

Spookybeans!

THE GOTHIC COMIX ROLEPLAYING GAME

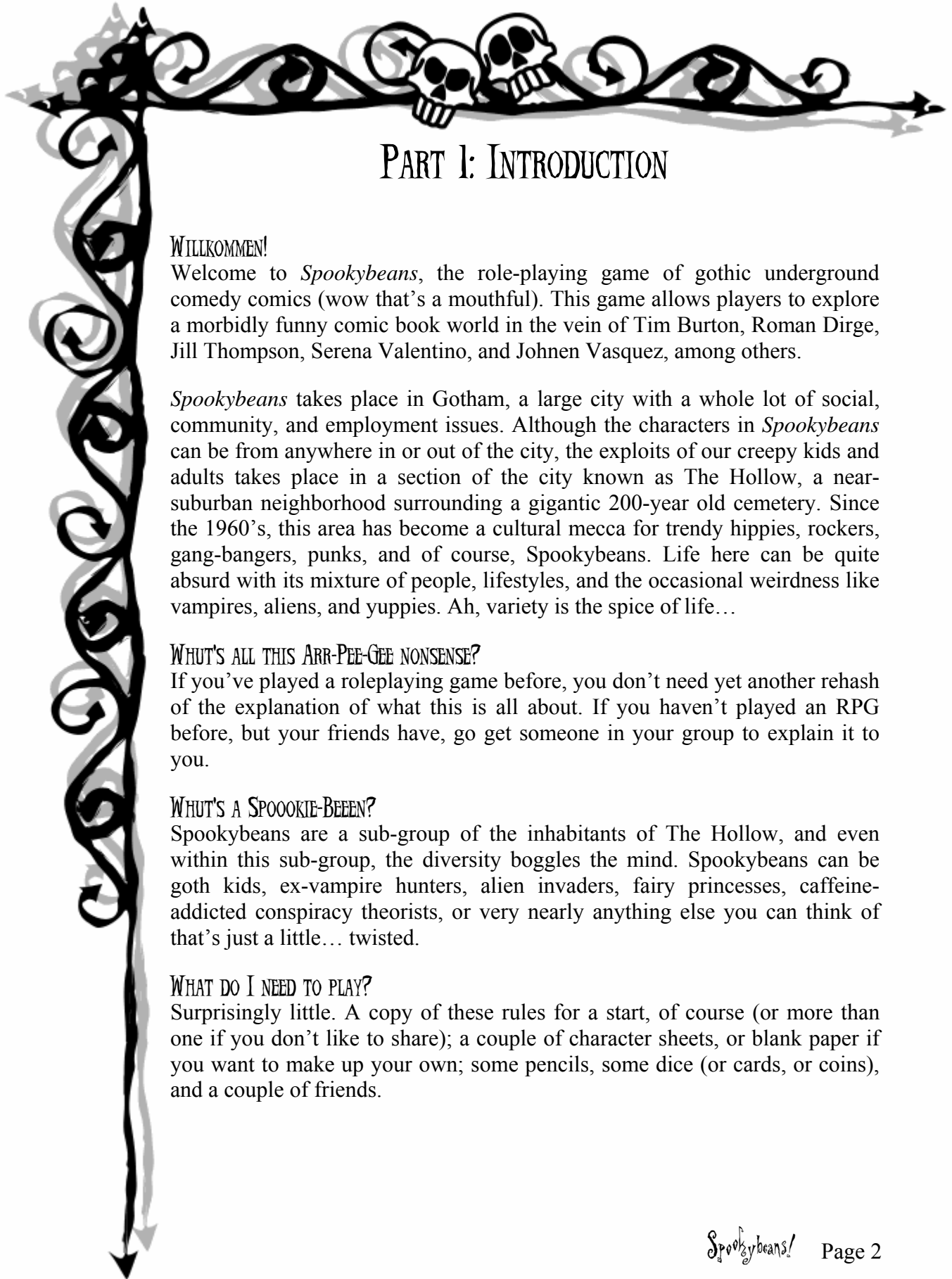
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Note: This is a work in progress

Please direct any questions to ad1066@gmail.com



PART I: INTRODUCTION

WILLKOMMEN!

Welcome to *Spookybeans*, the role-playing game of gothic underground comedy comics (wow that's a mouthful). This game allows players to explore a morbidly funny comic book world in the vein of Tim Burton, Roman Dirge, Jill Thompson, Serena Valentino, and Johnen Vasquez, among others.

Spookybeans takes place in Gotham, a large city with a whole lot of social, community, and employment issues. Although the characters in *Spookybeans* can be from anywhere in or out of the city, the exploits of our creepy kids and adults takes place in a section of the city known as The Hollow, a near-suburban neighborhood surrounding a gigantic 200-year old cemetery. Since the 1960's, this area has become a cultural mecca for trendy hippies, rockers, gang-bangers, punks, and of course, *Spookybeans*. Life here can be quite absurd with its mixture of people, lifestyles, and the occasional weirdness like vampires, aliens, and yuppies. Ah, variety is the spice of life...

WHUT'S ALL THIS ARR-PEE-GEE NONSENSE?

If you've played a roleplaying game before, you don't need yet another rehash of the explanation of what this is all about. If you haven't played an RPG before, but your friends have, go get someone in your group to explain it to you.

WHUT'S A SPOOKIE-BEEEN?

Spookybeans are a sub-group of the inhabitants of The Hollow, and even within this sub-group, the diversity boggles the mind. Spookybeans can be goth kids, ex-vampire hunters, alien invaders, fairy princesses, caffeine-addicted conspiracy theorists, or very nearly anything else you can think of that's just a little... twisted.

WHAT DO I NEED TO PLAY?

Surprisingly little. A copy of these rules for a start, of course (or more than one if you don't like to share); a couple of character sheets, or blank paper if you want to make up your own; some pencils, some dice (or cards, or coins), and a couple of friends.



PART 2: HOW TO PLAY

RULES

For those of you who are used to encyclopedia-sized RPG rulebooks, filled with charts and tables and mathematical formulae, you're going to be a bit disappointed. The rules for this game are surprisingly simple. First of all, let's take a look at the character sheet. What do all these things mean?

Name

Duh.

Concept

This is your character in a nutshell, what they're all about. It has a numerical value associated with it, which can be used as a kind of "generic" Thingy (see Thingies, below).

Thingies

These are the standout features of your character. It's not necessarily everything your character can do, it's just what they're really good at. Thingies range from 1 to 5. Thingy ratings do not correspond directly with any level of competence, they are merely a measure of how relevant those abilities are going to be to the game.

Oooh

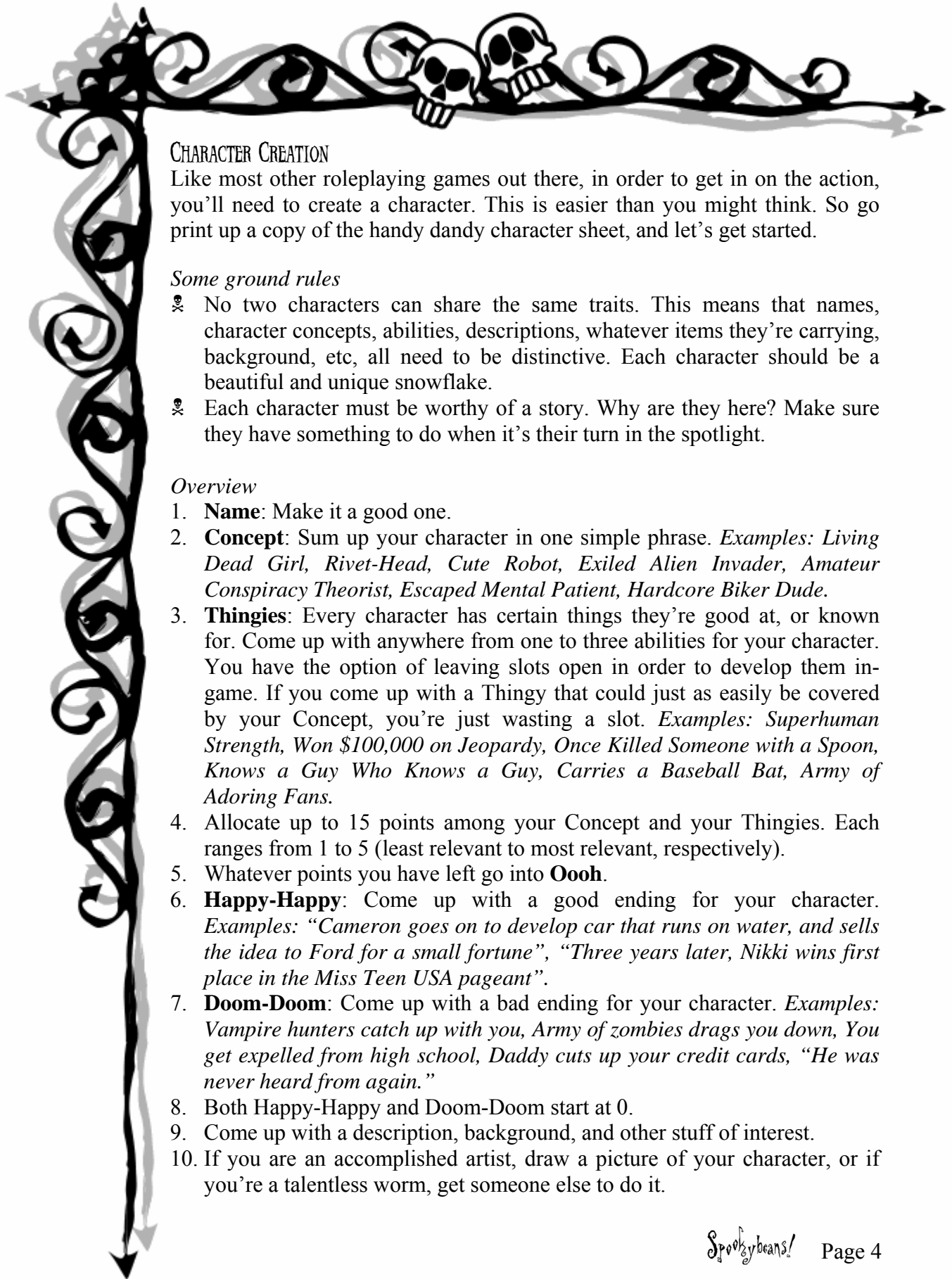
Oooh points are the juice that drives the game. They can be spent during the game in several ways: Oooh can be used to boost skill rolls, to cause Unnatural Coincidences, and to add new Thingies to your character. The primary way you earn Oooh points is by taking Ouchies to turn failed rolls into successful ones. You can also earn Oooh points by doing cool stuff. Exactly what's "cool" is up to your group to define.

Happy-Happy

A happy ending for your character. There is also a numerical value; every time you win a conflict, you add 1 to Happy-Happy.

Doom-Doom

A sad ending for your character. There is also a numerical value; every time you lose a conflict, you add 1 to Doom-Doom.



CHARACTER CREATION

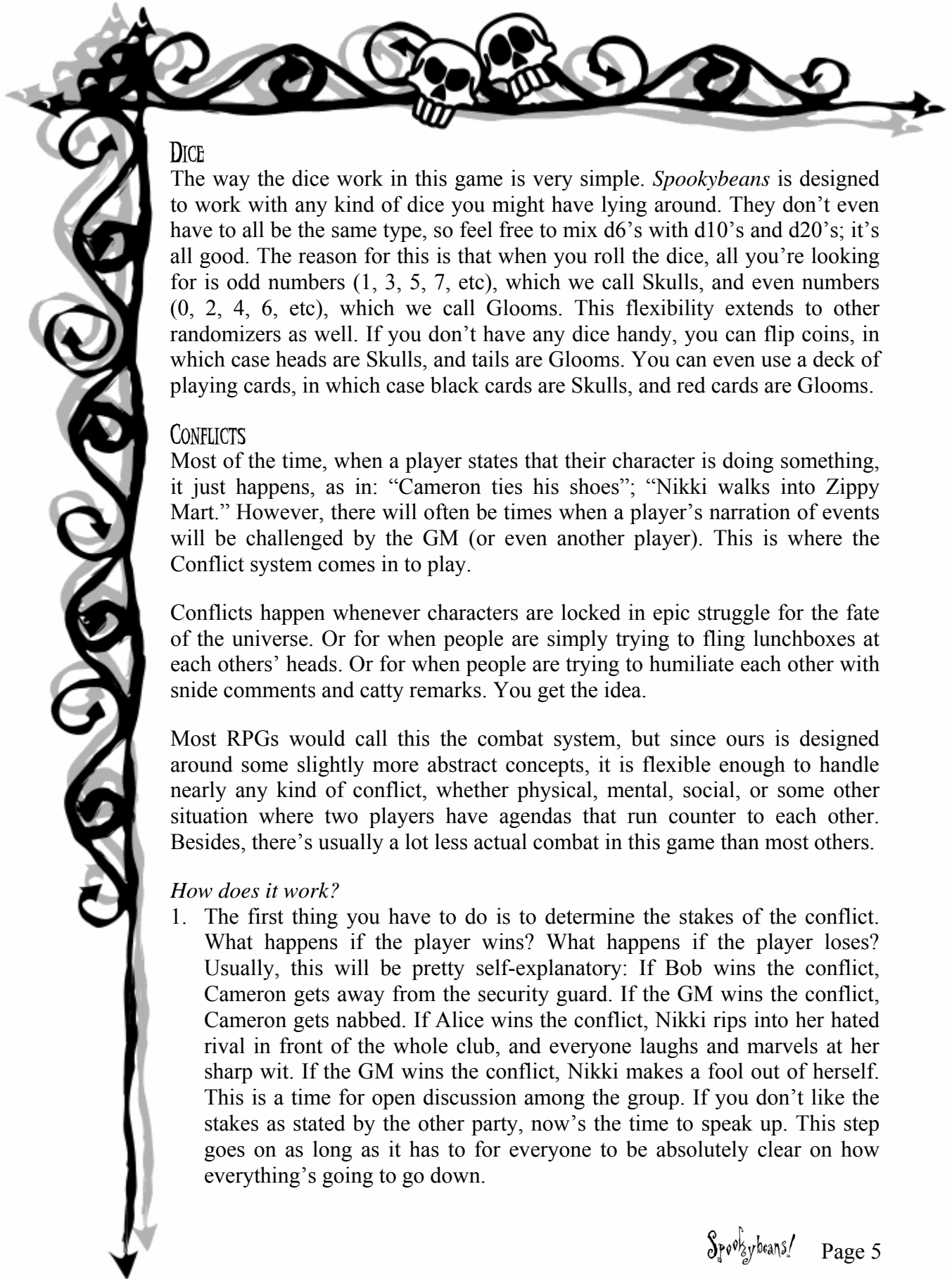
Like most other roleplaying games out there, in order to get in on the action, you'll need to create a character. This is easier than you might think. So go print up a copy of the handy dandy character sheet, and let's get started.

Some ground rules

- ☠ No two characters can share the same traits. This means that names, character concepts, abilities, descriptions, whatever items they're carrying, background, etc, all need to be distinctive. Each character should be a beautiful and unique snowflake.
- ☠ Each character must be worthy of a story. Why are they here? Make sure they have something to do when it's their turn in the spotlight.

Overview

1. **Name:** Make it a good one.
2. **Concept:** Sum up your character in one simple phrase. *Examples: Living Dead Girl, Rivet-Head, Cute Robot, Exiled Alien Invader, Amateur Conspiracy Theorist, Escaped Mental Patient, Hardcore Biker Dude.*
3. **Thingies:** Every character has certain things they're good at, or known for. Come up with anywhere from one to three abilities for your character. You have the option of leaving slots open in order to develop them in-game. If you come up with a Thingy that could just as easily be covered by your Concept, you're just wasting a slot. *Examples: Superhuman Strength, Won \$100,000 on Jeopardy, Once Killed Someone with a Spoon, Knows a Guy Who Knows a Guy, Carries a Baseball Bat, Army of Adoring Fans.*
4. Allocate up to 15 points among your Concept and your Thingies. Each ranges from 1 to 5 (least relevant to most relevant, respectively).
5. Whatever points you have left go into **Oooh**.
6. **Happy-Happy:** Come up with a good ending for your character. *Examples: "Cameron goes on to develop car that runs on water, and sells the idea to Ford for a small fortune", "Three years later, Nikki wins first place in the Miss Teen USA pageant".*
7. **Doom-Doom:** Come up with a bad ending for your character. *Examples: Vampire hunters catch up with you, Army of zombies drags you down, You get expelled from high school, Daddy cuts up your credit cards, "He was never heard from again."*
8. Both Happy-Happy and Doom-Doom start at 0.
9. Come up with a description, background, and other stuff of interest.
10. If you are an accomplished artist, draw a picture of your character, or if you're a talentless worm, get someone else to do it.



DICE

The way the dice work in this game is very simple. *Spookybeans* is designed to work with any kind of dice you might have lying around. They don't even have to all be the same type, so feel free to mix d6's with d10's and d20's; it's all good. The reason for this is that when you roll the dice, all you're looking for is odd numbers (1, 3, 5, 7, etc), which we call Skulls, and even numbers (0, 2, 4, 6, etc), which we call Grooms. This flexibility extends to other randomizers as well. If you don't have any dice handy, you can flip coins, in which case heads are Skulls, and tails are Grooms. You can even use a deck of playing cards, in which case black cards are Skulls, and red cards are Grooms.

CONFLICTS

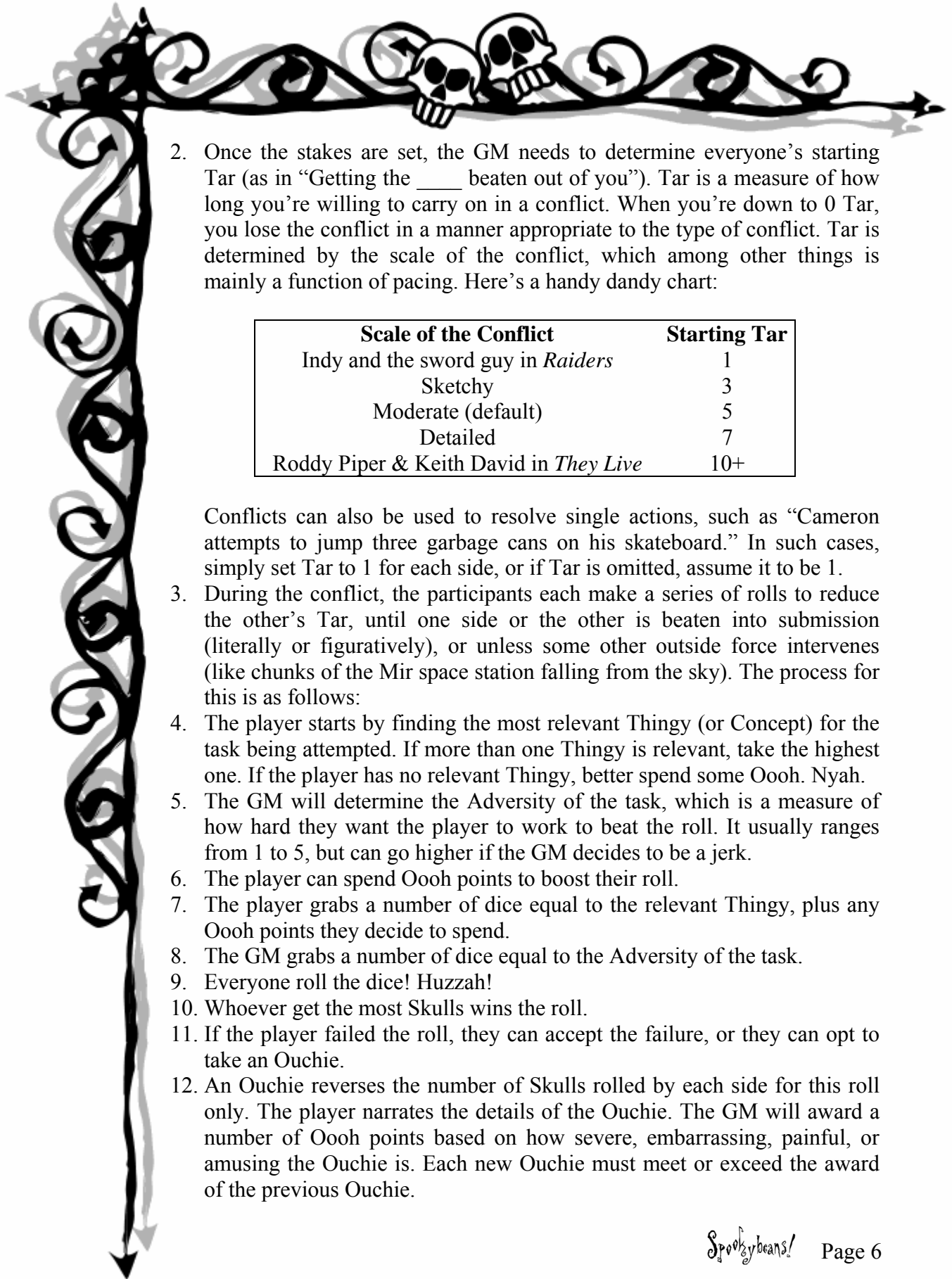
Most of the time, when a player states that their character is doing something, it just happens, as in: "Cameron ties his shoes"; "Nikki walks into Zippy Mart." However, there will often be times when a player's narration of events will be challenged by the GM (or even another player). This is where the Conflict system comes in to play.

Conflicts happen whenever characters are locked in epic struggle for the fate of the universe. Or for when people are simply trying to fling lunchboxes at each others' heads. Or for when people are trying to humiliate each other with snide comments and catty remarks. You get the idea.

Most RPGs would call this the combat system, but since ours is designed around some slightly more abstract concepts, it is flexible enough to handle nearly any kind of conflict, whether physical, mental, social, or some other situation where two players have agendas that run counter to each other. Besides, there's usually a lot less actual combat in this game than most others.

How does it work?

1. The first thing you have to do is to determine the stakes of the conflict. What happens if the player wins? What happens if the player loses? Usually, this will be pretty self-explanatory: If Bob wins the conflict, Cameron gets away from the security guard. If the GM wins the conflict, Cameron gets nabbed. If Alice wins the conflict, Nikki rips into her hated rival in front of the whole club, and everyone laughs and marvels at her sharp wit. If the GM wins the conflict, Nikki makes a fool out of herself. This is a time for open discussion among the group. If you don't like the stakes as stated by the other party, now's the time to speak up. This step goes on as long as it has to for everyone to be absolutely clear on how everything's going to go down.

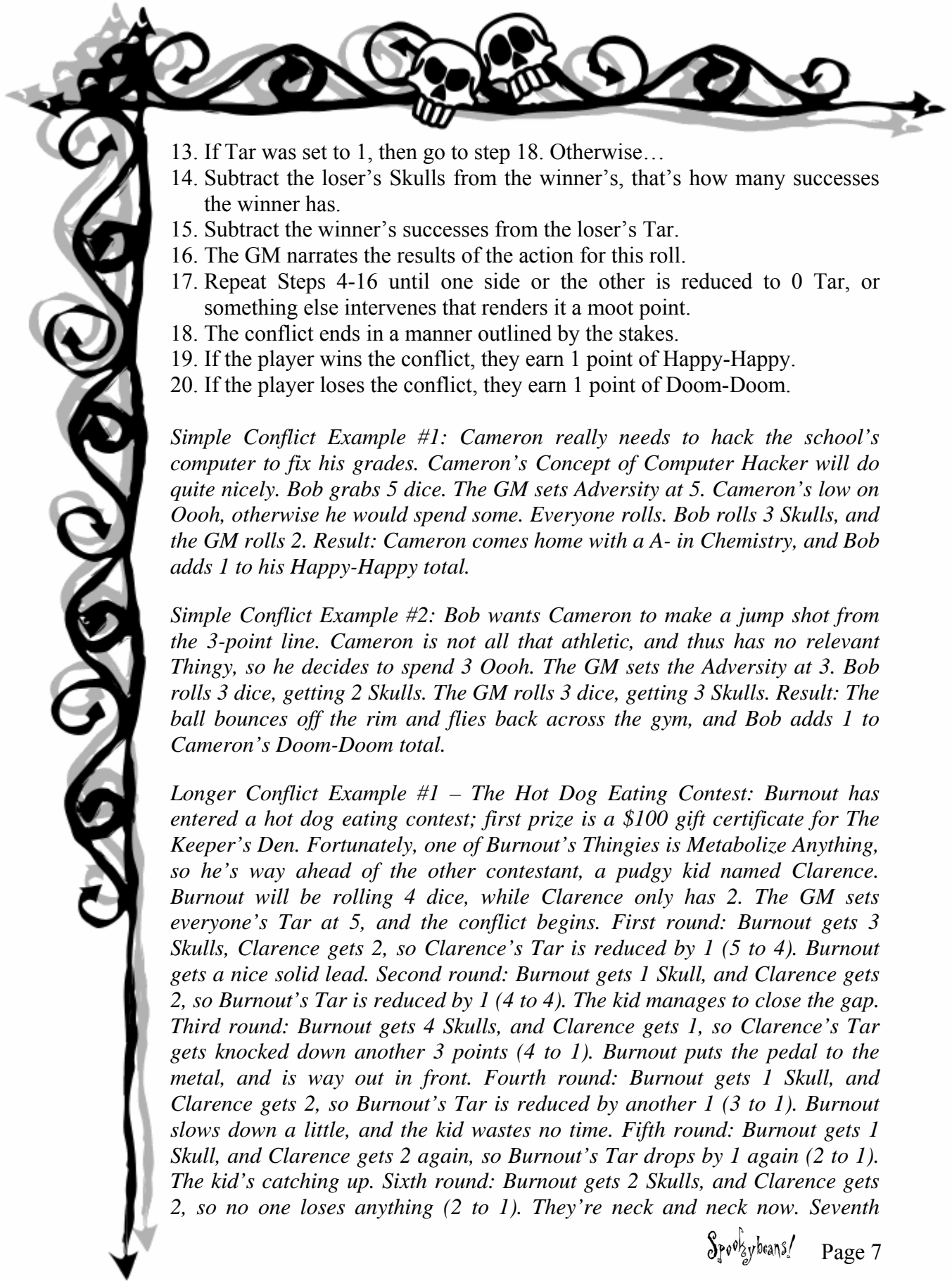


2. Once the stakes are set, the GM needs to determine everyone's starting Tar (as in "Getting the ____ beaten out of you"). Tar is a measure of how long you're willing to carry on in a conflict. When you're down to 0 Tar, you lose the conflict in a manner appropriate to the type of conflict. Tar is determined by the scale of the conflict, which among other things is mainly a function of pacing. Here's a handy dandy chart:

Scale of the Conflict	Starting Tar
Indy and the sword guy in <i>Raiders</i>	1
Sketchy	3
Moderate (default)	5
Detailed	7
Roddy Piper & Keith David in <i>They Live</i>	10+

Conflicts can also be used to resolve single actions, such as "Cameron attempts to jump three garbage cans on his skateboard." In such cases, simply set Tar to 1 for each side, or if Tar is omitted, assume it to be 1.

3. During the conflict, the participants each make a series of rolls to reduce the other's Tar, until one side or the other is beaten into submission (literally or figuratively), or unless some other outside force intervenes (like chunks of the Mir space station falling from the sky). The process for this is as follows:
 4. The player starts by finding the most relevant Thingy (or Concept) for the task being attempted. If more than one Thingy is relevant, take the highest one. If the player has no relevant Thingy, better spend some Oooh. Nyah.
 5. The GM will determine the Adversity of the task, which is a measure of how hard they want the player to work to beat the roll. It usually ranges from 1 to 5, but can go higher if the GM decides to be a jerk.
 6. The player can spend Oooh points to boost their roll.
 7. The player grabs a number of dice equal to the relevant Thingy, plus any Oooh points they decide to spend.
 8. The GM grabs a number of dice equal to the Adversity of the task.
 9. Everyone roll the dice! Huzzah!
 10. Whoever get the most Skulls wins the roll.
 11. If the player failed the roll, they can accept the failure, or they can opt to take an Ouchie.
 12. An Ouchie reverses the number of Skulls rolled by each side for this roll only. The player narrates the details of the Ouchie. The GM will award a number of Oooh points based on how severe, embarrassing, painful, or amusing the Ouchie is. Each new Ouchie must meet or exceed the award of the previous Ouchie.

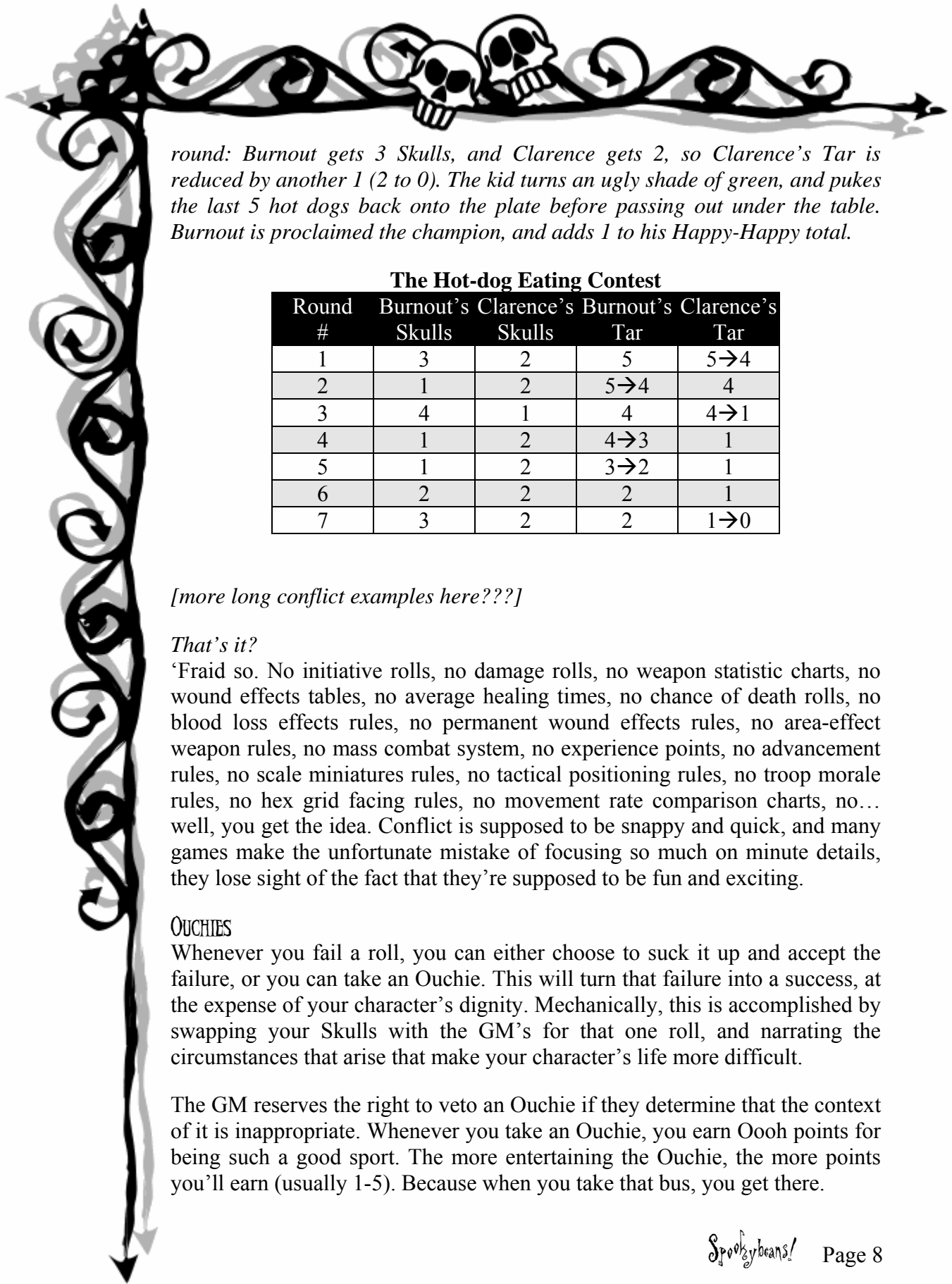


13. If Tar was set to 1, then go to step 18. Otherwise...
14. Subtract the loser's Skulls from the winner's, that's how many successes the winner has.
15. Subtract the winner's successes from the loser's Tar.
16. The GM narrates the results of the action for this roll.
17. Repeat Steps 4-16 until one side or the other is reduced to 0 Tar, or something else intervenes that renders it a moot point.
18. The conflict ends in a manner outlined by the stakes.
19. If the player wins the conflict, they earn 1 point of Happy-Happy.
20. If the player loses the conflict, they earn 1 point of Doom-Doom.

Simple Conflict Example #1: Cameron really needs to hack the school's computer to fix his grades. Cameron's Concept of Computer Hacker will do quite nicely. Bob grabs 5 dice. The GM sets Adversity at 5. Cameron's low on Oooh, otherwise he would spend some. Everyone rolls. Bob rolls 3 Skulls, and the GM rolls 2. Result: Cameron comes home with a A- in Chemistry, and Bob adds 1 to his Happy-Happy total.

Simple Conflict Example #2: Bob wants Cameron to make a jump shot from the 3-point line. Cameron is not all that athletic, and thus has no relevant Thingy, so he decides to spend 3 Oooh. The GM sets the Adversity at 3. Bob rolls 3 dice, getting 2 Skulls. The GM rolls 3 dice, getting 3 Skulls. Result: The ball bounces off the rim and flies back across the gym, and Bob adds 1 to Cameron's Doom-Doom total.

Longer Conflict Example #1 – The Hot Dog Eating Contest: Burnout has entered a hot dog eating contest; first prize is a \$100 gift certificate for The Keeper's Den. Fortunately, one of Burnout's Thingies is Metabolize Anything, so he's way ahead of the other contestant, a pudgy kid named Clarence. Burnout will be rolling 4 dice, while Clarence only has 2. The GM sets everyone's Tar at 5, and the conflict begins. First round: Burnout gets 3 Skulls, Clarence gets 2, so Clarence's Tar is reduced by 1 (5 to 4). Burnout gets a nice solid lead. Second round: Burnout gets 1 Skull, and Clarence gets 2, so Burnout's Tar is reduced by 1 (4 to 4). The kid manages to close the gap. Third round: Burnout gets 4 Skulls, and Clarence gets 1, so Clarence's Tar gets knocked down another 3 points (4 to 1). Burnout puts the pedal to the metal, and is way out in front. Fourth round: Burnout gets 1 Skull, and Clarence gets 2, so Burnout's Tar is reduced by another 1 (3 to 1). Burnout slows down a little, and the kid wastes no time. Fifth round: Burnout gets 1 Skull, and Clarence gets 2 again, so Burnout's Tar drops by 1 again (2 to 1). The kid's catching up. Sixth round: Burnout gets 2 Skulls, and Clarence gets 2, so no one loses anything (2 to 1). They're neck and neck now. Seventh



round: Burnout gets 3 Skulls, and Clarence gets 2, so Clarence's Tar is reduced by another 1 (2 to 0). The kid turns an ugly shade of green, and pukes the last 5 hot dogs back onto the plate before passing out under the table. Burnout is proclaimed the champion, and adds 1 to his Happy-Happy total.

The Hot-dog Eating Contest

Round #	Burnout's Skulls	Clarence's Skulls	Burnout's Tar	Clarence's Tar
1	3	2	5	5→4
2	1	2	5→4	4
3	4	1	4	4→1
4	1	2	4→3	1
5	1	2	3→2	1
6	2	2	2	1
7	3	2	2	1→0

[more long conflict examples here???

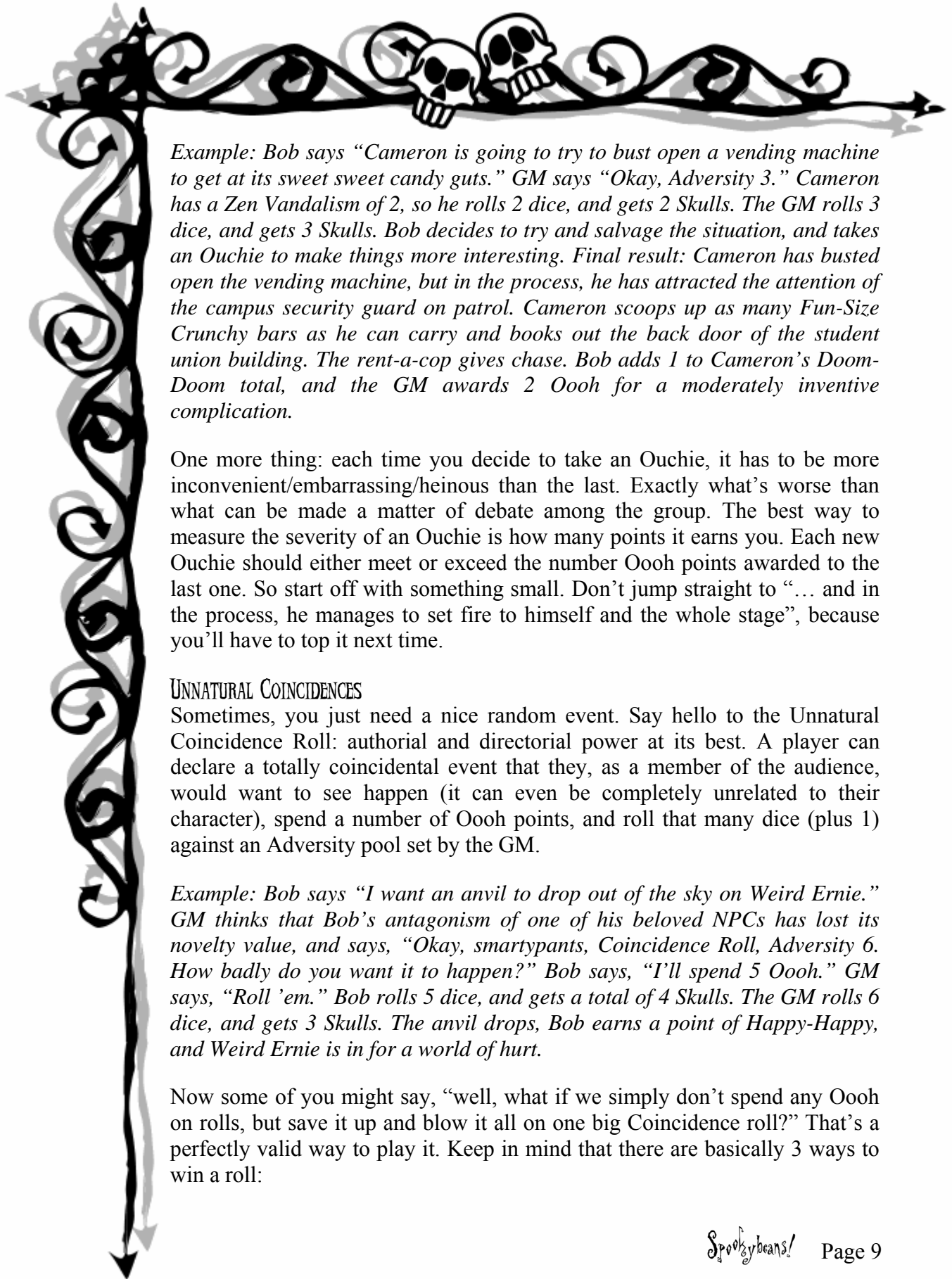
That's it?

'Fraid so. No initiative rolls, no damage rolls, no weapon statistic charts, no wound effects tables, no average healing times, no chance of death rolls, no blood loss effects rules, no permanent wound effects rules, no area-effect weapon rules, no mass combat system, no experience points, no advancement rules, no scale miniatures rules, no tactical positioning rules, no troop morale rules, no hex grid facing rules, no movement rate comparison charts, no... well, you get the idea. Conflict is supposed to be snappy and quick, and many games make the unfortunate mistake of focusing so much on minute details, they lose sight of the fact that they're supposed to be fun and exciting.

OUCHIES

Whenever you fail a roll, you can either choose to suck it up and accept the failure, or you can take an Ouchie. This will turn that failure into a success, at the expense of your character's dignity. Mechanically, this is accomplished by swapping your Skulls with the GM's for that one roll, and narrating the circumstances that arise that make your character's life more difficult.

The GM reserves the right to veto an Ouchie if they determine that the context of it is inappropriate. Whenever you take an Ouchie, you earn Oooh points for being such a good sport. The more entertaining the Ouchie, the more points you'll earn (usually 1-5). Because when you take that bus, you get there.



Example: Bob says “Cameron is going to try to bust open a vending machine to get at its sweet sweet candy guts.” GM says “Okay, Adversity 3.” Cameron has a Zen Vandalism of 2, so he rolls 2 dice, and gets 2 Skulls. The GM rolls 3 dice, and gets 3 Skulls. Bob decides to try and salvage the situation, and takes an Ouchie to make things more interesting. Final result: Cameron has busted open the vending machine, but in the process, he has attracted the attention of the campus security guard on patrol. Cameron scoops up as many Fun-Size Crunchy bars as he can carry and books out the back door of the student union building. The rent-a-cop gives chase. Bob adds 1 to Cameron’s Doom-Doom total, and the GM awards 2 Oooh for a moderately inventive complication.

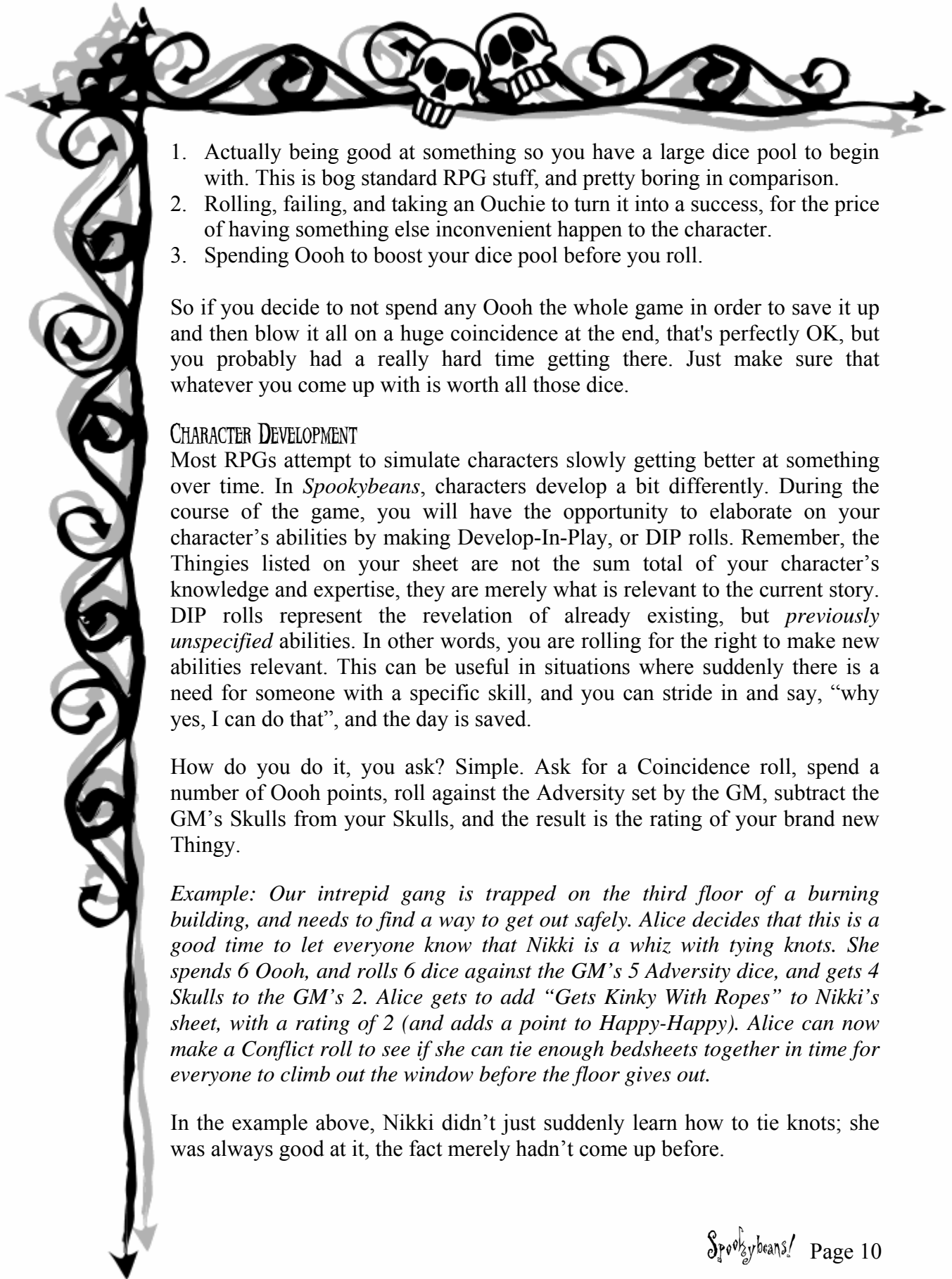
One more thing: each time you decide to take an Ouchie, it has to be more inconvenient/embarrassing/heinous than the last. Exactly what’s worse than what can be made a matter of debate among the group. The best way to measure the severity of an Ouchie is how many points it earns you. Each new Ouchie should either meet or exceed the number Oooh points awarded to the last one. So start off with something small. Don’t jump straight to “... and in the process, he manages to set fire to himself and the whole stage”, because you’ll have to top it next time.

UNNATURAL COINCIDENCES

Sometimes, you just need a nice random event. Say hello to the Unnatural Coincidence Roll: authorial and directorial power at its best. A player can declare a totally coincidental event that they, as a member of the audience, would want to see happen (it can even be completely unrelated to their character), spend a number of Oooh points, and roll that many dice (plus 1) against an Adversity pool set by the GM.

Example: Bob says “I want an anvil to drop out of the sky on Weird Ernie.” GM thinks that Bob’s antagonism of one of his beloved NPCs has lost its novelty value, and says, “Okay, smarty pants, Coincidence Roll, Adversity 6. How badly do you want it to happen?” Bob says, “I’ll spend 5 Oooh.” GM says, “Roll ’em.” Bob rolls 5 dice, and gets a total of 4 Skulls. The GM rolls 6 dice, and gets 3 Skulls. The anvil drops, Bob earns a point of Happy-Happy, and Weird Ernie is in for a world of hurt.

Now some of you might say, “well, what if we simply don’t spend any Oooh on rolls, but save it up and blow it all on one big Coincidence roll?” That’s a perfectly valid way to play it. Keep in mind that there are basically 3 ways to win a roll:



1. Actually being good at something so you have a large dice pool to begin with. This is bog standard RPG stuff, and pretty boring in comparison.
2. Rolling, failing, and taking an Ouchie to turn it into a success, for the price of having something else inconvenient happen to the character.
3. Spending Oooh to boost your dice pool before you roll.

So if you decide to not spend any Oooh the whole game in order to save it up and then blow it all on a huge coincidence at the end, that's perfectly OK, but you probably had a really hard time getting there. Just make sure that whatever you come up with is worth all those dice.

CHARACTER DEVELOPMENT

Most RPGs attempt to simulate characters slowly getting better at something over time. In *Spookybeans*, characters develop a bit differently. During the course of the game, you will have the opportunity to elaborate on your character's abilities by making Develop-In-Play, or DIP rolls. Remember, the Thingies listed on your sheet are not the sum total of your character's knowledge and expertise, they are merely what is relevant to the current story. DIP rolls represent the revelation of already existing, but *previously unspecified* abilities. In other words, you are rolling for the right to make new abilities relevant. This can be useful in situations where suddenly there is a need for someone with a specific skill, and you can stride in and say, "why yes, I can do that", and the day is saved.

How do you do it, you ask? Simple. Ask for a Coincidence roll, spend a number of Oooh points, roll against the Adversity set by the GM, subtract the GM's Skulls from your Skulls, and the result is the rating of your brand new Thingy.

Example: Our intrepid gang is trapped on the third floor of a burning building, and needs to find a way to get out safely. Alice decides that this is a good time to let everyone know that Nikki is a whiz with tying knots. She spends 6 Oooh, and rolls 6 dice against the GM's 5 Adversity dice, and gets 4 Skulls to the GM's 2. Alice gets to add "Gets Kinky With Ropes" to Nikki's sheet, with a rating of 2 (and adds a point to Happy-Happy). Alice can now make a Conflict roll to see if she can tie enough bedsheets together in time for everyone to climb out the window before the floor gives out.

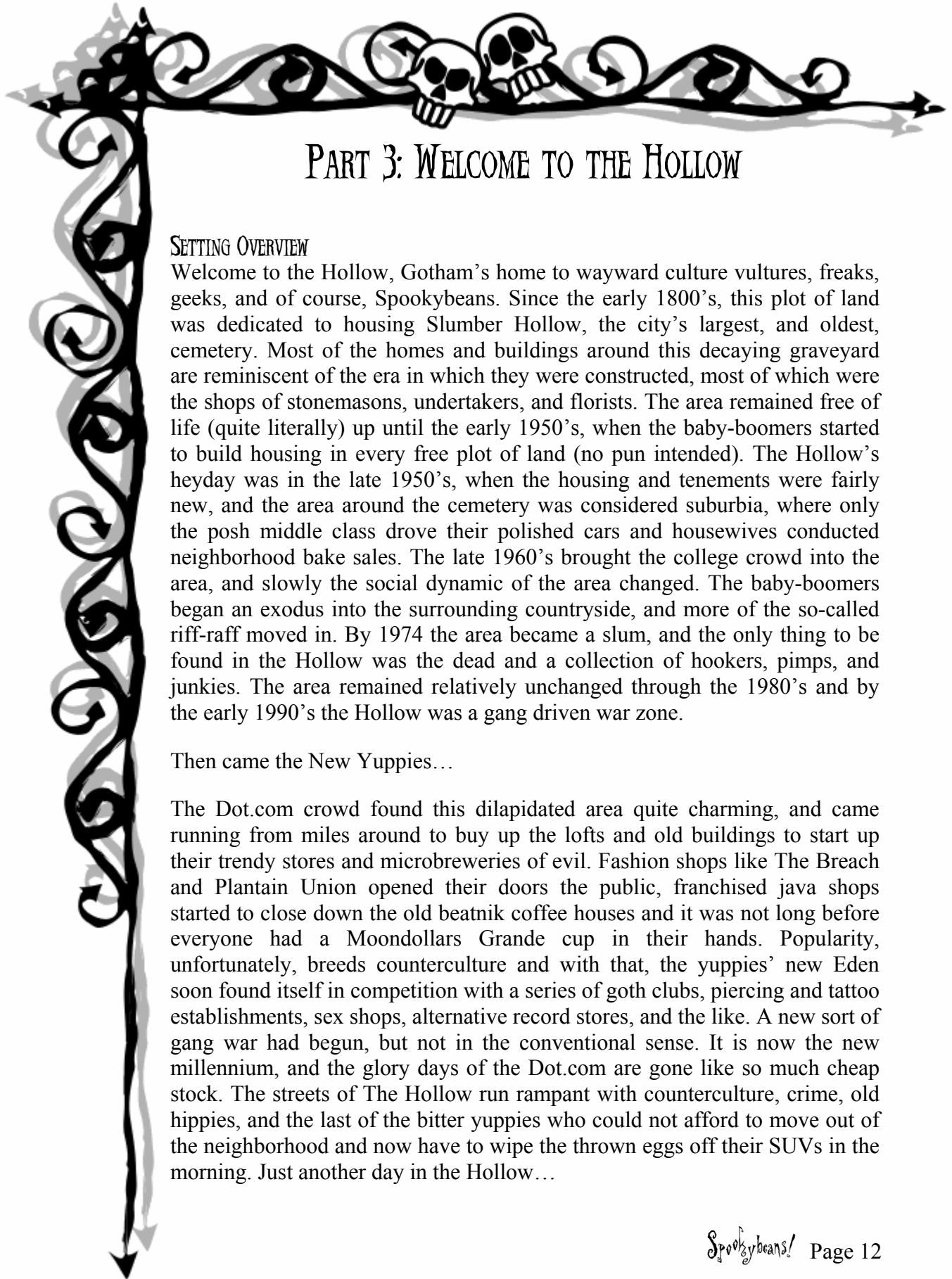
In the example above, Nikki didn't just suddenly learn how to tie knots; she was always good at it, the fact merely hadn't come up before.



Some ground rules for DIP rolls and adding new Thingies: The rules from character creation still apply; you can't add a Thingy that steps on someone else's character, and the new Thingy had better be interesting and entertaining. Also, be prepared to give a plausible explanation of why the ability hadn't come up before, if there had previously been situations in which it would have been useful.

HAPPY-HAPPY AND DOOM-DOOM

Each character comes factory equipped with two endings for their own personal story; a good ending and a bad ending. At the beginning of each story, the GM will set the criteria for the ending the story. Happy-Happy and Doom-Doom points are accrued by making rolls during the game. Each time you win a conflict, you earn a point of Happy-Happy. However, if you lose a conflict, you earn a point of Doom-Doom. When the story is over, whichever score is higher will determine which of your character's endings actually happens. If a player ends up with Happy-Happy and Doom-Doom scores tied, they can roll whatever Oooh points they have left in order to determine which way they're going to go. If there are victory conditions for the story itself, total up everyone's Happy-Happy and Doom-Doom, and compare to see how the story itself ends. The result is a *Mallrats*-type montage at the end of the story, showing what happens to each character.



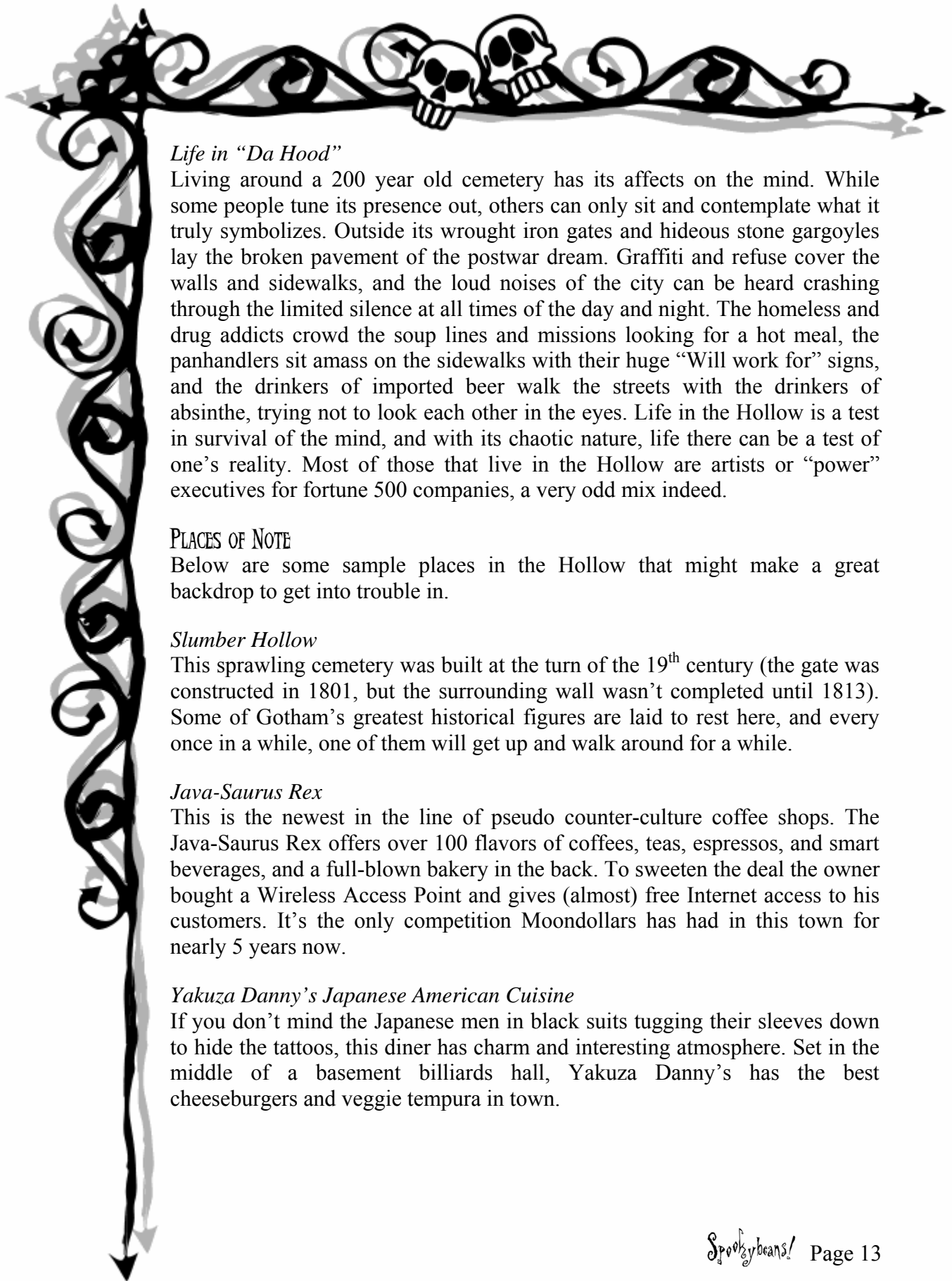
PART 3: WELCOME TO THE HOLLOW

SETTING OVERVIEW

Welcome to the Hollow, Gotham's home to wayward culture vultures, freaks, geeks, and of course, Spookybeans. Since the early 1800's, this plot of land was dedicated to housing Slumber Hollow, the city's largest, and oldest, cemetery. Most of the homes and buildings around this decaying graveyard are reminiscent of the era in which they were constructed, most of which were the shops of stonemasons, undertakers, and florists. The area remained free of life (quite literally) up until the early 1950's, when the baby-boomers started to build housing in every free plot of land (no pun intended). The Hollow's heyday was in the late 1950's, when the housing and tenements were fairly new, and the area around the cemetery was considered suburbia, where only the posh middle class drove their polished cars and housewives conducted neighborhood bake sales. The late 1960's brought the college crowd into the area, and slowly the social dynamic of the area changed. The baby-boomers began an exodus into the surrounding countryside, and more of the so-called riff-raff moved in. By 1974 the area became a slum, and the only thing to be found in the Hollow was the dead and a collection of hookers, pimps, and junkies. The area remained relatively unchanged through the 1980's and by the early 1990's the Hollow was a gang driven war zone.

Then came the New Yuppies...

The Dot.com crowd found this dilapidated area quite charming, and came running from miles around to buy up the lofts and old buildings to start up their trendy stores and microbreweries of evil. Fashion shops like The Breach and Plantain Union opened their doors the public, franchised java shops started to close down the old beatnik coffee houses and it was not long before everyone had a Moondollars Grande cup in their hands. Popularity, unfortunately, breeds counterculture and with that, the yuppies' new Eden soon found itself in competition with a series of goth clubs, piercing and tattoo establishments, sex shops, alternative record stores, and the like. A new sort of gang war had begun, but not in the conventional sense. It is now the new millennium, and the glory days of the Dot.com are gone like so much cheap stock. The streets of The Hollow run rampant with counterculture, crime, old hippies, and the last of the bitter yuppies who could not afford to move out of the neighborhood and now have to wipe the thrown eggs off their SUVs in the morning. Just another day in the Hollow...



Life in “Da Hood”

Living around a 200 year old cemetery has its affects on the mind. While some people tune its presence out, others can only sit and contemplate what it truly symbolizes. Outside its wrought iron gates and hideous stone gargoyles lay the broken pavement of the postwar dream. Graffiti and refuse cover the walls and sidewalks, and the loud noises of the city can be heard crashing through the limited silence at all times of the day and night. The homeless and drug addicts crowd the soup lines and missions looking for a hot meal, the panhandlers sit amass on the sidewalks with their huge “Will work for” signs, and the drinkers of imported beer walk the streets with the drinkers of absinthe, trying not to look each other in the eyes. Life in the Hollow is a test in survival of the mind, and with its chaotic nature, life there can be a test of one’s reality. Most of those that live in the Hollow are artists or “power” executives for fortune 500 companies, a very odd mix indeed.

PLACES OF NOTE

Below are some sample places in the Hollow that might make a great backdrop to get into trouble in.

Slumber Hollow

This sprawling cemetery was built at the turn of the 19th century (the gate was constructed in 1801, but the surrounding wall wasn’t completed until 1813). Some of Gotham’s greatest historical figures are laid to rest here, and every once in a while, one of them will get up and walk around for a while.

Java-Saurus Rex

This is the newest in the line of pseudo counter-culture coffee shops. The Java-Saurus Rex offers over 100 flavors of coffees, teas, espressos, and smart beverages, and a full-blown bakery in the back. To sweeten the deal the owner bought a Wireless Access Point and gives (almost) free Internet access to his customers. It’s the only competition Moondollars has had in this town for nearly 5 years now.

Yakuza Danny’s Japanese American Cuisine

If you don’t mind the Japanese men in black suits tugging their sleeves down to hide the tattoos, this diner has charm and interesting atmosphere. Set in the middle of a basement billiards hall, Yakuza Danny’s has the best cheeseburgers and veggie tempura in town.



PeePee Sanchez

What a concept! A Mexican juice bar and restaurant ran by Mexican masked wrestlers. The only place in town one can get a taco, guava smoothie, and watch an all-out brutal wrestling match. ¿Quien es mas macho?

Zippy Mart

No one can beat the Zippy Mart, open all night long and stocked with your favorite snack foods and full deli. You can buy milk, cheese, Twonky™ brand snake cakes, and a 24-pack of beer all in one stop. While you're there, gulp down a frozen Flippy drink, guaranteed to give you brain freeze in less than 6 seconds or you get another free.

Berzerkoid

Built in the early eighties, this arcade has not changed much through the times, even the games are still the same. Enjoy classics such as Puck Man, Deflinger, Dig Doug, Marital Kombat, and Monkey King. Fun for children and homeless junkies alike! Ask about a Berzerkoid birthday party and the “Bucket O Tokens”.

Suds and Spins

Nothing can be more fun than washing your clothes at the “Suds and Spins”, where the music and spin cycles never end. Wash your clothes to your favorite tunes in the Patented “Juke Washers” where the technology of digital MP3 players and washing machines combine.

The Violet Eye

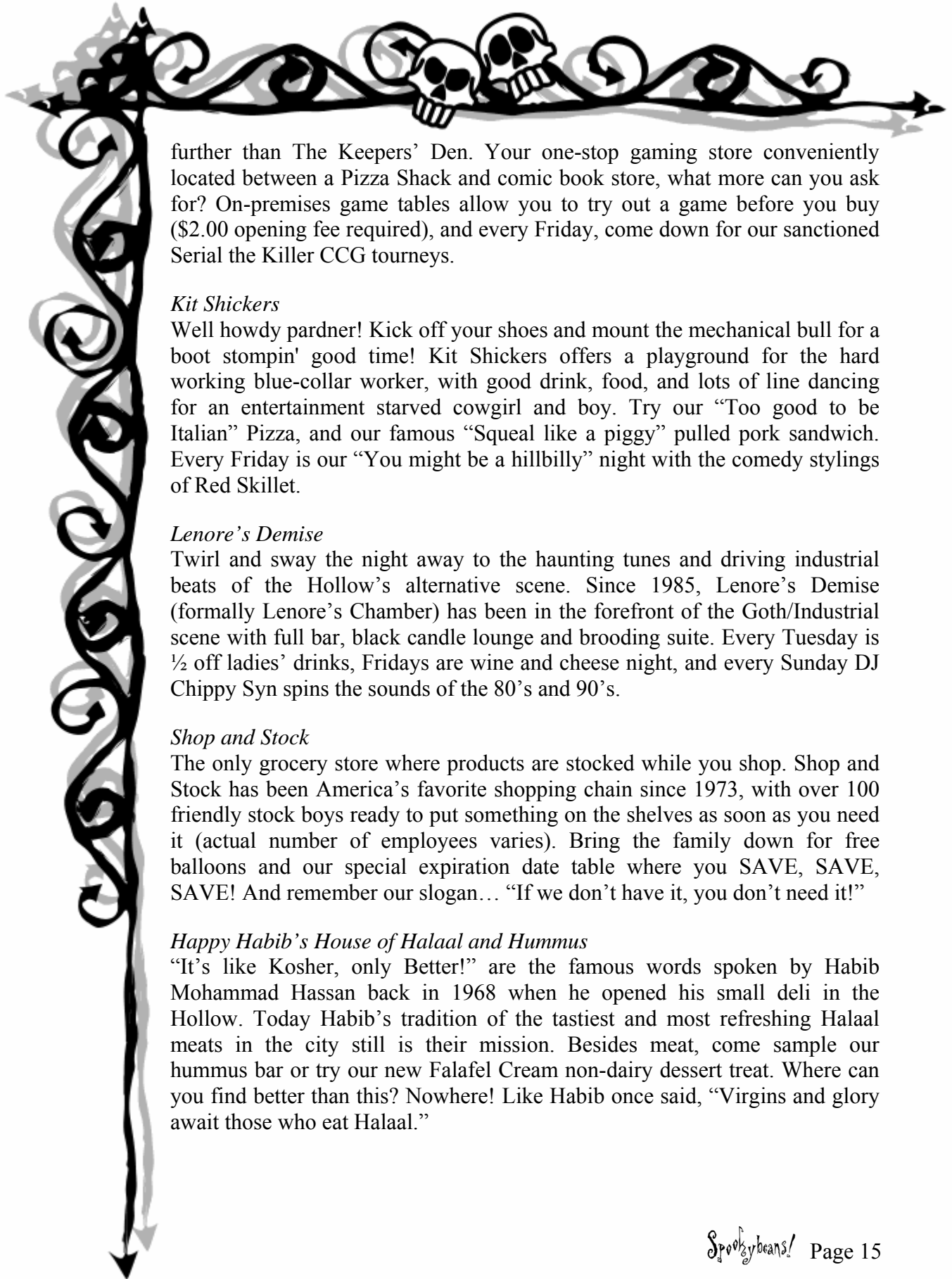
Witches and Voodoo priests look no further for your metaphysical needs, because the Violet Eye has it all. Check out our high quality graveyard dust, pick up a few dozen black cat bones, or marvel at our collection of tarot and spell books. Something for everyone, and every Tuesday is our Faith of the Week day, where we give a 15% discount to our special people.

Spank

Chains, whips, and leather strips are just a few of the interesting fashion pieces that you will find at Spank. Spank has all your clubbing and sex toy needs in a huge “Goth Emporium” of wall-to-wall spookiness. If you need something for the freak that has everything, or just out for a night of kinky debauchery, Spank has it all.

The Keepers Den

Need new dice for that special gaming event? New splat book for “Fish-Stick: The Baiting”? Can’t get enough of those “War Hippie” minis? Well, go no



further than The Keepers' Den. Your one-stop gaming store conveniently located between a Pizza Shack and comic book store, what more can you ask for? On-premises game tables allow you to try out a game before you buy (\$2.00 opening fee required), and every Friday, come down for our sanctioned Serial the Killer CCG tourneys.

Kit Shickers

Well howdy pardner! Kick off your shoes and mount the mechanical bull for a boot stompin' good time! Kit Shickers offers a playground for the hard working blue-collar worker, with good drink, food, and lots of line dancing for an entertainment starved cowgirl and boy. Try our "Too good to be Italian" Pizza, and our famous "Squeal like a piggy" pulled pork sandwich. Every Friday is our "You might be a hillbilly" night with the comedy stylings of Red Skillet.

Lenore's Demise

Twirl and sway the night away to the haunting tunes and driving industrial beats of the Hollow's alternative scene. Since 1985, Lenore's Demise (formally Lenore's Chamber) has been in the forefront of the Goth/Industrial scene with full bar, black candle lounge and brooding suite. Every Tuesday is ½ off ladies' drinks, Fridays are wine and cheese night, and every Sunday DJ Chippy Syn spins the sounds of the 80's and 90's.

Shop and Stock

The only grocery store where products are stocked while you shop. Shop and Stock has been America's favorite shopping chain since 1973, with over 100 friendly stock boys ready to put something on the shelves as soon as you need it (actual number of employees varies). Bring the family down for free balloons and our special expiration date table where you SAVE, SAVE, SAVE! And remember our slogan... "If we don't have it, you don't need it!"

Happy Habib's House of Halaal and Hummus

"It's like Kosher, only Better!" are the famous words spoken by Habib Mohammad Hassan back in 1968 when he opened his small deli in the Hollow. Today Habib's tradition of the tastiest and most refreshing Halaal meats in the city still is their mission. Besides meat, come sample our hummus bar or try our new Falafel Cream non-dairy dessert treat. Where can you find better than this? Nowhere! Like Habib once said, "Virgins and glory await those who eat Halaal."



Drill-Bitz Piercing and Tattoos

Looking for that perfect piercing or tattoo? Do you feel the need for instant rebellion, or possibly the need to feel young and trendy? Drill-Bitz has your answer. Come look through our many books of the most creative and possibly painful piercing located under one roof. If one or two holes in your skin are not enough come to the back room where our talented and Licensed tattoo artists are waiting to poke lots of little holes in you and with ink create major works of modern art. Drill-Bitz will have you looking like a top rate culture vulture in no time.

Votkatonick University

These hallowed halls of higher learning were founded in 1822, and they've been molding young post-high school minds ever since, and occasionally sending a couple of them screaming over the edge into the abyss of madness. Just steer clear of the library's Forbidden Knowledge & Arcane Lore section, and you'll be fine. Really.

Sacred Heart Hospital

Sacred Heart was built in 1977, when the old municipal hospital closed down. Somewhere along the line, someone got the idea that the ambulances would be more noticeable if they were painted loud colors, in addition to sporting the usual loud sirens.

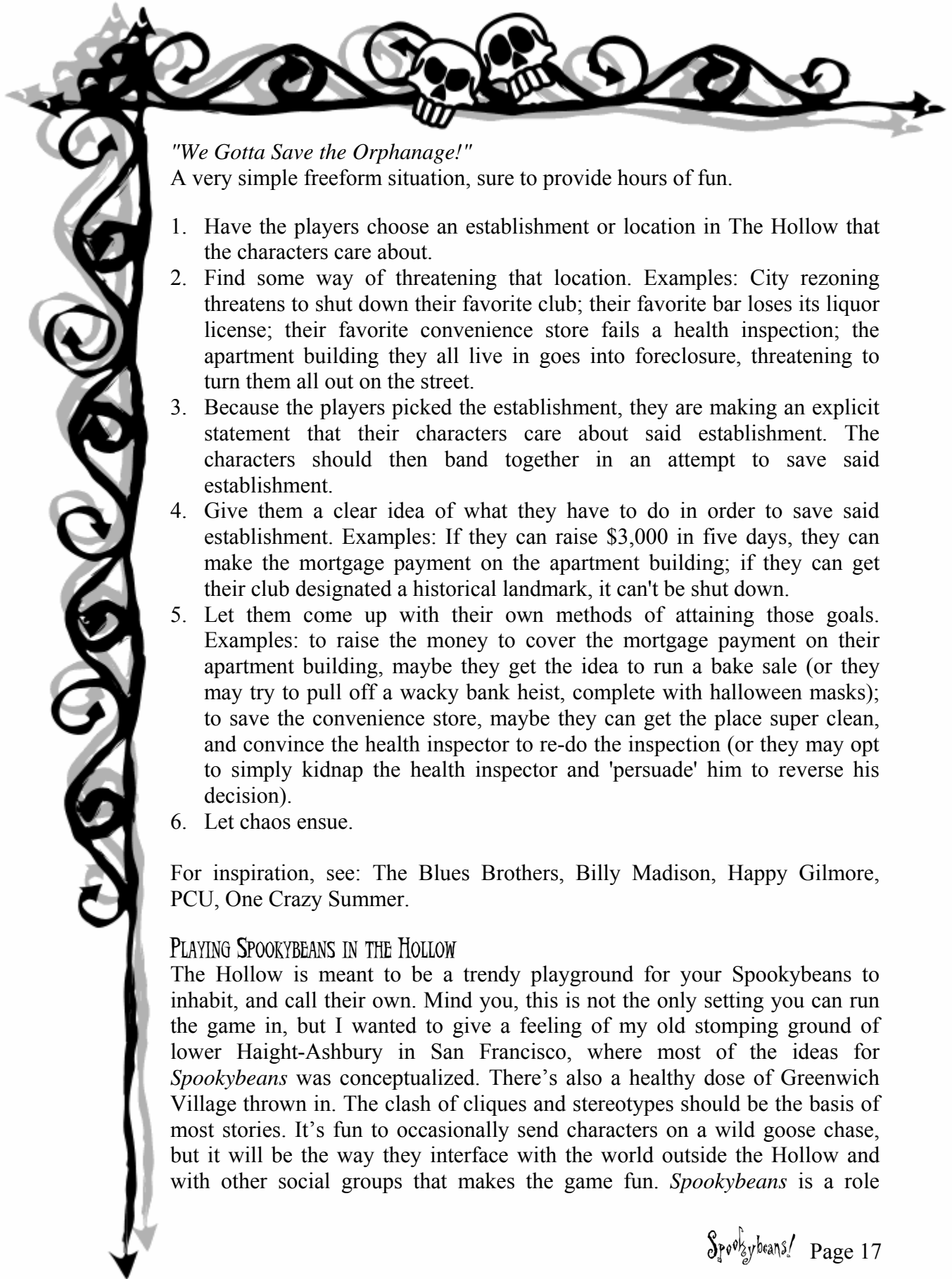
Danvers Memorial

The Danvers Memorial Psychiatric Institute was originally a part of Sacred Heart, but they won their independence in a revolution drenched in red tape in 1991. Now the institute plays host to many Votkatonick graduate students; some even as interns.

ADVENTURE IDEAS

Camp Creepy Lake!

Welcome to "Camp Creepy Lake" the world's only teen horror film theme camp. The Spookybeans are mailed a "Free Trip" pass and all end up at the bus stop to head into the hills outside of Gotham. The worse stereotype movie monsters serving stale candy and popcorn staff the rickety bus. The weekend is filled with bad attempts at scaring the characters and trying to make them fear for their lives. Throw in a bit of the Blair Witch Project and any of the 10+ Friday the 13th movies to get the feel for the way the various activities should go down at this camp. By the third day the staff should be in fear of the characters! Let the players run free with this scenario, and let everyone pull out all the horror movie clichés.



"We Gotta Save the Orphanage!"

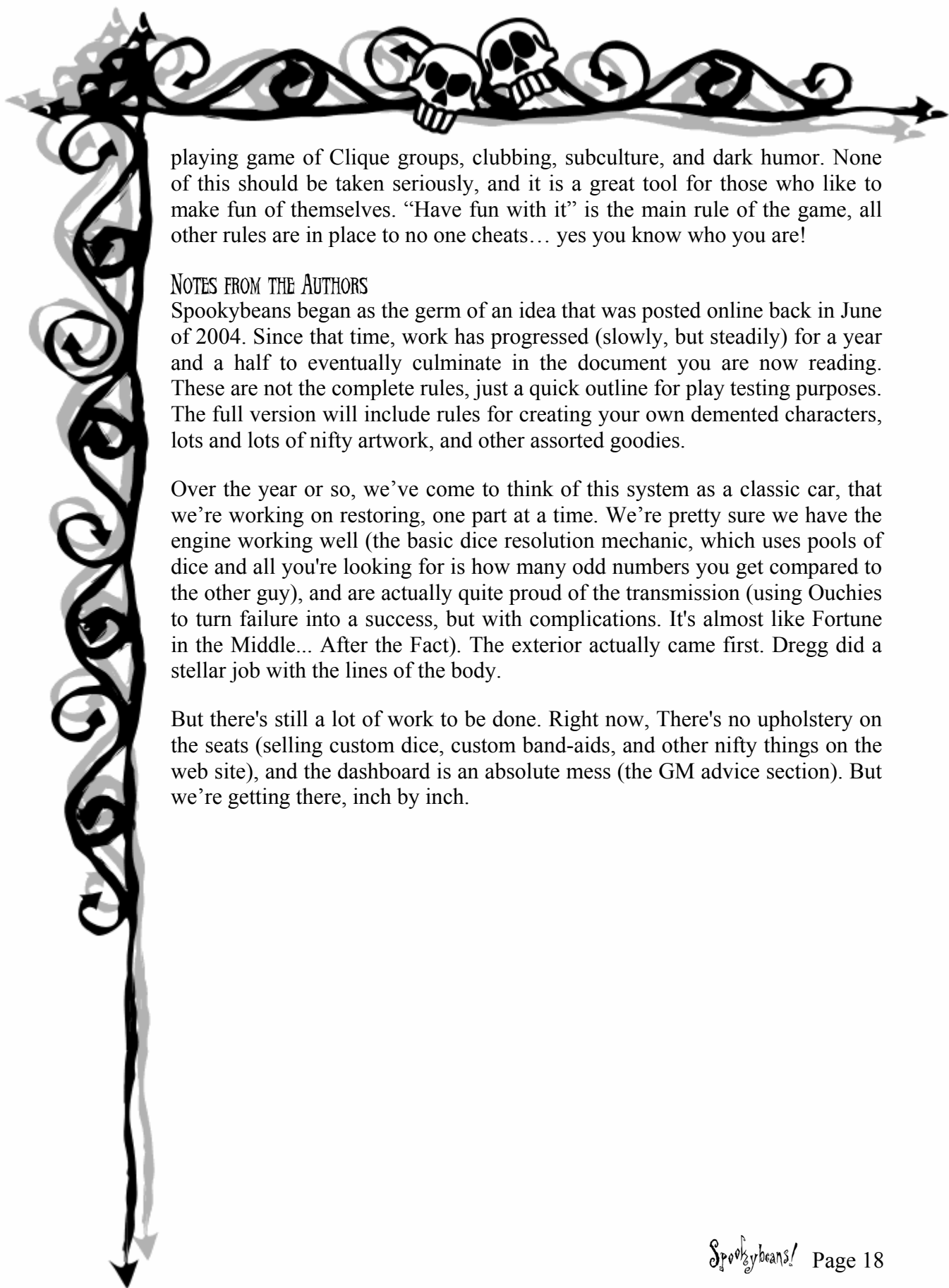
A very simple freeform situation, sure to provide hours of fun.

1. Have the players choose an establishment or location in The Hollow that the characters care about.
2. Find some way of threatening that location. Examples: City rezoning threatens to shut down their favorite club; their favorite bar loses its liquor license; their favorite convenience store fails a health inspection; the apartment building they all live in goes into foreclosure, threatening to turn them all out on the street.
3. Because the players picked the establishment, they are making an explicit statement that their characters care about said establishment. The characters should then band together in an attempt to save said establishment.
4. Give them a clear idea of what they have to do in order to save said establishment. Examples: If they can raise \$3,000 in five days, they can make the mortgage payment on the apartment building; if they can get their club designated a historical landmark, it can't be shut down.
5. Let them come up with their own methods of attaining those goals. Examples: to raise the money to cover the mortgage payment on their apartment building, maybe they get the idea to run a bake sale (or they may try to pull off a wacky bank heist, complete with halloween masks); to save the convenience store, maybe they can get the place super clean, and convince the health inspector to re-do the inspection (or they may opt to simply kidnap the health inspector and 'persuade' him to reverse his decision).
6. Let chaos ensue.

For inspiration, see: The Blues Brothers, Billy Madison, Happy Gilmore, PCU, One Crazy Summer.

PLAYING SPOOKYBEANS IN THE HOLLOW

The Hollow is meant to be a trendy playground for your Spookybeans to inhabit, and call their own. Mind you, this is not the only setting you can run the game in, but I wanted to give a feeling of my old stomping ground of lower Haight-Ashbury in San Francisco, where most of the ideas for *Spookybeans* was conceptualized. There's also a healthy dose of Greenwich Village thrown in. The clash of cliques and stereotypes should be the basis of most stories. It's fun to occasionally send characters on a wild goose chase, but it will be the way they interface with the world outside the Hollow and with other social groups that makes the game fun. *Spookybeans* is a role



playing game of Clique groups, clubbing, subculture, and dark humor. None of this should be taken seriously, and it is a great tool for those who like to make fun of themselves. "Have fun with it" is the main rule of the game, all other rules are in place to no one cheats... yes you know who you are!

NOTES FROM THE AUTHORS

Spookybeans began as the germ of an idea that was posted online back in June of 2004. Since that time, work has progressed (slowly, but steadily) for a year and a half to eventually culminate in the document you are now reading. These are not the complete rules, just a quick outline for play testing purposes. The full version will include rules for creating your own demented characters, lots and lots of nifty artwork, and other assorted goodies.

Over the year or so, we've come to think of this system as a classic car, that we're working on restoring, one part at a time. We're pretty sure we have the engine working well (the basic dice resolution mechanic, which uses pools of dice and all you're looking for is how many odd numbers you get compared to the other guy), and are actually quite proud of the transmission (using Ouchies to turn failure into a success, but with complications. It's almost like Fortune in the Middle... After the Fact). The exterior actually came first. Dregg did a stellar job with the lines of the body.

But there's still a lot of work to be done. Right now, There's no upholstery on the seats (selling custom dice, custom band-aids, and other nifty things on the web site), and the dashboard is an absolute mess (the GM advice section). But we're getting there, inch by inch.



NAME

CONCEPT

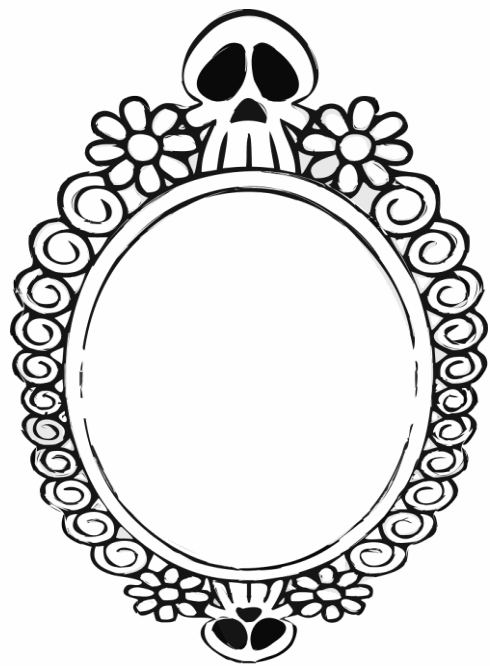
THINGIES

Oooh

HAPPY-HAPPY

DESCRIPTION

Spookybeans!
THE GOTHIC COMIX
ROLEPLAYING GAME



DOOM-DOOM

BACKGROUND
