

WILLKOMMEN!

Welcome to the *Spookybeans* Quickstart Pack. This document is provided as an easy introduction to the *Spookybeans* game mechanics and as a way of getting your feet wet, as it were.

What's included

- ☒ Introductory scenario: *Going Out of Business*
- ☒ A quick overview of the rules
- ☒ Sample characters
- ☒ Blank character sheets

GOING OUT OF BUSINESS*Introduction*

The Euphorium, everyone's favorite one-stop shop for all things hippie/goth/punk since 1973, is being forced to close their doors if they can't come up with \$100,000 in back rent. The store owners, Sunflower and her husband Smokey, have been friends with the locals in The Hollow for a long time, but as drug paraphernalia started to become less popular, and people started to buy their games and comics online, this small mom-and-pop store could not afford to make ends meet. Chad Bradley (the Euphorium's landlord and all-around corporate dirtbag) has found this an opportune time to kick out the hippies and tear down the store to build a franchised yuppie watering hole called "Mondays". Sunflower has three days to collect the cash or the store will be no more. Since the spookybeans are regulars in the shop, Sunflower offers the kids a chance to help them raise the money to stay open.

Opposing the spookybeans are the Yuppie Youth Organization, a preppy right-wing high school club that torments our heroes on a day-to-day basis, and they will try and make it near impossible for them to raise any money by countering their efforts. The YYO is made up of all the preps, jocks, cheerleaders, and wanna-bes and rich kids at Ross Perot high school.

Game Setup

There are basically two ways to run this scenario:

- ☒ **Straight:** If you have less than 4 players, have them choose spookybean characters, and run the YYO as NPCs. Note: The stats given for the YYO are for Head to Head only. Ignore them if running the game Straight.
- ☒ **Head to Head:** If you have 4 or more players, you can split them into 2 groups, and have one side play the spookybeans and the other play the YYO. Try to balance the number of characters on each side.

Running the Game

- ☒ Play up the antagonism between the spookybeans and the YYO; these are two groups that really hate each other.
- ☒ Insert a spookybean NPC (pick one of the unused PCs) into the group, it makes it easier to provide guidance if necessary. If running head to head, do this for both groups.
- ☒ Give out Oooh points like candy, and encourage players to spend them in the same manner.
- ☒ If it seems too easy for the players, keep pumping up the Adversity. It's a direct measure of how much you want the players to fail at what they're doing.
- ☒ Tar is mainly a pacing mechanic. If things are going too quickly, up the Tar a notch or two on the next conflict to slow it down. Conversely, if the story is dragging, lower the Tar on the next conflict and get to the good stuff.

- ☒ Don't commit to a Conflict unless you are able to live with the Stakes. Step 1 is very important.
- ☒ Let the players drive the story, but be prepared to take the reins back if necessary.
- ☒ Don't be afraid to say No if a player is trying to do something stupid (especially with a Coincidence or Development roll).
- ☒ Let the players do whatever they want to raise the money, even if the whole town gets trashed in the process, because hey, it's funny.

Possible hare-brained schemes

- ☒ Stage a wacky bank robbery/kidnapping.
- ☒ Hold a bake sale/car wash/benefit concert.
- ☒ Challenge the YYO to some sort of competition.
- ☒ Blackmail them, or just kill them.

Endgame

After 3 days of fundraising/blackmail/armed robbery mayhem, it's time to total up everyone's Happy-Happy and Doom-Doom scores. If running the scenario straight, compare the whole group's Happy-Happy to their Doom-Doom. If running head to head, compare one group's Happy-Happy to the other's. If the spookybeans earned enough Happy-Happy points, the Euphorium is saved! If not, then the bulldozers are running... After determining the fate of the store, compare each character's individual Happy-Happy and Doom-Doom totals to see where they all end up.

Dramatis Personae

Chad Bradley: The president of Bradley Real Estate Ventures, LLC. Always dressed like he's ready to go play tennis. Has a really bad hairpiece.

Harold "Smokey" Lindenberg: Owner of the Euphorium. A receding hairline hasn't deterred him from wearing his hair long, and he is in a constant haze from years of chemical experimentation.

Arianna "Sunflower" Martin-Lindenberg: Manager of the Euphorium, and Smokey's wife. A consummate flower child, Sunflower has her head in clouds of a completely different sort.

Places to Go

The Hollow: The neighborhood where everything takes place. An eclectic mixture of Greenwich Village, Haight-Ashbury, and the very worst aspects of American suburbia. It's about 30 square blocks, bordered on the west by The Highway, on the East by the elevated commuter train, on the south by The River (across which is The City proper), and on the north by The Hills (the rich neighborhood).

Slumber Hollow Memorial Gardens: A sprawling 200 year-old cemetery squatting smack in the center of the neighborhood.

Ross Perot High School: Most of the PCs are teenagers, so this is where you'll find them from 8 to 3 every weekday.

Javasaurus Rex: Trendy independent coffee house.

Berzerkoid: Old school video arcade.

Zippy Mart: 24 hour convenience store.

The Violet Eye: Dusty old occult shop.

Lenore's Demise: Goth club.

Drill Bitz: Tattoo & piercings.

And of course, The Euphorium.

CHARACTER CREATION

Ground rules

- ☠ No two characters can share the same traits.
- ☠ Each character must be worthy of a story.

Overview

1. Name: Make it a good one.
2. Concept: Sum up your character in one simple phrase.
3. Thingies: Come up with one to three abilities for your character.
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.
7. Doom-Doom: Everyone hand their sheet to the player on their left. Come up with a bad ending for the character you've just been handed. Now hand all the sheets back.
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

- ☠ Use any dice, as long as they're even-sided.
- ☠ Odd numbers are Skulls (good).
- ☠ Even numbers are Glooms (bad).
- ☠ For playing cards, black cards are Skulls, and red cards are Glooms.
- ☠ For coins, heads are Skulls, and tails are Glooms.

OOOH

You can spend Oooh points during a conflict to boost a roll. You can earn Oooh points by Taking Ouchies.

OUCHIES

Ouchies turn failed rolls into successful ones, at the expense of your character's dignity. Each Ouchie will generally be worth 1-5 Oooh points, depending on how entertaining it is. Each subsequent Ouchie must be more severe than the last, so start off small.

UNNATURAL COINCIDENCES

You have the power to make things happen that are totally disconnected from your character. Roll your Concept during an existing Conflict, vs. an Adversity number set by the GM. If you make it, it happens, just like that. The nature of the coincidence has to be in accordance with your Concept.

DEVELOPMENT ROLLS

You can add new Thingies to your character sheet by rolling your Concept during an existing conflict, vs. an Adversity number set by the GM, and the number of successes (your Skulls minus the GM's Skulls) is the rating of the new Thingy, which is ready to be used right away.

CONFLICT SYSTEM

Conflicts consist of a series of rolls, the aim of which is to knock down your opponent's Tar score.

1. Determine Stakes: What happens if you win? What happens if you lose? If you don't like the stakes, now's the time to speak up.
2. GM sets Tar for each side:

Scale of the Conflict	Tar
Indy and the sword guy in <i>Raiders</i>	1
Sketchy	2
Moderate (default)	3
Westley & Inigo in <i>The Princess Bride</i>	4
Roddy Piper & Keith David in <i>They Live</i>	5+

3. Player grabs # of dice equal to most relevant Thingy (or Concept if it's a Coincidence or Development roll), plus any Oooh they decide to spend.
4. If PC vs. NPC, GM grabs a number of Adversity dice:

Adversity Level	Dice
Super Easy-peasy	4
Average	6
Kinda Sorta Hard	8
Really Hard	10
Haven't had an Ouchie in a while, have you?	15+

5. If PC vs. PC, 2nd player grabs dice as per step 3.
5. Everyone roll the dice! Huzzah! Whoever gets the most Skulls wins the roll. If PC vs. PC, skip to step 8. Otherwise...
6. If player fails the roll, they can accept the failure, or they can opt to take an Ouchie.
7. An Ouchie reverses # of Skulls rolled for each side for this roll only. Narrate details of the Ouchie. GM will award a # 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.
8. If Tar was set to 1, then go to step 13. Otherwise...
9. Subtract the loser's Skulls from the winner's, that's how many successes the winner has.
10. Subtract # of successes from the loser's Tar, and add them to the winner's Tar.
11. The loser of the roll narrates the details of the exchange.
12. Repeat Steps 3-11 until one side or the other is reduced to 0 Tar, or something else intervenes that renders Conflict a moot point.
13. Conflict ends in a manner outlined by the stakes. Winner earns 1 point of Happy-Happy, loser earns 1 point of Doom-Doom.

HAPPY-HAPPY AND DOOM-DOOM

At the beginning of the story, the GM sets the conditions for ending the story. When the main story is over, compare each character's Happy-Happy and Doom-Doom scores. Whichever is higher determines how each individual character ends up, narrated in a *Mallrats*-style montage. 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.

NAME

Edgar Allen Ravenspoe

CONCEPT

Mopey Artist 5

THINGIES

Draw Anything 4

Turn on the Waterworks 3

OOOH

STARTING 3



HAPPY-HAPPY

Goes on to publish a highly successful underground comic

DOOM-DOOM

is forced to sell out and loses his soul to Corporate America

NOTES

A bit of a wimp if confronted directly

NAME

Nina Ann Ravenspoe

CONCEPT

Kinderbat 4

THINGIES

Lunchbox Fix 3

Teddy Talks to Me 2

OOOH

STARTING 6



HAPPY-HAPPY

Eventually opens her own gothic clothing store downtown

DOOM-DOOM

Grows up to be an aerobics instructor at the local mall

NOTES

Starting to get tired of having to get her brother out of trouble

NAME

Lillianne St. James

CONCEPT

Surly Goth Princess 5

THINGIES

Dad's Got Bags of Money 4

Club Scene Diva 3

OOOH 3



HAPPY-HAPPY

Becomes a big-time club promoter

DOOM-DOOM

Daddy cuts up her credit cards

NOTES

Terminally irritable
Hates her little brother Clarence
used to be friends with Victoria until HS

NAME

Crazy Tracy

CONCEPT

Psycho Chick 4

THINGIES

Brain-melting Dialog 3

Unnerving Stare 2

Big Knife 1

OOOH 5



HAPPY-HAPPY

Goes on to pioneer a new breakthrough in Reality Physics

DOOM-DOOM

The men in the white coats take Tracy away to the Crazy House

NOTES

Always distracted by the voices in her head

Spookybeans!

NAME

Pauline

CONCEPT

Living Dead Girl 5

THINGIES

Surprisingly Sociable 4

Razor Sharp Teeth 3

OOOH

STARTING 3



HAPPY-HAPPY

Realizes her dream to open a Beatnik coffee shop

DOOM-DOOM

is forced to work the front door at SprawlMart

NOTES

pale blue skin, yellow eyes

stagger a bit

Has an annoying habit of trying to eat people's brains

NAME

Chainsaw Dave

CONCEPT

Professional Maniac 5

THINGIES

Trusty Chainsaw JAWZ 4

OOOH

STARTING 6



HAPPY-HAPPY

Pursues a career in ice sculpture

DOOM-DOOM

There is an unfortunate incident involving a school bus full of fifth-graders

NOTES

Smells of motor oil

His buzz is worse than his bite

NAME

Droo

CONCEPT

Manic Culture vulture 4

THINGIES

Stompy Dance 3

Video Game Guru 2

OOOH

STARTING 6



HAPPY-HAPPY

Goes on to develop some controversial but highly successful video games

DOOM-DOOM

Gets sucked into a nightmare dimension and tortured for Eternity

NOTES

Just a little bit creepy

NAME

Zorak the Mighty

CONCEPT

Exiled Alien Mastermind 5

THINGIES

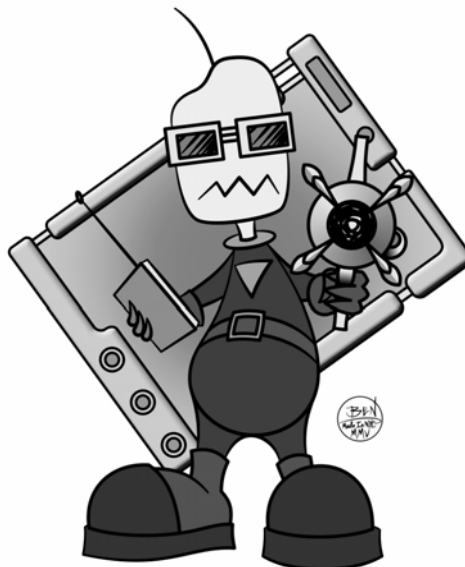
Alien Technology 4

Outsmart Puny Hu-mans 3

RAY Gun 2

OOOH

STARTING 1



HAPPY-HAPPY

Sets up new base of operations in the Euphorium's basement

DOOM-DOOM

is revealed as an alien, and is forced to appear on late night talk shows

NOTES

Megalomaniacal to the extreme, banished from his home planet

Spookybeans!

NAME _____

CONCEPT _____

THINGIES _____

OOOH STARTING

HAPPY-HAPPY

DOOM-DOOM

NOTES

Spookybeans!

NAME _____

CONCEPT _____

THINGIES _____

OOOH STARTING

HAPPY-HAPPY

DOOM-DOOM

NOTES

THE YUPPIE YOUTH ORGANIZATION

Name

Pierce Worthington

Concept

Young Republican (1)

Thingies

Ruthlessly Ambitious (3)

Too Smart for his own Good (2)

(3)

()

()

()

()

Oooh Starting (5) ()



Happy-Happy ()

"I, Pierce Worthington, do solemnly swear to uphold the office of President of the United States..."

Doom-Doom ()

"In other news, stock fraud hearings are set to begin for CEO Pierce Worthington..."

Notes

Conniving, condescending, and ultimately cowardly

THE YUPPIE YOUTH ORGANIZATION

Name

Victoria Prescott

Concept

The Meanest Girl in School (5)

Thingies

Gossip Queen (4)

Go for the throat (3)

()

()

()

()

Oooh Starting (3) ()



Happy-Happy ()

Victoria marries a highly successful plastic surgeon in Beverly Hills

Doom-Doom ()

Victoria manages to alienate all of her friends, and ends up living a bitter, lonely existence

Notes

Snubbed former friend Lillianne after graduating Junior High

THE YUPPIE YOUTH ORGANIZATION

Name

Brock Harwood

Concept

Varsity Fullback

Thingies

Kill the Guy With the Ball

Walk it Off

Oooh ^{Starting}

4

3

2

1

0

0

0

0

0

0



Happy-Happy

"Brock Johnson, your team just won the Super Bowl!" What are you gonna to next?" "I'm going to Disneyworld!!"

Doom-Doom

A bad knee injury in his junior year ends his football career, he ends up working at a box factory

Notes

*275 lbs. Of pure muscle
Not the sharpest tool in the shed*

THE YUPPIE YOUTH ORGANIZATION

Name

Summer Johanson

Concept

Hyper Cheerleader

Thingies

Make People Cheer

Bouncy Dance

Oooh ^{Starting}

4

3

2

1

0

0

0

0

0



Happy-Happy

Joins the Laker Girls

Doom-Doom

Ends up a boring housewife

Notes

Everyone invariably finds her mindless optimism either annoying or infectious

THE YUPPIE YOUTH ORGANIZATION

Name

Doreen Worthington

Concept

Moral Fascist (1)

Thingies

Withering Stare (3)

Has a Violent Streak (2)

Oooh Starting (6)



Happy-Happy (0)

Realizes her dream to banish Howard Stern and Opie & Anthony from the planet

Doom-Doom (0)

Ends up in a the middle of a scandal involving a Congressman

Notes

Pierce's younger sister

On a Mission From God

THE YUPPIE YOUTH ORGANIZATION

Name

Ana Bradley

Concept

Class President (1)

Thingies

Perfectionist (3)

Obsessive-Compulsive (2)

Flip Out (1)

Oooh Starting (5)



Happy-Happy (0)

Graduates at the top of her class at Harvard Law School

Doom-Doom (0)

Has a complete mental breakdown by age 23, ends up addicted to Prozac and Valium

Notes

Chad Bradley's daughter

Prone to sudden mood swings

THE YUPPIE YOUTH ORGANIZATION

Name

Clarence St. James

Concept

Spoiled Rich Kid

5

Thingies

Mom & Dad Like Me Best

4

Temper Tantrum

3

Oooh ^{Starting}

3



Happy-Happy

First in line at Toys R Us for a Playstation 4

Doom-Doom

"Would you like to supersize your order?"

Notes

Lillianne's bratty little brother

Has no control over the volume of his voice

Always has his PSP with him

THE YUPPIE YOUTH ORGANIZATION

Name

Brandi, Mandi, Candi, & Claire

Concept

Cheerleader Bunnies

4

Thingies

Hive Mind

3

Acrobatics

2

Oooh ^{Starting}

5



Happy-Happy

Best Friends 4 Ever!

Doom-Doom

Petty infighting destroys the group and they go their separate ways

Notes

Between the four of them, they just might have enough individuality and intellect to add up to one whole person.



Name

Concept

_____ ○

Thingies

_____ ○

_____ ○

_____ ○

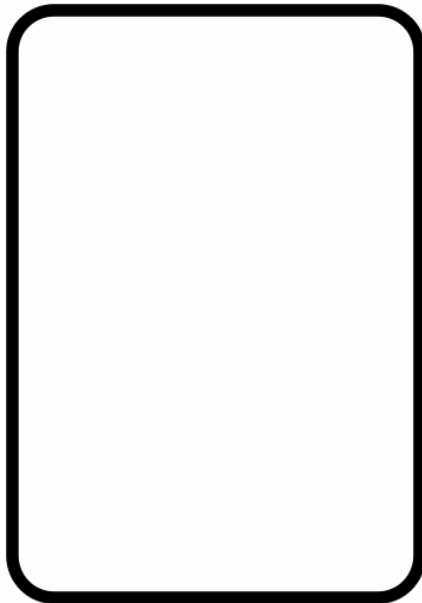
_____ ○

_____ ○

_____ ○

_____ ○

Oooh ^{Starting} ○ ○



Happy-Happy ○

Doom-Doom ○

Notes



Name

Concept

_____ ○

Thingies

_____ ○

_____ ○

_____ ○

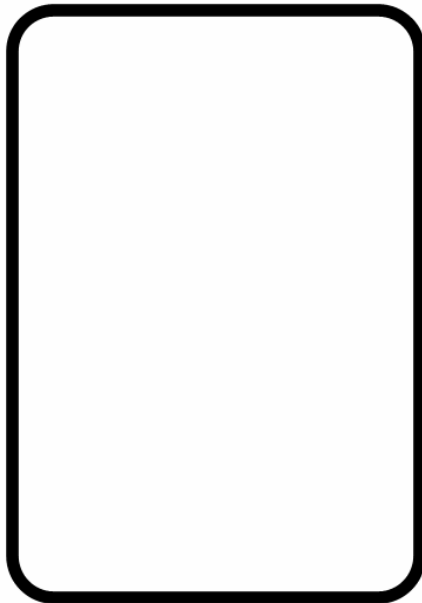
_____ ○

_____ ○

_____ ○

_____ ○

Oooh ^{Starting} ○ ○



Happy-Happy ○

Doom-Doom ○

Notes
