$10,000 he could start his own religion and attract followers to his made-up philosophy. With a dozen national Isotonic Centers and an upcoming sports drink product line, Stan is here to collect the money he feels he's owed and will not shut up about it.

DJ OPTION - In order to promote the ride's opening, Stan thought it would be excellent publicity if he staged a mock invasion, not knowing he was providing real security data to a Soviet spy.

DJ OPTION - Stan has been feeling more and more left out of what he considers to be his creation. With the invasion attack, Stan will side with the Russian invaders and offer to sell out the cast, park staff, and anyone else he can in order to get what he considered "his fair share."

**Michael Cantin**

**Suggested Musical Track:** "Behind Blue Eyes" by The Who

**Description:** In 1966, Michael Cantin was one of the first park guests to ride Devil Dog's Hellboats when it opened in Swizzleville, when he fell off the boat and was lost in the manufactured caverns underneath the park. Cantin has lived underneath the park ever since, foraging for food that has fallen into the caverns, and wearing makeshift clothes crafted out of Digbyland merchandise that has been left behind.

**Angle:** *"This is my home now...now and forever."*

**Gear:** Cobbled together rags made of old Digbyland merchandise, long scraggly hair and beard, tattered Digbyland hat, handmade spear (2-harm, close, two-handed).

**Move:**

The Happiest Place Unearthed - After ten years of surviving underneath the park, Michael is an expert at traversing the massive tunnel and sewer system, able to travel from one part of the park to another in extreme ease.

**Twists:**

DJ OPTION - Michael's isolation has convinced him that he is speaking to the ghost of Milt Digby and is convinced he's hearing Milt talk back. Even stranger, sometimes things get moved when he isn't looking.

DJ OPTION - Michael hasn't just been eating discarded food under the park, he has been occasionally grabbing the midnight crew workers. Their skeletal remains are strewn through the underground catacombs with the bones picked clean.

DJ OPTION - Michael refuses to let Digbyland fall into Soviet hands, and has the ultimate safeguard. Michael has connected the City's reservoir to an underground dyke that when freed will flood the entire park and everyone in it.

**Front - The Digby Studios Executives**

**Description:** Several of the Digby Studios executives are on hand for the grand opening of the Space Pioneer ride, mostly so they can claim credit if it's a success (and develop an alibi if it isn't).

**Brent, Assistant Director of Digbyland**

**Description:** Brent has devoted his life to Digbyland, both in terms of his career and personal life. In addition to being assistant director, he spends much of his personal time visiting the park or its sister site, Milt Digby World, in Bradenton, Florida.

**Angle:** *"I just want today to be the best day ever."*

**Gear:** All-access badge, blue blazer, Digbyland 10-Year anniversary pin on lapel.

**Twists:**

DJ OPTION - With the occupation, Brent is now contemplating how this will potentially affect the resale value of his Digbyland merchandise.

DJ OPTION - On his off-days, Brent secretly dresses up in the J.J. Kittee Katt character costume and tours the park. With the developing chaos around him, Brent wants to retreat to the safety of the costume.

DJ OPTION - Brent is secretly related to Commander Klosov, and is ashamed his uncle is using the knowledge he's shared with the family as part of an invasion of the park.

## **Colleen Mathis, Digby Studios Senior Executive**

**Suggested Musical Track:** “Money” by Ike and Tina Turner

**Description:** Since Milt’s death, the senior executive staff at Digby Studios has been looking to cut costs across the board for the overextended media empire.

**Angle:** *“There’s gotta be a way to come out on top during this.”*

**Gear:** All-access badge, blue blazer, Digbyland pin on lapel.

### **Twists:**

DJ OPTION - Colleen was responsible for greenlighting the movie studio’s biggest bomb in recent history: *The Last Nebula*. She was hoping that inking the Space Pioneer franchise deal will save her career.

DJ OPTION - Colleen considers the park to be a gigantic money pit, and is more than willing to help the Russians take over the park and use the invasion as a massive tax write-off.

DJ OPTION - With the assistance of Mr. Brass, Colleen was actually responsible for the death of Milt. She is extremely worried this entire invasion may expose the truth.

## **Mr. Brass, Digbyland Head of Security**

**Suggested Musical Track:** “Papa Don’t Take No Mess” by James Brown

**Description:** Nobody messes with Mr. Brass, even the top executives of the Milt Digby Corporation still defer to Mr. Brass’s authority in the park (and never refer to him by his first name, which may be an unknown to everyone). As the fourth employee personally hired by Milt himself back in the late 50’s, Mr. Brass runs the park’s security with a well-synchronized schedule and an iron fist.

**Angle:** *“Not on my watch.”*

**Gear:** All-access badge, blue blazer, radio, mirrored sunglasses, silver stopwatch, clipboard.

### **Twists:**

DJ OPTION - A former U.S. military “advisor” in Southeast Asia, Mr. Brass has been stockpiling weapons under Swizzleville for just such an emergency. His

heavy weapon cache could probably take on a small country.

DJ OPTION - Mr. Brass doesn’t trust the players, he think their hair is too long and their clothes too provocative. He is going to consider everyone he doesn’t personally know as a collaborator to the invasion and treat them as unfriendlies.

DJ OPTION - Mr. Brass is really Milt Digby’s illegitimate son, and will use the take-over as an opportunity to restore his family name and become the executive director of the park.

## **Front - The Amusement Park Staff**

**Description:** The average Digbyland employees are high-school to college-age kids, making minimum wage as they sell concessions, greet guests, and operate the park’s rides. None of them understand how the rides themselves work, they just know which buttons to push and which way the guests should exit.

## **The Sanitation Department**

**Suggested Musical Track:** “The Dirty Jobs” by the Who

**Description:** The Sanitation Department is a separate division with the Digbyland staff, who take their cleaning duties very seriously. They are furious with the recent Soviet invasion, because it will delay their park sanitation procedures.

**Angle:** *“A clean park is a happy park. So be clean. And we’ll be happy.”*

### **Moves:**

Hosedown - All Sanitation staff has access to the water hydrants throughout the park, normally used to water blast the sidewalks every evening. With nearby hoses, these can do stun damage (2-stun, close).

**Gear:** Pristine white Digbyland jumpsuits, pristine white hardhats, garbage satchels, garbage pickers (1-harm, intimate, sharp).

### **Twists:**

DJ OPTION - Nobody is allowed to die in Digbyland. Ever. Whenever people are injured in the park, Mr. Brass has directed the Sanitation Department to



collect the injured parties and forcibly eject them from the park before they die.

DJ OPTION - Long ago, Milt found a way to handle security problems by having serious offenders impressed into becoming “cast members” against their will. Outfitted with special shock collars, members of the Sanitation Dept. work off their infractions.

DJ OPTION - The Sanitation Department aren't human. They are secretly X-Tech animatronic androids that are re-purposed when decommissioned from other rides.

## Front - The Russian Paratroopers

**Description:** The Russians have been given strict orders to kill only if necessary, the capture of the park is their primary objective.

### Commander Vladimir Klosov, Leader of the Paratroopers

**Suggested Musical Track:** “The Russian National Anthem” by the Red Army Choir

**Description:** Commander Klosov is leading this assignment as an attempt to restore his personal honor, having led part of the Afghanistan campaign that has continued to go wrong for the Soviets.

**Angle:** *“They will tremble at our strength, our courage, and our hearts.”*

**Gear:** 9mm pistol (2-harm, close, loud).

#### Twists:

DJ OPTION - Klosov is leading this assault without official approval. Having convinced his men this was an order by the Kremlin, Klosov has decided to strike a blow against American imperialism at its greatest symbol of decadence.

DJ OPTION - Despite his demeanor, the Commander has a secret obsession with Digbyland. This entire exercise is secretly an attempt to get limited edition merchandise normally unavailable from the black market.

DJ OPTION - Klosov is searching for all of the plans, schematics, and photos of the design of Digbyland in order to take back to the Soviet Union for their own version of the park.

## The Soviet Paratroopers

**Suggested Musical Track:** “The Russian National Anthem” by the Red Army Choir

**Description:** For the paratroopers, this is their first face-to-face exposure with the corporate American degeneracy they have heard about their entire lives. For some, this will disgust them, others will be absolutely confused. But all of them will follow their orders.

**Gear:** Automatic rifles (3-harm, close, autofire, loud, two-handed), night vision goggles

#### Twists:

DJ OPTION - As part of their invasion, the paratroopers are going on as many rides as possible. Strictly for information. With photos. And hats.

DJ OPTION - The paratroopers are wholly bewildered by the entire amusement park, and are eager to capture the players to help explain the purpose of things such as a “churro.” They will think the players are making fun of them if they laugh.

DJ OPTION - This is a massive KGB operation in order to allow the Soviet paratroopers to infiltrate the United States while posing as “captured American tourists.” They plan to disappear into the escaping crowd with the players acting as cover.

## Front - The Animatronic Figures

**Description:** After the emergency alerts kicked off, the park's failsafe measure released the X-Tech driven animatronic figures in order to restore order.

#### Moves:

Hearts of Steel - All the animatronic figures have steel exoskeletons that give their internal electronics 1-arm.

## The Vikings

**Description:** The Vikings come from the Vikings, Ho! ride in Starboard Cove. They appear in viking helmets and furs, wielding Nordic weapons while chanting about coming from the land of ice and snow.

**Gear:** Horned helmets, fake bearskins, battle axes (2-harm, two-handed, close).

## The SwizzleKids

**Description:** The cartoon characters of P.T. Swizzlestick and the SwizzleKids Variety Hour come to life from the P.T. Playtime Theater. Characters include Nerd Bird, J.J. Kittee Katt, Devil Dawg, and of course, P.T. Swizzlestick himself with his bag of magic tricks.

**Gear:** Giant cartoon appearance, large eyes with plastic smiles, “bags of tricks” that can be used as clubs (2-harm, heavy, close).

## The Founding Fathers

**Description:** The Founding Fathers from the Song of America portray the original signers of the Declaration of Independence as well as the first five U.S. Presidents: Washington, Adams, Jefferson, Madison, and Monroe. Abraham Lincoln and Theodore Roosevelt are also included.

**Gear:** Period clothing, banjos and music instruments (2-harm, heavy, close).

### Twists:

DJ OPTION - The animatronic figures have overwritten their initial programming and claimed one of the sections of the park as their own territory, fighting off the Russians to maintain their own sovereignty.

DJ OPTION - The animatronic figures have a special failsafe that require them to cease movement when a guest is directly looking at them. When not watched, the animatronic figures move lightning quick to attack whatever is nearby.

DJ OPTION - The animatronic figures have developed a degree of sentience and considered themselves separate from all this human fighting. They want to escape the park and found their own utopia.

## Locations - Digbyland

**Description:** Digbyland is a highly successful amusement park originally built by Milt Digby of Milt Digby Studios in 1960.

### Americana

**Description:** Americana is the entrance way to Digbyland, offering guests a return to an idyllic imagining of the nation in simpler, gentler times. Naturally, there are more gift shops in this section of the park

than anywhere else. Just outside the front gate, scores of emergency response vehicles and television news crews watch the events of the invasion with bated breath.

**Features:** Old time lampposts, candy shop, camera shop, old-time penny arcade, gift shop, popcorn stand, second gift shop, third gift shop.

- Small Town, USA - As the first thing guests see when entering the park, Small Town is a idealized reconstruction of Milt Digby’s hometown in Decatur, Indiana. Most of the shops are decorative facades, although some are functional gift shops for the park.
- Ticonderoga Roller Coaster - The Ticonderoga is the massive looping roller coaster that surrounds the entirety of the park, the second longest roller coaster in America.
- Song of America - America’s Founding Fathers come alive in song in this animatronic extravaganza showing the birth and growth of our nation.

### Twists:

DJ OPTION - Staff members working the Song of America often speak of “The One-Way Passenger”, the ghost of a teenage employee that was supposedly crushed in between two walls while the ride was active. Whether this is true or not is debatable, but strange things have been happening in the ride for years.

DJ OPTION - The Ticonderoga is a wooden roller coaster. In the event of a serious explosion, the Ticonderoga runs the risk of catching aflame and surrounding the park in a wall of fire.

DJ OPTION - The light show in Sound of America actually maintains a subliminal messaging program. Historically this has been used to encourage people to buy more Digbyland merchandise. Now in the Russian’s hands, they are re-programming sleeper agents and letting them loose into the City.

### Swizzleville

**Description:** Swizzleville is a larger-than-life recreation of the set location of “P.T. Swizzlestick”, a popular children’s television program produced by Digby Studios. The park area surrounds the north half of the large man-made lake in the park, with a giant fiberglass statue of P.T. Swizzlestick himself in the entrance to this section of the park.

**Features:** Hat store, gift shop, candy shop (featuring rock candy on a stick), ice cream stand, popcorn stand.

- P.T.'s Playtime Theater - The large, three-story performance theater hosts live tapings of the "Swizzle-kids Variety Show", celebrity guest performers, and the teen-focused disco after hours.
- Big Rock Candy Mountain - Big Rock Candy Mountain is a large water ride where guests float through the fantasy theme of a life-sized candyland towards a large external drop.
- Devil Dog's Hellboats - This dark ride allows the guests to drive their own gas-powered bumper-boats (2-power, 1-armor, 1-looks) through an underground series of tunnels depicting a cartoon Hades.
- World of Perfect Harmony - This ride allows the guest to ride a train "across the world", where all the world's children sing together...over...and over...and over.

### Twists:

DJ OPTION - The world-famous pop singer Fata Morgana was scheduled to appear at the Playtime Theater this afternoon, and is now trapped in the Playtime Theater.

DJ OPTION - The Russians are using the "World of Perfect Harmony" ride as a torture method for the captured park executives. They are strapped to the trains and forced to ride them nonstop until they either talk or pass out.

DJ OPTION - The famous "Big Rock Candy On a Stick" is made of a plastic called "Polymer 9" that is manufactured through a dangerous molecular process smelting down all discarded sugar products from other food outlets (soda syrup, stale chocolate, even cardboard). Polymer 9 can be molded into other items if need be, which makes it highly valuable to the Russians.

### Cosmicopia

**Description:** Digbyland's "Glimpse into Tomorrow" was already out of date when originally launched in the early 60's, but the park is trying to give it a facelift with the new Space Pioneer ride.

**Features:** Hat store, gift shop, ice cream stand, popcorn stand, t-shirt shop.

- Space Pioneer: The Ride - The hastily-assembled

Space Pioneer ride was originally built for Digby Studios' recent movie bomb: The Last Nebula. Now it's been revamped with painted signs and decorations that promote Space Pioneer. One of the original Osiris ships from the television show is parked in front of the ride.

- Microtopia - In his lifetime, Milt was a big believer in micronization, believing the world's population problems would be solved via shrinking technology. This ride simulates how Milt envisioned the miniaturized future.
- Skylab II - The tallest ride in the park, this attraction towers twenty stories over the rest of the park, as satellite shaped cars drop while exposed to the outside air. There are no safety belts for this ride.
- The Atomic Buggybumpers - Directly under Skylab II, these bumper cars (1-power, 2-armor, 1-looks) circle the drop ride's base and allow guests the opportunity to smash each other in relative safety.

### Twists:

DJ OPTION - The original park's construction included an idealized bomb shelter that intended to optimistically depict how Americans would continue their daily lives in the event of a nuclear exchange between the two superpowers. Although never opened, this bomb shelter still exists and is accessible through the Space Pioneer ride.

DJ OPTION - Unbeknown to any of the park executives, Milt designed the giant shrink ray in front of Microtopia's entrance to actually work. It hasn't been tested since since the ride first opened though, and is prone to nasty side effects.

DJ OPTION - As a result of bad planning and questionable zoning permits, Skylab II was built on sand-based soil. Although the stability mounts have managed to keep SkyLab erect for the past five years, it's believed to be a matter of time until something brings the tower toppling down onto the park.

### Starboard Cove

**Description:** This section of the park is based on a nautical theme, surrounding the lower portion of the man-made lake in the park.

**Features:** Hat store, gift shop stocked with plastic weapon replicas, ice cream stand, popcorn stand.

- The Flying Dutchman's Scary Adventures - Within the Dutchman ride, guests pilot their own flying pirate ships through the land of the dead and beyond.
- Vikings, Ho! This dark ride features animatronic viking figures, exploring the New World and ultimately pillaging and burning a seaside town, all to a rollicking viking shanty.
- Night of the Living Vine - This ride takes guests through a dangerous jungle trek, being attacked by a gigantic living vine creature that threatens them at every turn.
- Colonel Roscoe's Chicken Ship - Colonel Roscoe's has a licensed outlet in Starboard Cove, offering boneless chicken pieces shaped like the heads of P.T. Swizzlestick characters.

### **Twists:**

DJ OPTION - The long-standing rumor is true, Milt Digby has been cryogenically frozen underneath the Vikings, Ho! ride. The Soviets have launched this entire offensive in order to kidnap Milt.

DJ OPTION - The Soviets have heard of the anti-gravity technology used in the Flying Dutchman's guest cars and will stop at nothing to learn its secrets for their own experimental flight program.

DJ OPTION - As part of the upcoming winter holiday (or maybe they just haven't gotten around to removing it from last year), Starboard Cove is covered in manufactured snow with the lake artificially "frozen" to allow guests to ice skate. The ice however is not as strong as expected.

## **The Big Finish:**

By now, the players have either been on the run or busy investigating the situation. Now's the time to wrap things up with a climactic showdown that involves the players in a showstopping finale, with multiple options for its setting:

### **Close Encounters**

The players have been captured by the Russians and are now brought to Colonel Klosov for interrogation. A very tense situation overall.

DJ OPTION - The Russians have opted to release the

players in exchange for the sought after technology of the park. It's a straightforward exchange...until Stan mucks it up.

DJ OPTION - Klosov is willing to let the players go, provided they are willing to survive a series of challenges (including hand-to-hand combat). The winners are allowed to walk out alive.

DJ OPTION - For whatever reason, Colonel Klosov wants to see one of these "Space Pioneer" programs in person. Using the P.T. Theater, he wants to see the players act out one of their capitalist television shows, and he \*better\* be entertained.

### **The Goodtime Band of Brothers**

The players have opted to fight back in order to drive out the invaders from the park.

DJ OPTION - The players have found the remaining park attendants, and need to inspire them in a rallying warcry to take back their magical kingdom, their home away from home.

DJ OPTION - Using a combination of the animatronic robots and park technology, the players can wire up the park to fight off the paratroopers on its own behalf, provided the robots can be properly convinced.

DJ OPTION - Somehow, the player need to lure the paratroopers into the tunnels underneath the park, where they can pick them off one by one using the cover of darkness and surprise.

### **Escape from Parking Lot D**

The players have opted to escape the park at all costs, by any means necessary.

DJ OPTION - The only way out is the underground catacombs, requiring a dungeon crawl-like expedition into the darkness, armed only with the fake weapons pilfered from around the park.

DJ OPTION - Using the mock-up of the original ship and cobbling together parts from the other rides, the players can escape aboard the Osiris. Of course, flying and even landing it it is now another concern.

DJ OPTION - Once the players escape, they learn the U.S. government have closed off the park and have begun to use it as a permanent prison with no one allowed in or out. But once the president's plane goes down, the players are the only ones who can retrieve him.

## It's All About Being the Punk

*"Tear down their so-called conventions. Ignore their empty warnings and moral code. Anarchy is the weapon, defiance is your armor. Fight to be heard, listen to no one. Stand on your own two feet and never forget we're all in this together." - Jack Blunt*

From the dead-end streets of the decaying urban sprawl, a new sound and a new attitude is being born in the streets. It's a rejection of what should be, and an embrace of the extreme and unconventional. They say there's a right way and a wrong way to do things, but there's also your way of doing it, which is ultimately a combination of both.

### Moves:

#### You Get:

**With Friends Like These** - When successfully Helping a Brother Out, add an additional +1 to their result (but they also gain 1 Heat).

#### And Choose One:

**Young, Loud, and Snotty** - When Giving Someone the Third Degree, add the following questions to your options:

- What's the easiest way to tick this person off?
- What is the easiest way to make this person flinch?

**I Don't Care About You** - When you have Heat, roll with Something Extra when Getting In Their Face.

**Down in Flames** - When successfully causing harm to a target, deal an additional level of harm at the expense of taking 1-harm yourself.

**This is Gonna Hurt** - When you are about to take an action that risks physical harm, the DJ will tell you in advance the potential hard move in the event of a failure.

**Blitzkrieg Bop** - When you've gained 2 or more +Heat in a single Scene, roll with Something Extra for all Might rolls for the remainder of the Scene.

**God Save the Queen** (requires **With Friends Like These**): Increase one Attribute from +1 to +2.

**I Wanna Be Anarchy** (requires **With Friends Like These**): Increase one Attribute from +2 to +3.

# Never Mind the Bollocks, Here's the Move Index

**Blitzkrieg Bop** - When you've gained 2 or more +Heat in a single Scene, roll with Something Extra for all Might rolls for the remainder of the Scene.

Few things inspire the Punk more than knowing people are afraid, looking down on them, or just experiencing a visceral response to their presence. It gets the blood going and inspires the Punk to do even more. However, this is a temporary bonus. Afterward, the Punk will still have the Heat, after the advantage quickly goes away.

## Example:

- Polly Amorous is a Punk Tough Lady, known to cause problems in public areas. After making a point of flipping off everyone on the subway car, she gains a second Heat which only gets her blood pumping more. Because of this, she gets to roll with Something Extra as she Delivers a Beatdown on the suspected mugger. She's successful, but after the fight is over everyone is still keeping a clear distance from her.

**Down in Flames** - When successfully causing harm to a target, deal an additional level of harm at the expense of taking 1-harm yourself.

Whether it's through a suicide dive, a wild headbutt, or just a flying tackle, the Punk is willing to throw himself in harm's way in order to bring down his opponent.

## Example:

- Polly Amorous is in the midst of a street brawl when she grabs a member of the Salthill Casuals to give him a head butt. After a successful roll, she decides to go Go Down in Flames and cause an additional 1-harm to the Bopper, at the expense of taking 1-harm herself.

**I Don't Care About You** - When you have Heat, roll with Something Extra when Getting In Their Face.

Unlike the One Bad Mother, who uses Heat as a social advantage, the Punk uses Heat as an offensive attack (at least in a social setting). Knowing they're being looked upon with dismay or even scorn just fuels them even further, especially when intimidating a "straight."

## Example:

- Jack Blunt wants to get the straight dirt out of the owner of the newspaper stand. Because Jack has a negative reputation on the block (the equivalent of 3 Heat), Jack gets nose to nose with the owner and makes crazy eyes. As he gets in the guy's face, he rolls with Something Extra.

**This is Gonna Hurt** - When you are about to take an action that risks physical harm, the DJ will tell you in advance the potential hard move in the event of a failure.

Punks are known to get bruised, beaten up, and bloodied...even on a good night. Because of this, the Punk is fully aware of the risk when taking a physical action. The DJ is not required to indicate how much damage will be taken, but they will indicate what sort of damage will be taken if the action fails.

There is also the option that the DJ may not cause physical harm but take a different hard move instead, which will still indicate the risk.

### Example:

- Anita is speeding away in her cab, trying to evade the police through the parking facility. She spies the rooftop of the next door building and decides she's going to risk it and jump her car across. Because Anita knows This is Gonna Hurt, she asks the DJ what she's risking with this maneuver. The DJ informs her that if she fails, the car is going to take serious damage, effectively taking the cab out of commission (which applies to Taking An Item Away). Anita decides to risk it anyway, crossing herself and tapping her plastic Jesus before the stunt.
- Jack Blunt is no fighter, but he knows he needs to make a distraction to let Nicky the Weave sneak into the back office of the club. Jack decides he's going to pop the bouncer to start a fight. Because Jack knows This is Gonna Hurt, the DJ tells him that the bouncer will call the rest of the bouncer staff for the fight, causing a massive beatdown on Jack. Knowing the odds, Jack instead decides to stand up on the bar and start singing Clash lyrics at the top of his lungs.

**With Friends Like These - When successfully Helping a Brother Out, add an additional +1 to their result (but they also gain 1 Heat).**

Being friends with a Punk is a dubious advantage. Other people look down on their strange appearance and in-your-face attitude toward normal society. However, they're extremely loyal and will do whatever it takes to help out their friends. After all, it's "us against them."

### Example:

- While working "The Case of the London Crawlings", Riley Russell needs to Give a street mime the Third Degree for some information. In an attempt to help her new little friend, Polly Amorous decides to Help a Brother Out in his interrogation. Thanks to Polly's encouragement, the street mime blurts out what he knows in fear, crying in the process. As Riley looks around, he sees everyone in the park staring at himself and the 6'2" woman with a blonde mohawk, he realizes they're a little conspicuous and now have Heat.

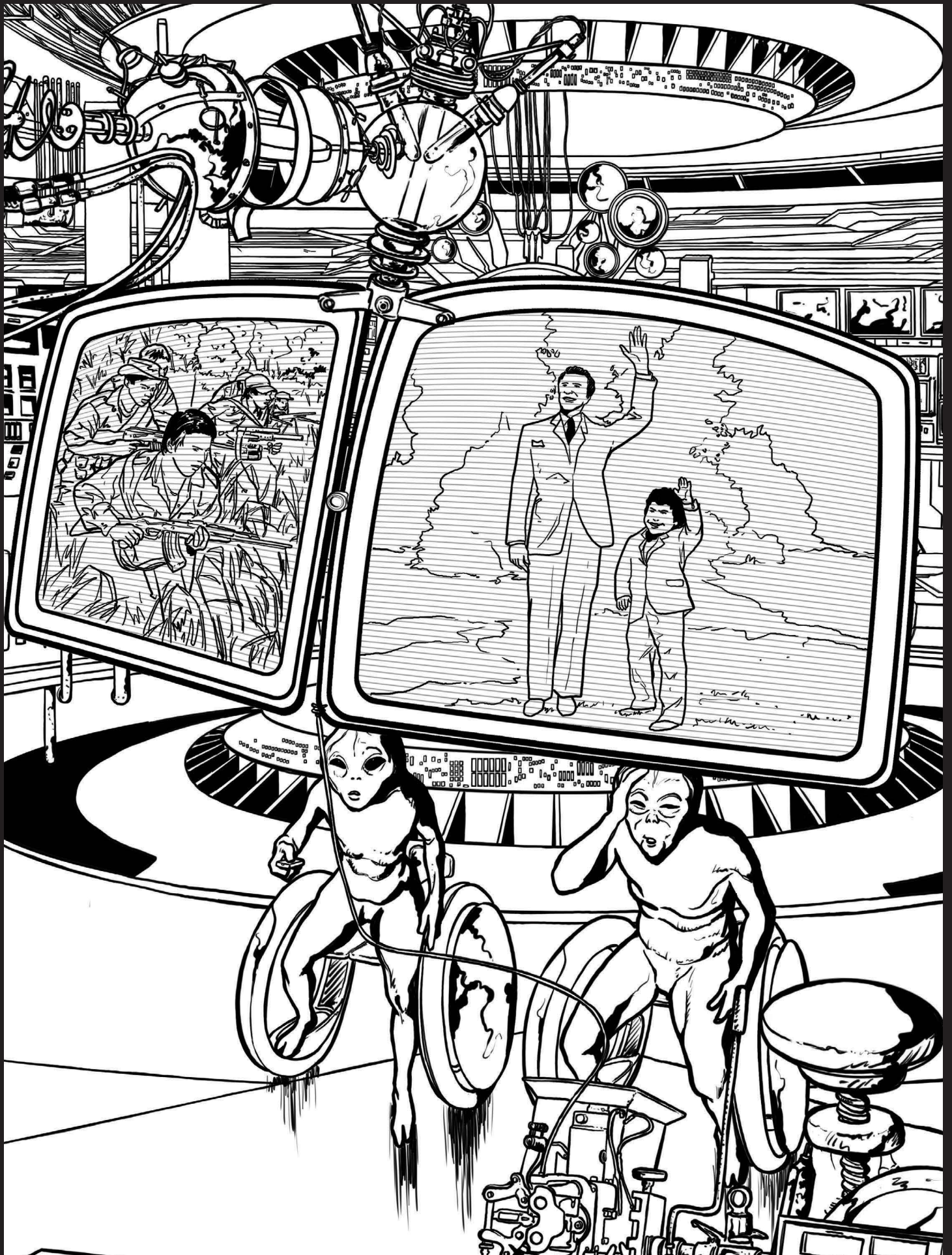
**Young, Loud and Snotty - When Giving Someone the Third Degree, add the following questions to your options:**

- What's the easiest way to tick this person off?
- What is the easiest way to make this person flinch?

Being a Punk is all about going against the establishment, and part of that is knowing how to get under other people's skin.

### Example:

- Jack is asking around the Velvet Coalmine record store, seeing what people know about the Road Gators Motorcycle Club, who have set up a clubhouse down the street. While Giving the assistant manager Roach the Third Degree, he asks the DJ what's the easiest way to tick Roach off. The DJ tells Jack that Roach would be highly offended if Jack started insulting the Grateful Dead. So naturally, Jack starts calling Jerry Garcia a hack.
- As Anita drives her fare to the airport, she starts giving him the Third Degree in the rearview mirror. She asks what's the easiest way to make this person flinch, so the DJ explains that the passenger is highly scared of dogs. Taking the queue, Anita makes a left toward the animal shelter.





# Smiles, Everyone! Smiles!

*"I've got two tickets in my pocket, now baby we're gonna disappear."*

## The Lowdown:

The players arrive at an exotic resort renowned for pampering its guest and fulfilling their most secret desires. A few months prior, a film crew arrived on the island intending to prep for a big budget shoot and uncovered something in the jungle: a crashed spaceship. The awoken occupants soon began abducting people, intending to use them as a replacement for their depleted fuel source. Will the players fall victim to the replaced resort staff, or can they stop the aliens' plans? Play and find out.

### How to Use This Adventure

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ, and can be revised or ignored altogether based on the game's direction.

### Preliminary Set-up:

**Suggested Theme Music:** "Two Tickets to Paradise" by Eddie Money

On the island of Macarena in the South Pacific, there's a resort that has a reputation for exotic pleasures. It is rumored that guests that go there have their most secret desires become reality. Currently the island is being used by a Hollywood studio as a shooting location for a major production. They've been setting up for months in the surrounding jungle. Cast and crew have been using the resort for lodging and leisure activities, adding an extra layer of prestige for the guests.

### Preliminary Questions:

Ask the players the following questions:

- What movie is being filmed on the island?

- How are you involved with the movie?
- What famous person is scheduled to arrive to headline the movie?

### Civilian Front - Welcoming Committee

The morning tranquility is pierced by a shrill voice resonating from hidden speakers. It is the resort's stunted concierge Babu, announcing the arrival of new guests: "Sea plane...sea plane!!"

Staff and guests alike line the beach as the buoyant aircraft rumbles to a stop, and barefoot men secure it to the bobbing dock before opening the side door and allowing the newcomers to disembark.

Widely grinning people step onto the virginal white sand of the beach and are welcomed by beautiful girls in grass skirts who tenderly drape their necks with gaily colored floral leis. They barely have time to think before they are handed umbrella adorned drinks and their attention is directed to an elegant man silently observing the reception. His flawless bronze skin is in stark contrast to his white-on-white suit. At his side stands an identically dressed man who, standing fully erect, barely comes to the other man's waist. The taller man smiles widely at the gathered guests and raises a spotless coupe of champagne in salute.

"Hello, my guests...I am your host, Mr. Khan. Welcome to The Isle of Desire."

Players are encouraged to mingle with the staff and other guests before the Fuel Injection begins.

### Civilian Front - Other Guests

#### Wannabe Royalty - Jill Conroy & Samantha Burroughs

**Suggested Musical Track:** "Tonight's the Night" by Rod Stewart

**Description:** Jill and Sam are best friends who have scrimped and saved for months for this vacation. They are secretaries for the 1st Bank of Hackensack and have dreams of being treated like royalty by handsome Prince Charmings.

**Angle:** "Oh wow. Are you somebody famous?"

**Twists:**

DJ OPTION - Both ladies fall for one of the players, causing the first rift between them since grade school. They are now competing against one another to catch the player's attention.

DJ OPTION - Unknown to the other, one of the ladies is a secret mole for the Resistance. She is quietly transporting embezzled funds from the bank in order to further "the cause."

DJ OPTION - Unknown to the other, one of the ladies has been replaced and has begun to act strangely. The remaining girl has come to the players to figure out what's gone wrong.

**B Movie Starlet - Harrah Rossi**

**Suggested Musical Track:** "American Girl" by Tom Petty

**Description:** A product of the Hollywood beauty machine, Harrah is the perfect mix of unbridled sex and girl-next-door charm. Naturally she has the personality of a piranha.

**Angle:** "My dear, I'm not in the movies. I *am* the movies."

**Twists:**

DJ OPTION - Harrah is determined to act against type so she will be considered a serious actress, and will do what she can to prove herself different. In the event of an emergency, she will risk her own life and limb to prove she's more than just a pretty face.

DJ OPTION - Harrah has a thing for troublemakers, and will set her sights on one of the players (preferably the one that causes the most trouble).

DJ OPTION - When faced with danger, she will ingratiate herself with the nearest player she sees, ideally the one she thinks will most likely rescue her. When faced with a better prospect to save her, she will ditch her previous "savior" and ingratiate herself to them.

**Teen Hearthrob Singer - River Franco**

**Suggested Musical Track:** "I Was Made For Dancin'" by Leif Garrett

**Description:** With a boyish grin and perfectly feathered hair, River is a walking definition of "himbo." He is scheduled for a minor walk-on part in the film, and is hoping to score a song on the soundtrack if possible.

**Angle:** "Not the hair!"

**Twists:**

DJ OPTION - In difficult situations, Franco will attempt to assume charge and give directions which other Civilians will naturally follow. Every single one of these ideas will be bad and potentially disastrous.

DJ OPTION - Franco is the godson of Mafioso Vito Viviano, who pulled some serious strings to get River this part (including leaving a horse's head on a producer's pillow). He naively believes he got this movie walk-on thanks to his talent (and his actual singing ability isn't much better).

DJ OPTION - River is a conspiracy theorist who believes aliens arrived on Earth thousands of years ago, leaving proof of their existence with the Mayan temples and Egyptian pyramids. He will continue to share his absurd theories about confidential history, the more preposterous the notion the better.

**Babu**

**Suggested Musical Track:** "Short People" by Randy Newman

**Description:** Babu is the diminutive assistant to Mr. Khan. With Mr. Khan's shooting, Babu has effectively assumed control of the Island's resort.

**Move:**

Fun Size - Because of his short stature, Babu has a natural predilection of getting away from harm, sneaking into tight spaces, or creeping up on areas unseen.

**Angle:** "Soon...you will see...soooooooooon..."

**Twists:**

DJ OPTION - Babu is General Mika's inside man, quietly feeding the Resistance information until the time to strike.

DJ OPTION - With Khan's shooting, Babu has decided to make the island his own private kingdom, making himself dictator for life.

DJ OPTION - Babu is actually an ill-formed clone of Mr. Khan, a "mini-Khan" if you will.

## Fuel Injection

For this adventure, the game action truly begins with the Fuel Injection question posted to the group:

**“Where were you when the guerilla fighters burst in and shot Mr. Khan?”**

Guerrillas have emerged from the jungle and rush to the banquet hall, leaving two armed men to guard the door. Those inside face a total of ten men, nine of which carry AK-47's. They immediately herd the waitresses through the swinging doors in the back into the kitchen area, where more gunshots begin popping.

## Front - Guerrillas in the Room

**Description:** These hardened locals of the Island has become the frontline resistance to the insidious invasion, eager to expel the threat and return to their more casual lifestyle of sun, surf, and nighttime barbeque.

### Resistance Leader - General Mika

**Suggested Musical Track:** “Cheap Sunglasses” by ZZ Top

**Description:** Mika had been a local surfing instructor on the island when he killed a masquerading alien sent to replace him, and in doing so discovered a piece of tech that saw through their disguises: specially treated sunglasses. He and his men are now eliminating all aliens that they come across.

### Move:

Sunglasses at Night - Out of a growing paranoia, Mika wears the special treated sunglasses that see through the aliens' disguise at all times, even at night. It's rumored he even wears them when he sleeps.

**Angle:** *“I trust no one. Not even myself.”*

### Twists:

DJ OPTION - Believing the players to be part of the film crew, Mika has opted to have the players film a documentary on how he is vanquishing this threat to humanity.

DJ OPTION - Mika has decided the only way to eliminate this threat is to blow up the entire spacecraft, possibly even taking the entire island with it. It's not a very good plan.

DJ OPTION - Mika believes the players to be part of the alien plan, despite any attempts to persuade him otherwise. He will attempt to eliminate the players as another hostile threat.

**Gear:** Bulletproof vest (1-armor), Pistol (2-harm, close, loud), Treated Shades (for zeroing in on aliens).

## The Resistance - Soldiers of General Mika

**Suggested Musical Track:** “War” by Bob Marley and the Wailers

**Description:** Mika's battalion, formed out of his fellow beach bums and surf students who have taken up the cause. Garbed in a clashing combination of dingy fatigues and surf wear, the fanatical troops of General Mika are hardened by what they've seen.

**Angle:** “...”

**Gear:** Assault Rifle (3-harm, close, autofire, loud), Treated Shades (for zeroing in on aliens).

**Move:** Night Surf - As experienced surfers, the Resistance soldiers often use their boards to quietly paddle into the darkness, and then attack where and when it's least expected.

### Gearshift:

P- The soldiers are observing things from the edge of the jungle, waiting for Mr. Khan to be in a vulnerable position.

N- They surround the banquet hall and cut hard line communications.

L- The General's men have captured some of the island management staff.

D1- The soldiers rush the party and corral them into the kitchen.

D2- The soldiers lose their cool, seeing threats everywhere and begin shooting everyone that seems a threat.

O-. They decide to sort out the truth after the fact. General Mika (if still alive) struggles to regain control.

## Front - The Cosa Nostra

### Mobbed Up Movie Producer - Salvatore Viviano

**Suggested Musical Track:** “Who Loves You” by The Four Seasons

**Description:** Sal is a stereotypical mafioso capo, though

he is posing as a mid-level Hollywood producer. This hairy, sweaty, chain-wearing guido is quite fashionable in his tailored leisure suit. His shirt is open so low that his carpeted chest and paunch are on display for all to see.

**Move:** Do You Know Who I Am? - If targeted by a ranged weapon Sal shows his true colors and can transfer the harm to someone next to him, be it bodyguard or pretty party girl.

**Angle:** *"You think you're somebody, ya goombah? Let's see how smart you talk without teeth."*

**Gear:** Pistol (2-harm, close, loud), Silver Spoon on a Chain (for party favors).

#### **Twists:**

DJ OPTION - Sal might be a crook but he's a human, *American* crook and willing to assist the players in vanquishing the aliens if the players can appeal to his questionable code of ethics.

DJ OPTION - Sal thinks he can strike a deal with the aliens, and wants to make them an offer they can't refuse, by keeping their infiltration and invasion efforts controlled (and getting a piece of the action, whatever it is).

DJ OPTION - Sal doesn't believe any of this stuff, and thinks it's all a setup by the Malachi Family to bring him down. Any attempts to convince him otherwise will only provoke him to a violent reaction.

#### **Gearshift:**

P - Sal and his men are having a private party with some of the girls and are oblivious to what's going on with the rest of the resort.

N - Sal makes his way to the dinner mixer, with goons and girls in tow. He's still unaware of what's going on. Some of the strange sounds, like popping gunfire is dismissed as FX guys working out some things.

L - Hearing gunshots and catching a glimpse of some of the fallout, Sal and his guys assume that there is a hit in progress. Sal goes into self-preservation mode and seeks to find a secure spot to hole up, choosing either the banquet hall or security office.

D1 - When it becomes apparent that he is not the target of the hit, Sal and his guys want to make sure that the movie's stars are not in the line of fire and head to the banquet hall.

D2 - Encountering duplicates of cast and crew and

narrowly escaping an attempt to capture him, Sal looks for anyone who could help protect him or get him out there. The logical choice is to find Mr. Khan.

O- Without figuring out the link between the aliens and the treated sunglasses, Sal assumes that everyone on the island is trying to either kill him or capture him. He and his guys attempt to escape the Island, shooting anyone who gets in their way.

### **Mob Goons - Viviano's Bodyguards**

**Description:** Big, bad, stupid-looking.

**Angle:** *"Sure thing, boss."*

**Move:** Team Up - Can group together to form a Small gang (2-harm, 1-armor).

**Gear:** Pistol (2-harm, close, loud).

## **Front - Alien Security**

### **Chief Security Officer - Pierre Legere**

**Suggested Musical Track:** "Abracadabra" by Steve Miller Band

**Description:** The alien who took the place of the island's top cop, the former French Foreign Legionnaire Pierre Legere, isn't the best for the job. He has almost no instinct for tactics or squashing an armed resistance and is at his core, a coward.

#### **Moves:**

So Lifelike - As an expert shapeshifter, Legere can assume the appearance of other humans. Because it requires a constant study, Legere's different identities are limited to people he's seen on television (i.e. Charles Nelson Reilly, Walter Cronkite, Charo, etc.).

**Angle:** *"Wait. Stop. You must not resist. I mean it. Oh come on, stop..."*

**Gear:** SMG (2-harm, close, autofire, loud).

#### **Twists:**

DJ OPTION - Legere is deathly afraid and will assist the players in exchange for letting him escape.

DJ OPTION - Legere has secretly fallen in love with one of the players, and is willing to protect them from the oncoming invasion.

DJ OPTION - Legere wants to be a human movie star, and will use his quick change abilities to look like famous people whenever possible.

**Gearshift:**

P- The alert has not been signaled so Legere is watching American television in the security office.

N- Noting that hard-line communications are down, Legere is on alert and summons his men via the security channel of his CB radio to assemble at the security office.

L- Legere and his men pile into their jeeps and begin patrolling the resort, looking for the source of the communication outage.

D1- Responding to reports of gunfire at the banquet hall, Legere and men arrive to establish a perimeter and assess the situation.

D2- Armed resistance is returned, but with no real tactical use of terrain or cover. It's as if the security team is completely incompetent.

O- With a majority of the security team eliminated, Legere (if still alive) will flee into the jungle.

**Graylien Redshirts - Island Security**

**Description:** Hard to look menacing in those short pants, but somehow the Island Security gives off a unsettling presence whenever they're near. This is because they're actually aliens that have taken over the security and are tasked with quietly assuming the identity of all the visiting humans, including the players. All with broad smiles on their faces.

**Angle:** *"Why yes miss, I can escort you back to your room. Right this way."*

**Move:**

YOU'RE NEXT! - If the Island Security people manage to get one of the players away from everyone, the character should be considered "replaced":

- Their character is now tied up and knocked out in the Alien spacecraft.
- Secretly inform the player they are now playing a duplicate of their own character:
- All of their stats remain the same.
- None of their Thangs are available (e.g. they don't know how to drive their Sweet Ride, they have lost their Signature Weapon, etc.).
- None of their Hooks are available to Help a Brother Out.
- Their character now has a new Harm Level of 4. If

they gain more than 4-harm, the duplicate disintegrates and their character wakes up on the ship.

**Gear (as Security):** Nightstick (2-harm, hand, messy).

**Front - The Alien Scientist, Doctor Aloysius**

**Suggested Musical Track:** "Doctor, Doctor" by UFO

**Description:** Among implements of healing is a macabre monster whose only goal is to see how the humans react to different stimuli and stressors. He wears a white coat to come across as a man of medicine, but he is far from it.

**Move:**

My Heart Will Go On - If faced with capture, the doctor will detonate a charge implanted within him (6-harm, really really loud, area).

**Angle:** *"You may feel a slight discomfort."*

**Gear:** Stun Rod (2-harm, stun), Com-Card (keycard linked to the mothership).

**Twists:**

DJ OPTION - Dr. Aloysius is a creature of pure logic, devoid of emotion. He is easily confused by erratic human behavior and can be overpowered by surreal actions or absurdity.

DJ OPTION - Dr. Aloysius secretly despises what he's been assigned to do and sympathizes with the human race. He'd prefer to find a solution that will allow him to leave Planet Earth in peace.

DJ OPTION - Dr. Aloysius is actually an android from a long dead alien civilization that was sent to save his people, unaware they're all dead. He is going to continue with his original programming, not knowing anything else.

**Gearshift:**

P- The doc is in the back of the infirmary, seeing to one of his ongoing experiments. =

N- Getting alerted to possible trouble on the island, the doc secures the back room and takes his place in the front of the infirmary.

L- The doc suspects that there is trouble and activates his com-card alerting security.

D1- Any players who seems to be poking around, or are part of the violence going on elsewhere, are to be

delayed so the doctor can determine the details of the situation.

D2- Enemies must be subdued until security arrives.

O- Unless eliminated outright the doctor will activate his special move.

## Front – The Man

### **CIA Deep Cover Agent – Adam Turk aka Alaman**

**Suggested Musical Track:** “Stuck in the Middle With You” by Stealers Wheel

**Description:** One of General Mika’s lieutenants is actually a CIA spook. Turk was planted on the island for the purpose of gathering intel on the resort’s rich and influential clientele. When the film crew stumbled upon the saucer his mission changed...get as much technology as possible from the site and destroy the evidence.

**Angle:** *“It’s a matter of national, hell, world security.”*

**Gear:** Bulletproof vest (1-armor), Pistol (2-harm, close, loud), Treated Shades (for zeroing in on aliens).

#### **Twists:**

DJ OPTION - Adam receives new orders during the adventure, this time to assist the alien invaders. Whether he chooses to follow these new orders depends on how the Fiction has involved.

DJ OPTION - Adam doesn’t trust the players and believes them to be part of the alien invasion. When given the opportunity, he will capture one of them to interrogate them.

DJ OPTION - Adam has been undercover for too long and will occasionally get mixed up with his identity, switching back forth at the most inopportune times.

#### **Gearshift:**

P - Unless his cover is blown, Adam will maintain his ruse.

N - Adam will use his considerable guile to deflect any suspicion away from the truth.

L - As the spotlight gets closer, he begins to sow discord among anyone who he identifies as weak or impressionable.

D1 - If the players discover the truth, he changes his tactic. He comes clean about his role, but stresses that the mission is still the same.

D2 - Reveals that he’s been secretly lacing the alcohol stores with a toxin that will kill them all if not inoculated by an antidote. Only he knows where it is located.

O - Adam escalates the pressure by detonating charges he’s placed in the sea plane to eliminate any chance of escape without completing the mission.

## Locations:

### **Banquet Hall**

**Description:** This room is for large gatherings and is now being used for the dinner mixer. New arrivals can mingle with staff and current guests. Its elegance is accentuated by two gorgeous crystal chandeliers and a highly-polished hardwood dance floor.

#### **Features:**

- Bar – The black marble topped bar dominates one wall with all manner of liquor arrayed behind it.
- D.J. Booth – In the back of the room is a raised booth where the resident D.J. plays that Jimmy Buffett. A LOT of Jimmy Buffet.
- Kitchen – Stainless steel counters and appliances provide ample cover and hiding spots.

#### **Twists:**

DJ OPTION – Izzy, the bartender, hides a sawed-off shotgun (3-harm, close, reload, messy) behind the ice chest.

DJ OPTION – House D.J. Quay Lou’s system is also a sophisticated mind-control machine.

DJ OPTION - Newly hired head chief, Paolo, is a former Pacific Wrestling Association heavyweight champion.

### **Infirmary**

**Description:** Little more than a first-aid station, the infirmary is surprisingly well stocked with barbiturates and stimulants.

#### **Features:**

- Exam Room – Stocked with medical supplies, painkillers, and minor surgery tools.
- Secret Lab – Behind a sliding panel in the back wall is a keypad locked door leading to a sterile labora-

tory. On two metal gurneys are the mutilated forms of an unfortunate couple who sought relief from jellyfish stings.

### **Security Office**

**Description:** A shack on the edge of the resort that also acts as a gatehouse.

#### **Features:**

- Long Range Radio – A tall radio tower nearby broadcasts a signal that can be picked up by the nearby islands.
- Weapons Locker – Revolvers (2-harm, close, loud, reload), SMGs (2-harm, close, autofire, loud), Bulletproof Vests (1-armor).
- A modified 1955 Lincoln Futura that that has been supercharged and reskinned to fit in with the genre of the movie (2-power, 2-looks, 0-armor).

### **Jungle Holding Area**

**Description:** Deep in the jungle is a clearing surrounded by a tall electrified fence that the aliens use to stash those they are intending to move to the mothership for processing.

#### **Features:**

- Electric Fence – Touching the fence with unprotected skin causes 2-harm but also knocks the person out for the remainder of the scene.

### **The Mothership**

**Suggested Musical Track:** “Arriving UFO” by Yes

**Description:** Deep within the jungle, the aliens have hidden their X-Tech driven mothership with the expectation they will be able to return to their home planet once the experiments have completed.

#### **Features:**

- Dead Zone - Surrounding the ship itself is a radioactive dead zone because of their crash landing. Anyone crossing the dead zone on foot requires protective gear or devices or else they’ll experience 5-harm (each way).
- Cockpit - The controls of the mothership are strange but serviceable enough for players to attempt to pilot if need be.
- Computer Archive - The aliens have been storing all

their data in large golden records that inexplicably have Chuck Berry recordings on the other side (see the **Spirit of 77** Double Feature adventure: *Jukebox Villains*).

- Alien Guards with clawed blasters (4-harm, close/far, fragile).
- Automated defense tentacles - These descend from the ceiling and fire green rays at intruders (4-harm, close/far, fragile).

# The Big Finish

By now the players have uncovered the truth about the resort and the inhabitants of the island. Now's the time to wrap things up with a climactic showdown that involves the players in a madcap explosion of a finale, with multiple options for its setting:

## Battle of the Network Starship

If they opted to destroy the mothership they will need to find a way to clear the radioactive dead zone surrounding the crash and sneak aboard.

DJ OPTION – The inside of the ship contains dozens of alien mimics in suspended animation, all impersonating high-ranking celebrities and politicians. If revived, they will attack!

DJ OPTION – The aliens have rebuilt the inside of their ship based on what they think Earth civilization is like, primarily from their viewing of network television signals. Because of this, the different rooms within the ship have been remade to look like television sets such as the house from *Leave it to Beaver*, the Ponderosa Ranch from *Bonanza*, and the Kaboom! Show studio.

DJ OPTION – The aliens have been preparing Earth for colonization by trying to influence pop culture with benevolent forms of science fiction. Their biggest concentrated effort is a spaced theme action film by a hypnotized director from Modesto, and the inside of the ship is wall-to-wall decorated with their propaganda disguised as “movie merchandise.”

## Hailing Frequencies Open

If they opted to hijack the communication signal to expose the aliens, they will need to broadcast the frequency across multiple locations and satellite feeds to expose the alien invasion. Once the aliens are exposed, they'll leave the planet as quickly as inhumanly possible.

DJ OPTION – In order to maximize the number of people watching the communication signal, the players will be forced to simulate a television variety show, requiring musical numbers to be enacted whether they can sing or not.

DJ OPTION – Either one of the players or a convinced alien will need to pose as a national broadcast newscaster, ranting and raving to expose the truth about the invasion and getting the audience as worked up as possible. They're mad as hell and can't take it anymore!

DJ OPTION – The players may opt to simply re-configure and transmit the signal globally and hope for the best. Once this is done, it will be discovered that many beloved television shows are populated by aliens, which require the television producers to immediately pull their programming and re-cast their shows...probably with the players themselves.

## Run Run Run Run Runaway!

The players may opt to just cut their losses, escape the island, and hope for the best. Their best bet will probably be to snag the mothership to fly out.

DJ OPTION – The mothership is of course flyable, but will just barely make it to the mainland before crashing into the ocean. When the players get back to civilization, they will discover their flight was spotted by the governor of Georgia, James Carter.

DJ OPTION – The mothership has teleportation capabilities that transports the players to Moonbase Roanoke on the surface of the moon...and clones them.

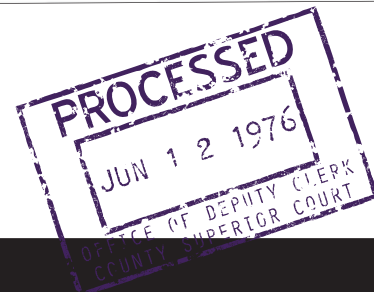
DJ OPTION – The mothership's engine malfunctions, sending them back in time to when they just arrived on the island. They have another chance to try and defeat the aliens one more time.





# State Department of Corrections

## FORM 224-A



**PUNK**

### STORY MOVES

**You Get:**

**With Friends Like These** - When successfully Helping a Brother Out, add an additional +1 to their result but they also gain an additional Heat.(max. 3)

**Moves: (Pick 1)**

**Blitzkrieg Bop** - When you've experienced 2 or more +Heat, roll with Something Extra for all Might rolls for the remainder of the Scene.

**Young, Loud and Snotty** - When Giving Someone the Third Degree, add the following questions to your options:

- What is the easiest way to tick this person off?
- What is the easiest way to make this person flinch?

**I Don't Care About You** - When you have Heat, roll with Something Extra when Getting In Their Face.

**Down in Flames** - When successfully causing harm to a target, you can deal an additional level of harm at the expense of taking 1-harm yourself.

**This is Gonna Hurt** - When you are about to take an action that risks physical harm, the DJ will tell you in advance the potential hard move in the event of a failure.

**God Save the Queen** (requires With Friends Like These): Increase one Attribute from +1 to +2.

**I Wanna Be Anarchy** (requires With Friends Like These): Increase one Attribute from +2 to +3.

### GEAR AND THANGS

### BUZZ

### HOOKS

### HARM

**Minor Wounds**

- 0 harm** - Healthy
- 1 harm** - Bruised and battered but ultimately ok.
- 2 harm** - Bloodied.
- 3 harm** - Bruised and Bloodied.
- 4 harm** - Broken, bloodied and bruised, possibly broken bones or a concussion. All rolls are at -1 while you have 4 or more harm.

**Serious Wounds**

- 5 harm** - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
- 6 harm** - Dying. If you do not receive medical attention you will die at the end of the scene.
- 7 harm** - Dead - If a medic can get to you immediately they might be able to save you with CPR.
- 8 harm** - Destroyed



