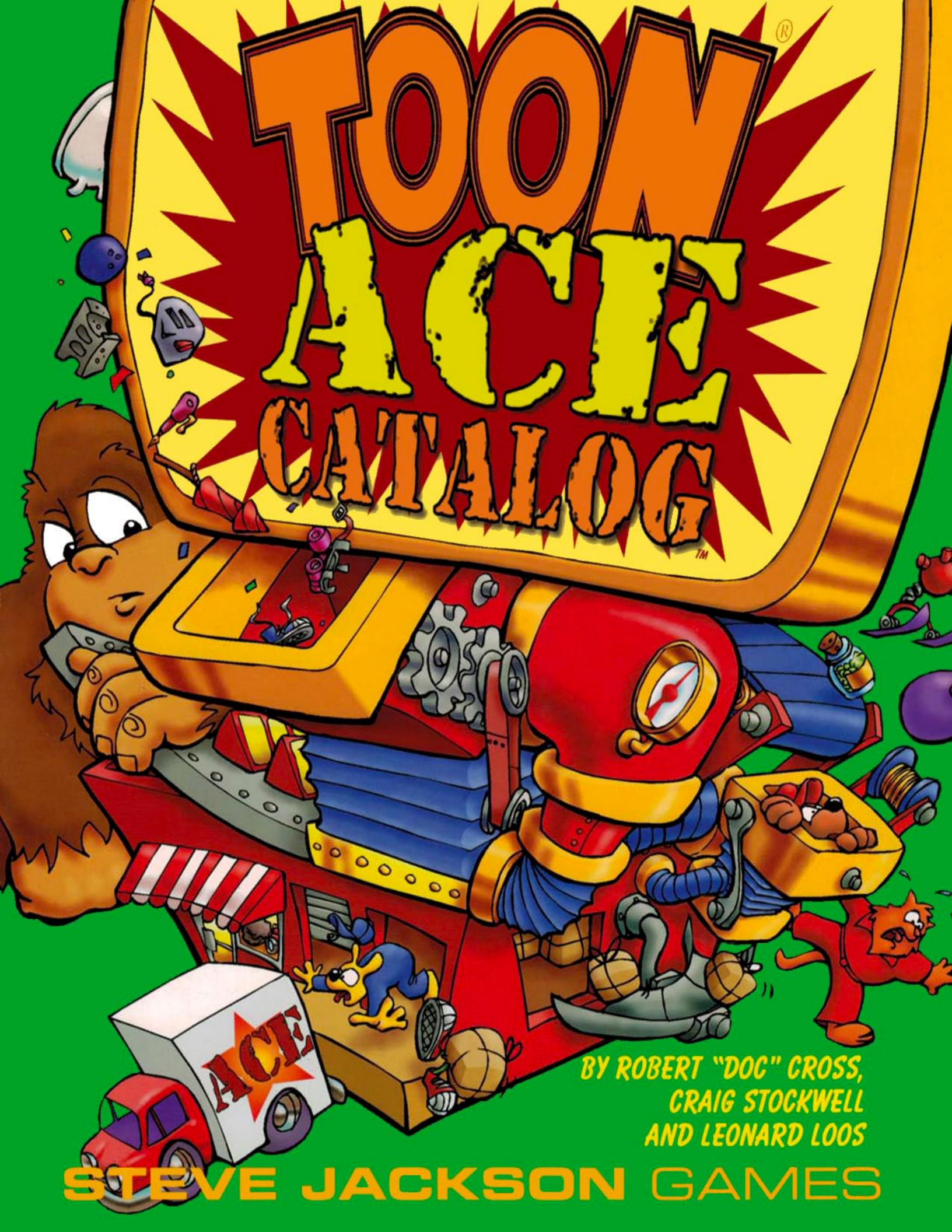


TOON ACE CATALOG



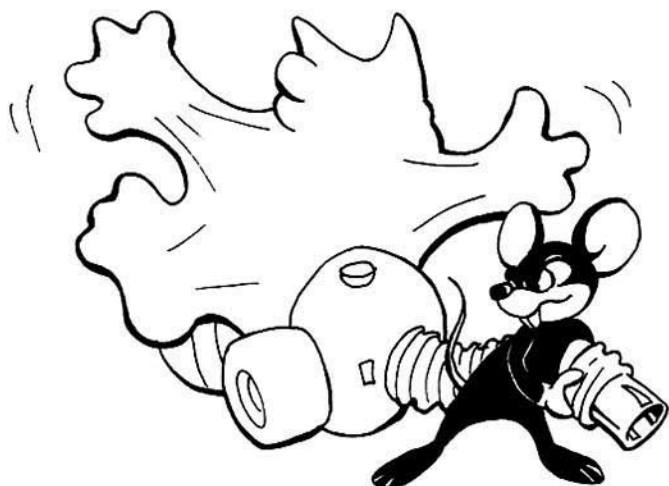
BY ROBERT "DOC" CROSS,
CRAIG STOCKWELL
AND LEONARD LOOS

STEVE JACKSON GAMES

TOON ACE CATALOG

Written by Robert "Doc" Cross, Leonard Loos
and M. Craig Stockwell

Interesting Ideas: Mark S. (for "Schwemp") Denman,
Curtis Whyson



Edited by Scott Haring
Cover by Kyle Miller
Illustrated by Kyle Miller

Toon Game Design by Greg Costikyan
Developed by Warren Spector
Maps by Kyle Miller
Page Layout and Typography by Jeff Koke
Interior and Color Production by Jeff Koke
Print Buying by Andrew Hartsock
Dana Blankenship, Sales Manager

Playtesters: Samantha Croissant, The Chaos Kidz (Megan Cross, Zachary Cross, Sarah Gee, Chris Kirkland and Molly Kirkland), Paul "Monty" Ashley and dozens of *Toonsters* at GenCon, Dundracon and the San Diego Comic Convention.

This book is dedicated to our families, who never stop loving or laughing.

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STEVE JACKSON GAMES

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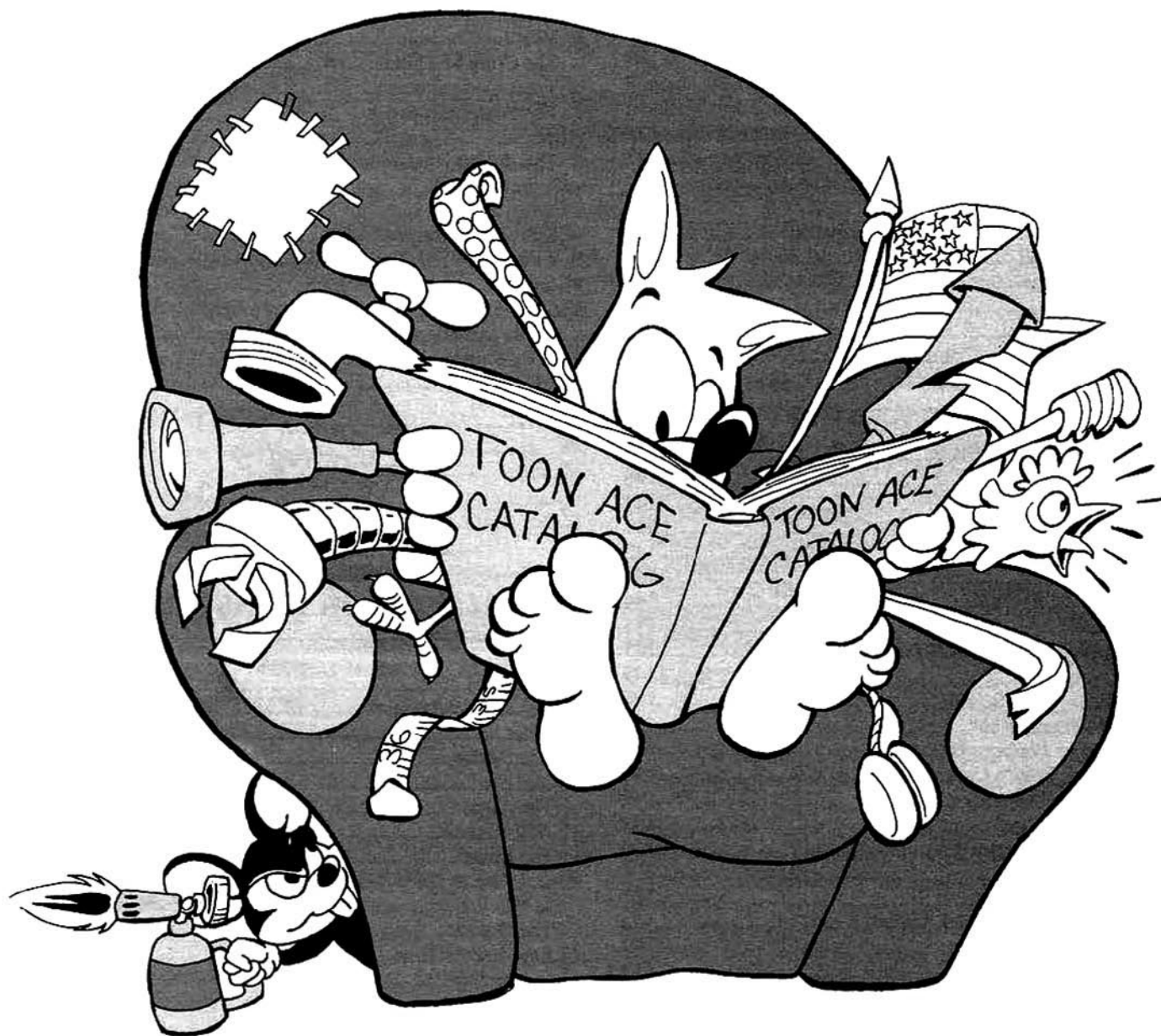
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INTRODUCTION



Greetings, Toonatics, and welcome to the *Toon Ace Catalog*! You hold in your hands the wildest, wackiest and weirdest collection of Stuff that has ever been assembled! (or, for that matter, *disassembled* . . .) We've gathered up all sorts of things to help make your *Toon* games funnier, stranger and more chaotic. You want premade vehicles, mekbots, starships and robots? *We've got 'em!* You want weapons, gadgets, animals, monsters and other neat things? *We've got 'em!* You want a town, lots of new characters and a crazed adventure in the Ace factory? *We've got 'em!* You want more new rules? *We haven't got 'em!* Hey, we had to draw the line *somewhere!*

Just to show you how much we love you, we've also included a bunch of loony "Top 25 Lists," such as "Top 25 Things You Can Drop On Somebody's Head," "Top 25 Things A *Way-Out West* Cowboy Might Ride Into Town On" and "Top 25 Great Names for Atomic Monster Theater Adventures." And then there's a touching, funny and violent story called "*The Painful Tale of Cosmo Cat*" that runs in sidebars throughout the book.

To top the whole book off, we've included a revised, updated and improved version of the *Toon* Adventure Generator from *Deluxe Toon!* Now, with a few rolls of the dice, you can create a full blown adventure!

Since this is *mostly* a book of *Stuff*, we've created all sorts of new cartoony things as well as including a ton of classic cartoon gadgets. Although you can use any of them in a regular *Toon* game, several of the doodads listed in this book were designed to be used in adventures using the *Tooniversal Tour Guide* or *Toon Tales!* Both of which, we might add, may still be available at your favorite game store. Go check it out!

So just sit back, relax and thumb through this book. We think you'll get all sorts of ideas for using these screwy gadgets in wild and funny ways. (If you get ideas for using them in *serious* and *unfunny* ways, you should be playing something else.) Although we've given specific damage values, pluses or minuses and other numbers, you should know by now that you can ignore them! We heartily encourage you to customize things to suit your particular *Toon* game.

A FEW WORDS FROM ACE INDUSTRIES

OUR ORDERING POLICY

Ordering from the Ace Catalog is as simple as 1-2-3! *ONE*, fill out the handy order form found at the back of this book. *TWO*, just drop the letter in the mailbox that will appear in front of you, no matter where you are. *THREE*, stand back and await delivery by postal delivery truck *the very next turn!* It's that simple! Order as many items per delivery as your Animator will allow (or as many as you can trick him into allowing)! (*Note to Animators:* We suggest you make lots and lots of copies of the order form. You should also save the ones that the players fill out so that you can hand them a bill later. For more on billing, see below.)

OUR PAYMENT POLICY

Whenever the Animator thinks it would be funny, a bill from Ace Industries will be delivered to you. This bill will cover all of the orders you have made since you received your *last* bill. Receiving a bill from Ace *always* boggles the recipient! If the bill is *really* huge, it might *Maximum Boggle* them! Payment is expected by the end of the game in progress. Failure to pay for goods received will get you a visit from our collection agent, *The Toonimator*. Hasta la vista, baby!

(Note: The arrival of a bill will usually cause the character or characters concerned to begin frantically trying to get the necessary amount of cash together. Take advantage of this! Offer that character extremely dangerous work for high wages. Drop rumors of lost gold mines Just

THE AUTHORS:

Doc Cross — The Official Toonmeister of Steve Jackson Games is a Native Californian (as opposed to the *other* kind). He's not only proud of that fact, he's smug about it. Raised by cartoon characters until the age of 10, Doc now lives in the all too human town of Woodland, California, where he tries with mixed success to pass for normal. During the rare moments when he's not writing *Toon* material for SJ Games, Doc does freelance writing for other game companies, such as the adventure *It Waits . . .* for Atlas Games. Doc also has the distinction of appearing as an NPC in certain Atlas Games products. He regularly contributes to *Alarums & Excursions*, the world-famous (and deservedly so) roleplaying APA. *The Toon Ace Catalog* is his third, but probably not his last, *Toon* book.

Leonard Loos — Also a Native Californian, Leo is *still* addicted to cartoons, and *isn't* afraid to let people know. He has never played *Toon*; he's always been "saddled" with being the Animator, and is more than adept, as many convention attendees can attest. Leo has been a committee member of the San Diego Comic Convention for eight years and can always be found running *Toon* and other Steve Jackson games at the convention. When not attending an eclectic combination of college classes, he can be found taking spontaneous, extended road trips.

M. Craig Stockwell — Yet another Native Californian, Craig's been a gaming addict since '77, the same year he *pretends* he stopped watching cartoons (*Shhhh!*). He's had more "day" jobs than he prefers to recount, and is *very* happy to do something "more fun than a sharp stick in the eye." His previous writing experience includes a long-forgotten gaming zine and a plethora of adventures for gaming tournaments, as well as assorted articles and editorials for his local newspaper.

Unlike many freelance authors, all three of these writers are *not* married and *don't* live with any cats. Maybe it's a *California* thing.

USING ACE CATALOG ITEMS WITH CLASS

When the animators of the classic cartoons used silly gadgets such as those found in this catalog, they didn't *bury* the viewer in three dozen different gadgets. Instead, they carefully chose two or three per cartoon. Unless the cartoon is *about* silly gadgets, they were used sparsely, and with great care.

Each item was carefully set up, with its own cartoon logic explained (or at least hinted at). Often, the viewer sees the item's fatal weakness before the gadget's owner, letting us in on the joke and allowing the animator to milk the gadget's humor.

Most of the time, the silly items would be used *over and over*, becoming a running gag. This way, every possible joke is made, and perhaps even the original use of the item gets lost in the shuffle.

Cartoon humor is largely physical, which is why many of the silly gadgets are designed to fly, bounce, explode or otherwise create dangerous circumstances. But if these physical items are used with care and subtlety, their humor can develop beyond merely that created by "splats" and "booms."

Outside of Town. Bring in Harry Hammerhead, the loan shark from page 161 of *Toon Tales!* Harry will be glad to loan them some money. Heh, heh.

Tell them that Foogle Birds, Cursed Manuscripts, Alien Artifacts and State Of The Art Cyberdecks are all worth *big* bucks! If they try to just ignore the bill, you will have to send Ace's bill collector extraordinaire, The Toonimator, to settle the account. The Toonimator tugs on Superman's cape, he spits into the wind, he pulls the mask off the old . . . you get the idea. The point is (you knew we'd get to the point eventually, right?) to not let the players use this book to run roughshod over your scenarios (unless that makes them *funnier* . . .). Make sure they pay their bills!

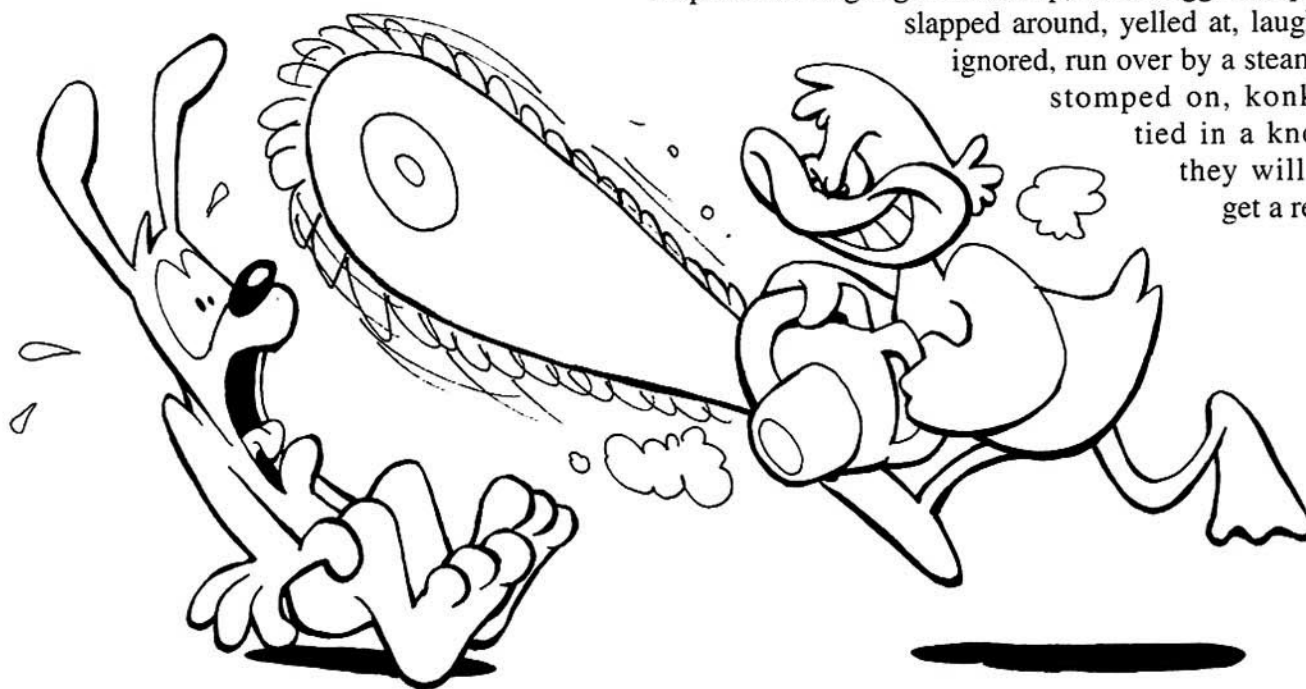
COMPLAINTS

Ace Industries values its loyal customers and wants to do everything possible to please them. If you have any problems with any of our products, please fill out the handy Complaint Form found on page 200. Once the form is completed, just take it to our Complaint Department (located in beautiful downtown Anytown) where one of our cheerful and helpful employees will process your complaint. Remember: At Ace Industries, the customer is always right!

(Note: Most of the above information is not quite true. Actually, it's mostly an outright lie! Since customers *almost always* have trouble with Ace products (most of which leave the factory with multiple defects), Ace Industries tends to ignore complaints. After all, defective or not, they'll still send you a bill!

The Complaint Form is designed to frustrate complaining customers until they say "To heck with it." Those persistent souls who actually *complete* the form will find out that the "cheerful and helpful" staff at the Complaint Department are about as cheerful as a bag of wild bobcats and as helpful as a lead-filled life jacket. Characters who visit the Complaint

Department might get beaten up, shot, boggled, squashed, slapped around, yelled at, laughed at, ignored, run over by a steamroller, stomped on, konked or tied in a knot, but they will *never* get a refund!



TOON-TECH

CHAPTER ONE



Ace Industries
welcomes
you to this,

the finest catalog in the known
Tooniverse! We've got enough gadgets
and goodies galore for you to commit may-
hem and merriment wherever you want! We lead

off with the basics — the sorts of things you need no matter *where* you are. From Acid to
Zippers and everything in between, it's all in these pages, and just a quick order to Ace away.

So turn the page and Let's Get Busy!

ACID

This is Ace's finest *molecular acid*. This stuff can dissolve just about *anything*, so be careful not to spill it accidentally! One splash of this acid does 3d of Rapidly Dissolving Into a Puddle Of Goo Damage. Sold in one gallon glass bottles that break after taking 5 points of damage. NOT TO BE TAKEN INTERNALLY! Price: \$50 per gallon.

ANTACID TABLETS

One of these will neutralize a whole gallon of our molecular acid. They're also great for relieving heart-burn pain! Available in Mint, Cherry, Orange and Chicken Fried Steak flavors. Price: \$25 for a bottle of 50. The bottle will only open on a Muscle roll of 5 or less. NOT TO BE . . . wait a minute, these *are* to be taken internally, actually. Never mind.

ANVILS

By far the most popular thing to drop on somebody's head, Ace anvils are the best that money can buy! Whether you want the small "pocket size" (great for mice!) or the huge "super jumbo size" (which can flatten an entire house!), Ace anvils are the anvils for you! Don't be without one of these cartoon classics! Each anvil does varying amounts of Konked By A Falling Anvil Damage, depending on the anvil's size. Price: \$100 per die of damage, up to 20d.

ANVILS, DELAYED IMPACT

We ought to be ashamed of ourselves for inventing these (but we're not)! Drop one of these babies and it will instantly disappear. Then, at some random



time determined by the Animator, it will reappear over the victim's head and **POW!**, he's konked for 2d+2 of Anvil Appearing Out Of Nowhere Damage! Drop several and reduce your enemy to a nervous wreck in seconds! Reducing him to a pile of pulp takes a few turns longer. Price: \$350.

ANVILS, EXPLODING

For that special enemy, why not try our new Exploding Anvil? This 300 pound steel smasher will crush them flat (3d of Crushed Flat By An Anvil Damage) and then, in the next turn, explode and blow the poor sap to bits! (4d of Blown To Bits In An Unexpected Manner Damage). Just don't drop one of them accidentally! Price: \$1,000.

ANVILS, GLUE FILLED

A sneaky way to get someone gooey! Our newest anvils only weigh 100 pounds, but that's not counting the *200 pounds of rubber cement* inside them! After the anvil hits the target (or the ground or whatever), it cracks open and out pours the glue. The glue does 1d+1 of Extra Sticky Glue Damage. Getting loose from the glue requires a successful Muscle roll at -3! Sticky fun for the whole family! Price: \$200.

ANVILS, MOVIE GLASS

While this anvil does no physical damage, it Boggles any unsuspecting victim who is hit by it. Or try the foam version and make the others think you're tough enough to take an anvil on the head and laugh it off! Price: \$50.

ANVILS, SPRING LOADED

Do you just hate the fact that an anvil only hits once when you drop it, no matter how far it fell? Well, here at Ace, we have developed a Spring Loaded Anvil that will bounce back up when it hits . . . and pound the target again and again and again! These 100-pound anvils will bounce once for each 10 feet of elevation that they were dropped from. The first hit does 1d (+1 for each 10 feet of drop distance) of Anvil Smashing Damage. Each additional hit does 1 point less of Pounded Into The Ground By An Anvil Damage until the anvil stops bouncing. Target is driven into the ground one foot each time the anvil hits. Due to the repeated stress on the spring, this anvil is only usable once. Price: \$500.

ATOMIC DEATH RAY

Straight out of several bad science fiction films of the 1950's comes our "ZapUmDed" Atomic Death Ray! With one of *these* babies, you can fry an enemy (or an egg, if it's breakfast time) from a mile away! They're also very popular with autoduelists! Free installation on any late model spaceship, car, mek or robot (and since they weigh 1,000 pounds, that's almost the only way to use them). Atomic Death Rays do 4d of Fried By Atomic Radiation Damage. Price: \$750.

ATOMIC DEATH RAY PISTOL

If you aren't strong enough to lug a 1,000 pound Atomic Death Ray around (and not many of us are), then try one of these handy pistol versions! The range is a lot shorter (60 feet) but they still do plenty of damage (2d+1 of Zapped By An Atomic Pistol Damage) *and* you won't get a hernia trying to carry one around! Price: \$300.

ATOMIC DISMEMBERMENT RAY

Why dish-out simple Fried By Atomic Radiation Damage when you can disarm your opponents with real flair? (Dis-arm? Get it?) Our "Van Gogh Gun" will cause the loss of a random limb or body part on a successful Fire Gun roll. Bring 'em to their knees! Price: \$900. (Pistol version also available. Price: \$400.)

ATTRACTANTS

An attractant is a type of perfume that will attract one species of animal, plant, monster or other living thing. Just spray some on the victim and any creatures of the selected species will come a'runnin'! As a bonus, they'll be madly in love with the dumbbell who got sprayed! Available for any creature you can think of and several that only *the Animator* can think of. Price: \$25 for a 3-ounce bottle good for 3 doses.

AUTOMATIC SELF-WORKING EXERCISE EQUIPMENT

This product is for those of you who seem to have shorted out in the Muscle area. We know that many of you hate the tedium and pain associated with long hard workouts in the gym. Well, with Ace's new line of Automatic Self Working Exercise Equipment, those days are gone. Just strap yourself in and the machine does all the work for you – and in less than half the time! Just 30 minutes a day for two weeks will increase your Muscle score by one. This equipment will only raise Muscle to a maximum of



six . . . and if you stop using it, you revert to flab. Since we know that none of you will check with your doctor before using this equipment, Ace assumes NO responsibility for use or misuse of this product. So if the thing goes haywire and pounds you into a pulp, delivering 6d of All Pain, No Gain Damage, don't come crying to us! Price: \$1,795.50.

AXLE GREASE

Now with a fresh, minty taste! If you need to make something slippery, this cartoon classic will sure do the job! Use it on stairs, long hallways, walls or very steep hillsides. Heck, you could even use it to grease an axle, although we don't know why you'd do that. Sold in 5-pound cans. Price: \$15 per can.

BALLOONS, HELIUM-FILLED

Nothing livens up a party or chaotic cartoon fight like a big, brightly colored bunch of floating balloons! Just hand a few of 'em to some nitwit and watch him float away! They're also good for lifting small (or even not so small) items into the air. Sold in bunches of 10. Price: \$10 per bunch.

BALLOONS, HOT AIR

Ah yes, colorful and graceful hot air balloons are lots of fun! You can fly around in them *or* use them to get high enough to drop an anvil on somebody's head! All of our balloons will comfortably hold four passengers, or *uncomfortably* hold lots more. Available in any color or pattern you want. Hot air is provided either by a gas burner or a captive politician. Price: \$2,000 (does not include politician).

BANANA PEELS

We all know that nothing will make a cartoon character slip and fall like a banana peel! But what if you need a *whole bunch* of banana peels right away? You *could* hurry up and eat a whole bunch of bananas, but what if you're watching your weight or just plain

don't like bananas? Why, you simply whip out a bag of Ace's "Slip-O Brand Banana Peels" and get down to business! All of our banana peels are extra slippery *and* extra large! Not slipping on one requires a Zip roll at -3! Not slipping on a *whole lot of them* requires a Zip roll at -6! We sell them in handy 100-pound bags (500 banana peels per bag). Price: \$50 per bag.

BARREL OF MONKEYS

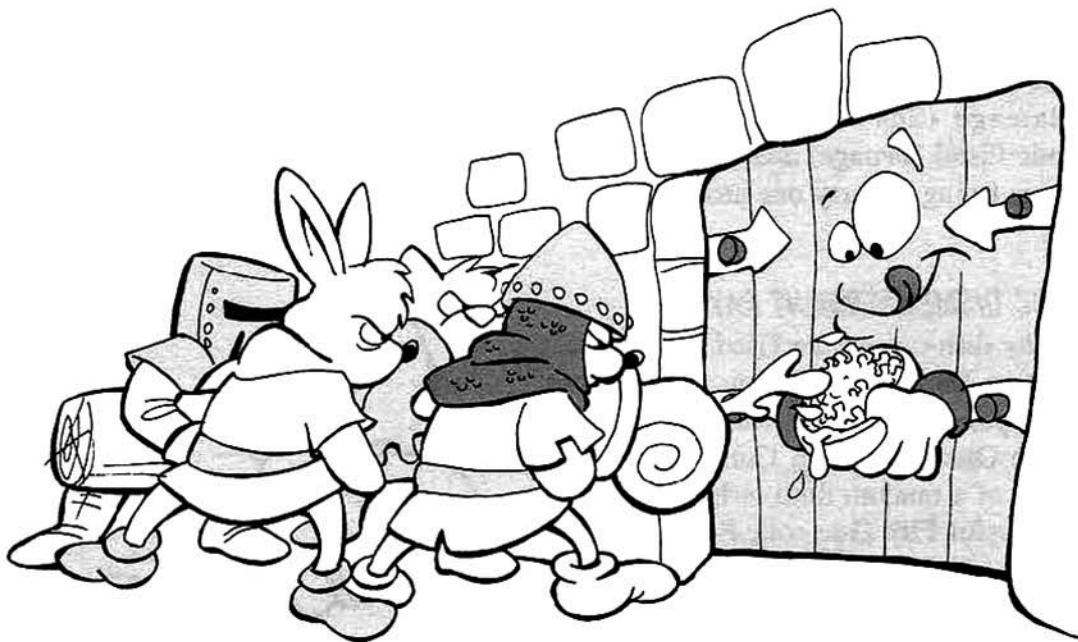
You've heard it over and over – nothing is as much fun as a barrel of monkeys. So when things are getting slow, just grab your barrel and liven up the party! Always remember to have some bananas handy when dealing with hungry monkeys. Price: \$125 for a barrel of 12 monkeys.

BATTERING RAM

Don't let that locked door keep you out! Use one of our "Doorbuster" battering rams to open it up! All battering rams are made from a single huge log and have a ram's head on the business end. They do 4d+4 of Battered By A Battering Ram Damage. Not meant for use against steel, rubber or illusionary doors. Price: \$150.

BUTTERING RAM

Looks just like a *battering* ram, but it squirts melted butter, doing 1d+1 of Rich Buttery Flavor Damage as well as the normal battering ram damage. Great for messing up traffic, slowing down pursuers or drenching several acres of popcorn. Price: \$300.



BICYCLE

Get exercise and transportation at the same time with an Ace Industries bike! These sturdy 67-speed bicycles are made right here in the Toonited States, and come with lights, bell and an air pump. Some assembly required. Ace Industries is not responsible for bikes that self-destruct (doing 2d of Throwing A Gear And Putting You Face First Into The Pavement Damage) due to characters failing their Set/Disarm Traps roll (at -2) while putting the bike together. Price: \$150.

BICYCLE, JET-PROPELLED

These are just like our normal bikes, but they come with a small jet engine that will allow them to move at 100 miles per hour for 10 turns. Some assembly required. Ace Industries is not responsible for jet-propelled bikes that self-destruct, explode or attain orbital velocity due to characters failing their Set/Disarm Traps roll (at -3) while putting the bike together. Jet-propelled bikes require a Drive Vehicle roll at -2 to operate safely. This roll must be made every turn. Failure results in 5d of Driven Into The Ground At Mach 2 Damage. We advise you to wear a helmet (and body armor isn't a bad idea, either). Price: \$300.

BOOM BOX

It looks like one of those big portable stereos, but when some music-loving fool turns it on, *BOOM*, it blows up! (3d of Exploding Stereo Damage.) If that seems a little extreme (Too extreme? In *Toon*? Naaaah!), the boom box can be rigged to play elevator music. *That* will put everyone within 30 feet into a deathlike trance unless they make a Chutzpah roll at -1. Personally, we'd rather get blown up! Price: \$150.



BOOBYTRAPPED BIRTHDAY PRESENTS

The next time some other character is bothering you, Fast-Talk him into accepting one of our "special" presents! Each attractively wrapped box will contain a boobytrap that is guaranteed to both boggle *and* damage whoever opens it. Available boobytraps include a whipped cream bomb (1d of Exploding Whipped Cream Damage), seltzer-squirting boxing glove (1d+1 of Wet Punch Damage), a robot arm with frying pan (2d of Automated Frying Pan Damage) and an angry mouse armed with a rubber chicken (1d of Whacked By Fake Poultry Damage). Price: \$25 per present.

BOOTS, DOC CROSS

The statement of the season! These lovely fuchsia military boots are treated with special Super Shoo Shine – you'll never have to polish again. 6 ZZ batteries required, but not included. Can be used to inflict 1d of Horrendous Fashion Statement Damage to any character with taste. Price: \$40 per pair.

BOWLING BALLS

It doesn't matter if you roll 'em, drop 'em or throw 'em, bowling balls are great multipurpose weapons – and Ace has the best! Bowling balls do 1d+1 of Konked On The Head Pin Damage. If one of your friends has one, fill the finger holes with glue for a real surprise! Available in a wide array of colors. Price: \$25.

BOWLING BALLS, EXPANDING

Now you can score a strike every time! These ordinary looking bowling balls begin expanding as soon as you roll them. Each turn the ball rolls, its size *doubles!* (They start out with a 1-foot diameter.) The expanding can continue for up to 8 turns . . . the ball will then be 128 feet across! Let's see your foes outrun that! At full size, they do 4d of Rolled Over By A Gigantic Bowling Ball Damage (Note: These balls are not sanctioned for tournament play, but who cares?) NOT TO BE TAKEN INTERNALLY! Price: \$150.

BRICKS

Need to break a window or konk some annoying enemy? Why not use one of our excellent bricks! They're perfectly balanced for throwing (doing 1d of Mangled By Masonry Damage) and can also be used to build barbecues and other things. No matter if you're buying one or one hundred, our price is the lowest around! Price: 4 for \$1.

BRICKS, FOAM

Substitute a few of these foam bricks in place of real ones in a wall or building and have a secret firing or observation port. If used as weapons, these bricks do no damage but can scare someone pretty bad! Price: 5 for \$1

BRICKS, SMART

Direct from BrickCo (a wholly-owned subsidiary of Ace Industries) comes this high tech, state of the art *Smart Brick!* Throw one of these at something and it will lock onto the target and follow it around for up to three turns (or until the target fails a Dodge roll, whichever comes first). When they hit, they do 2d+2 of High Tech Brick Damage! Sold in handy four-packs! Price: \$50.

BRICKS, TON OF

When you really want to get the point across, nothing does it like dropping a ton of bricks on some poor dope, doing 8d of Was That Really Necessary? Damage! These are Ace's finest quality red bricks



and you always get a full 2,000 pounds worth. Packed in a handy crate with an easy-open bottom. Price: \$750 per ton.

BRICKS, TON OF, WITH MORTAR & MASON'S TROWEL

When you need an instant wall, who ya gonna call? The bricks are air dropped sequentially, with *just* the right amount of mortar. The result? One hundred square feet of wall, in any shape you can create. (Some assembly required. Average time to complete a wall: 2 turns). Price: \$250.

BULLSEYE DECAL

Just slap this self-sticking decal on anything (or *anybody*), and for the next 3 turns all thrown, shot, dropped or otherwise airborne stuff will be irresistibly drawn to the bullseye target. If several bullseyes are in use on different characters, the Animator will decide who gets hit by what. Price: \$20.

CAGES

Got a pesky wild animal or annoying neighbor that you'd like to pen up? Well our cages will let you do just that! They come in sizes ranging from "Mosquito" to "Dinosaur," so you're sure to find just the one you need. All cages are pretty much escape-proof (all rolls to escape are at -2). Unless you choose otherwise, all cages are made of triple-strength steel (except the ones that are made of cardboard painted to *look* like triple-strength steel . . .). Price: \$1 to \$10,000, depending on size.

CAMCORDER

Capture life's treasured moments, whether it's at a birthday party or a free-for-all fight, with Ace's top of the line camcorders! So simple to use that a 5-year-old child can operate one. (5-year-old child not included.) We even throw in a blank videotape! Price: \$300.

CAMCORDER, TRICK

Although they *look* exactly like our normal camcorders, these are rigged up with your choice of practical jokes! A great way to liven up a party or get a big fight started! Select from any of the following jokes: Squirting Water, Pie In The Face, Sneezing Powder, Paint Spray, Boxing Glove On A Spring or Squirting Ink. One joke per camcorder, please. Price: \$450.

CAMERA

It doesn't matter if you just want to take a few incriminating photos or if you're capturing history as it happens (often, they're one and the same). The all-new Ace "Flashica" 34.999mm camera is the best that money can buy! All cameras come with "SuperNova" flash attachments (blinds everyone who sees it go off for 1 turn) and a dozen rolls of film. Price: \$75.

CAN O' WORMS

Carry one of these cans around, and if things get boring, just open it up and watch everything go wrong! We have packaged only the best worms we could find, so go ahead and have a little fun. **NOT TO BE TAKEN INTERNALLY.** (Unless you're *really, really* hungry!) Sold by the case, 12 cans per case. Price: \$6 per case.

CANNONS

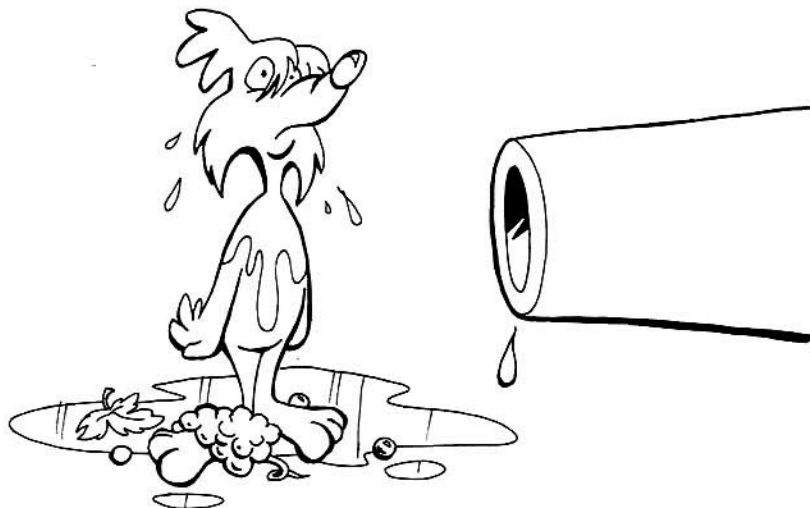
No matter whether you're arming a fort or a pirate ship, you just can't beat Ace's "Big Boom" cannons (if you *do* beat them, they get mad and start firing at *you*!) All cannons come with easily detachable wheels so you can move them around (Muscle roll of 5 or better) or mount them permanently. Be sure to lock the wheels before firing, especially if you plan on standing behind the cannon. Not locking the wheels might result in 2d+1 of Flattened By A Runaway Cannon Damage. For best results, use Ace cannonballs and gunpowder. Price: \$400.

CANNONBALL, DISAPPEARING INK

For that really *big* practical joke! Just launch one of our "Now-ya-see-it-now-ya-don't" cannonballs at your friends (or, heck, even an enemy)! Not only do they need to make a Muscle roll +3 to keep from falling over, just watch their face when they realize they've been had! (Note: Rumors that a Fire Gun roll of 2 causes 2d of Disappearing Ink Damage to the user are complete unfounded. It's 3d.) Price: \$50.

CANNONBALL, EGG

We're not sure who hatched up this fowl item first, but we're certain it's the best way to let someone know the yoke's *on* them! Also useful for baking *really big* cakes. Price: \$15.



CANNONBALL, GRAPESHOT

First used to stain enemy sails, this pirate weapon has been brought back, harrrr! When fired, the ball breaks up into dozens of the most (over)ripe, luscious (and seedless!) grapes. Delicious, Matey! (Note: Despite the pitiful 1d-1 of Pelted By Fruit Damage, these grapes have been known to appease many a hungry beast.) Price: \$20.

CANNONBALL, STANDARD

Now you can knock down walls, trees, buildings and other characters with the greatest of ease! Just pop one of these fine cannonballs (along with a little gunpowder) into one of our "Big Boom" cannons and you're ready to blast away! Each cannonball weighs 25 pounds and does 2d of Blown To Bits Damage. They come in convenient six-packs. Price: \$75 per pack.

CATAPULT

You say you need to find a way over that huge wall? Or maybe you need to throw a few 5,000 pound boulders at an evil giant? Friends, the Ace "Flingmaster" catapult is the item for you! Conveniently mounted on four large wheels, this baby will toss a 3 ton boulder half a mile! Naturally, it will toss a 100-pound character *much* farther! Boulders or 100-pound characters not included. Please note that these catapults are *much* better than the "Dogapults" that we used to sell! Price: \$500.

CEMENT

This is Ace's own "Kwik Dry" brand cement. Just mix it with some water and watch it dry rock-hard in just one turn (much faster on hot days). **NOT TO BE TAKEN INTERNALLY!** Price: \$20 per bag.

CEMENT SPRAYERS

Use this on your victim and it's instant statue time! This lightweight backpack/spraygun combo will hold enough of our patented Kwik Dry cement to spray 6 targets. Multiple sprayings may be needed for really humongous targets. Price: \$75 for the sprayer and \$20 for each refill of Kwik Dry cement.

CEMINT

Tired of the same old taste to sidewalks and statues? Mold them with Celect Cemint, for that cool peppermint flavor, errr, scent. Not recommended for ingestion – at least not in *large* quantities. Sold in 50-pound bags. Price: \$40 per bag.

CHAINS

When ropes won't do, use some chain from Ace! We make little, itsy bitsy chains that are just right for chaining up wild ants, and big, heavy chains that work well for battleships or Tasmanian devils. Chains can be made of any material you choose or, naturally, any material the *Animator* chooses. Price: \$2 per foot.

CHAINSAWS

Some folks use 'em for home improvements, some folks use 'em for surgery and a few folks even use 'em to *cut down trees!* No doubt about it, our chainsaws are popular! They're big, too! Each one measures a full 6 feet long. Now, we don't recommend using one of these on one of your friends (*of course* we don't . . .), but if you did, it would do 2d+2 of Cut Down To Size Damage. Buy one today and receive absolutely *free* a videotape copy of the film "The Milwaukee Game Con Chainsaw Massacre." Price: \$150.

CHERRY BOMBS

The perfect item for the consummate practical joker. Just mix a few of these in with someone's bowl of cherries and wait for the surprise with a bang! 1d+1 of Exploding Fruit Damage. These cherry bombs also make great throwing weapons. **NOT TO BE TAKEN INTERNALLY!** Price: \$25 per dozen.

COLLAPSIBLE CAR

Are you tired of searching for a place to park your car? Or do you have a hard time finding it when it's time to go home? Well, if any of these situations

give you trouble, then this is the car for you! Ace's new Collapsible Car shrinks down to the size and shape of a small suitcase when you activate the remote button. Never will you have to worry about someone driving off in your car again! Take it with you into the office or store it in the closet at home. If someone should take the car while it's in driveable form, just push the button and *presto* the car shrinks with them in it! Being caught inside when the car is collapsed does 3d+3 of Smashed In A Suitcase Damage! Available in several styles and colors. Price: \$3,999.95.

COSTUMES

Ace Industries is proud to announce our brand new Instant Delivery Costume Shop! Now, you folks who don't have the Quick Change/Disguise shtick can get dressed up, too! We can deliver any costume you want in 3 turns or less. If we take longer than that or (heaven forbid), we deliver the *wrong* costume, you get your next costume *free!* Go ahead, give us a try! Price: \$50 to \$300 per costume.

COUNTERCLOCKWISE CLOCK

This looks like any normal type of clock (we have 'em in 63 styles), *but it runs in reverse!* Anyone who notices that fact will start doing everything in reverse! They'll walk and talk backwards, things they throw will come right back, and their Shticks will have the opposite effect. This will last as long as the victim is within sight of the clock. Buy one today and get a free counterclockwise wristwatch! Price: \$400.

CUSHION, DANCIN'

Why should missiles and bombs have all the fun? New SMART (Super Military Armament Reliable Targeting) technology allows this stealth-style whoopie cushion to seek space under a soon-to-be-sitting character! The truly *ultimate* comedy cushion. (Occasional problems have been encountered with the cushion's target discriminator, resulting in embarrassment for the owner of this device. Please consult the manual for precise settings. Ace is NOT responsible for any misuse of this new cushion technology!) Price: \$200.

CUSHION, WHOOPIE

The classic whoopie cushion has just gotten better! Now, Ace whoopie cushions can be programmed to make any sort of noise you want! Besides the clas-

sic rude noise, you can set them to send out screams, explosions, moans, car crash sounds or any other nutty noise! Buy several, they make great gifts! NOT TO BE TAKEN INTERNALLY! Price: \$10.

DUMMIES

No, we aren't talking about the other characters! We're talking about Ace's complete line of flexible dummies and decoys! These dummies are very life-like, and can be posed or dressed any way you like. We can make them up to look like any character or animal you choose. Great for luring an enemy into a trap, or just making life more confusing! Price: \$75.

DYNAMITE

This old standby never falls out of fashion! Our dynamite is produced for us by the Wee Blastem Explosives Company in Kaboom, Nevada. All our dynamite comes with a generous hunk of fuse that will *usually* burn for 6 turns. (Sometimes, it burns for up to 10 turns and other times it burns up instantly.) Each stick does 1d+1 of Has Anybody Seen My Nose? Damage. Help someone get a *BANG* out of life with Ace dynamite! NOT TO BE TAKEN INTERNALLY! Price: \$5 per stick.

DYNAMITE, STICKY

Are you looking for a really great gag? Hand a stick of *this* to some moron and watch him try to shake it loose before it blows up! It'll take a *lot* of shaking to get rid of it! (Muscle roll at -2) Did we mention that the fuse only lasts 2 or 3 turns? Great fun at parties! Price: \$15 per stick.

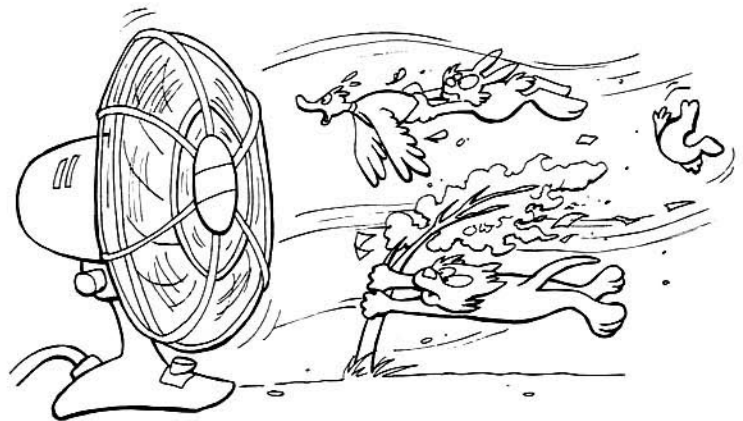


EGGBEATER, GIANT-SIZED

Regardless of whether you want to use it as part of a trap or to make 15,000 cubic feet of meringue, our giant eggbeater is the best money can buy! Why, it's so big that it takes *two* to operate it! Measures 7 feet long and weighs 100 pounds. Anybody who gets caught in this eggbeater will take 2d+2 of Mangled By A Giant Eggbeater Damage. Price: \$50.

EGGS, ROTTEN

Peeeeeuuuuuwww! These rotten eggs are extra stinky because we've managed to cross a chicken with a skunk! We call it a "chunk." Throw 'em, drop 'em or just slip one into your victim's pocket for a great laugh. Sold by the dozen. Sorry, "chunks" not for sale. Price: \$3 per dozen.



FANS, ELECTRIC

Fans, fans, fans! You want 'em and Ace has got 'em! We have little fans to cool you off and humongous fans that can blow up a hurricane, so just let us know what size is right for you. Sorry, Ace does not carry Sports Fans, Science Fiction Fans, Movie Fans or Comic Book Fans. Price: \$5 to \$500, depending on size.

FANS, TOON

Ever need your own laugh track? Try our new "Good Humor" *Toon* Fans. Available with optional Comedy Guarantee – at least three laughs during *your* hilarious hijinx! Price: \$10 per fan with laugh guarantee, otherwise \$.10 per dozen.

FLOWERS, SQUIRTING

Next to the joy buzzer, this is the oldest gag item in the tooniverse! (It was invented by a caveman

named Ugg who, unfortunately, made the mistake of trying it out on a cave bear.) Our patented “Squirteez” flowers come in dozens of styles and you can fill ’em up with anything you like! (Try it out with old favorites like gasoline, acid, glue, strawberry soda, stinky perfume and toxic waste.) Guaranteed to squirt 20 feet or your money back. Price: \$3.

FOOD

Due to Ace Industries’ recent acquisition of the “Happy Food” supermarket chain, we can now sell food and beverages with the same speed that we sell our other merchandise. Need a roast turkey? Order it from Ace and we’ll throw in the stuffing at no extra charge! From apple pie to meatloaf to zucchini, Ace has the foods you want! Price: From \$.10 to \$100, depending on the item.

FRYING PANS

No doubt about it, a smack in the kisser with a frying pan is *the* classic cartoon gag! Ace is proud to carry a full line of frying pans so you can have one for every occasion. All pans are made of durable cast iron and are fully guaranteed to knock the victim silly with Face Full Of Cast Iron Damage. Price: \$5 (small, 1d-1), \$10 (medium, 1d+1), \$25 (large, 2d) and \$50 (extra large, 3d).

FRYING PAN, NO-SHTICK

Tired of that *not-so-special* someone teleporting out of the way, or just exhibiting such incredible luck that your reliable Frying Pan seems to miss? WhammCo’s new frying pan, with patented Tufflon coating, prevents the use of shticks in avoiding damage! Of course, a good ole Dodge roll works just fine – but then again, a fair chance is all you’re after, right? Price: \$1,000, one size bonks all (1d+1 of No-Shtick Damage).

GAS, KNOCKOUT

Troubled by giant apes, angry dinosaurs and house guests who won’t leave? Just give ’em a whiff of our “Nighty Night” brand knockout gas and they’ll be snoozing in seconds! Then just haul them away, cage them up or put ’em on a bus for home! Victims remain asleep for 1d turns. Sold in the popular gas grenade form. Price: \$10.

GAS, LAUGHING

You’ll always get plenty of laughs with our “Lots-O-Yuks” brand laughing gas grenades! One grenade will affect every living thing within 30 feet (or farther, if the wind is blowing). Price: \$3.

GAS, MUSTARD

Pull the pin, count to three – (oops, throw it first) – and *WHAMMO!* instant condiment on everything in a 10 foot radius. Also available in ketchup and relish. Price: \$2.

GAS, TEAR

People just too darn happy near you? Mellow them out with one of these babies! Our popular “The Day The Laughter Died” brand is *guaranteed* to turn even the most insensitive boors into blubbering, weeping crybabies! One grenade will affect every living thing (and even furniture and walls) within 30 feet. Price: \$5.





GLASSES, NO-HIT

No one hits someone wearing glasses, *right*? Then Ace has the item for you – No Hit Glasses! With these on, any would-be attacker must make a Chutzpah roll -1 to strike the wearer. Once someone has made the roll, they need not make it again during that adventure. Price: \$400.

GLUE

When you want someone to stick around, use Ace's new "El Sticko" brand glue! Just spread it liberally on floors, doorknobs, furniture or darn near anything else, and watch the fun begin! NOT TO BE TAKEN INTERNALLY! Sold in handy one-gallon bottles. Price: \$5 per bottle.

GRILLED CHEESE SANDWICH

Sure, you could use a banana peel, but do it right with Uncle Pud's Grilled Cheese Sandwich. One failed Zip roll and *fwizzzz*, your pursuer is spinning out of control. Also available with extra-slippery Parmesan deep-fried to the outside (Zip roll at -3 required). Price: \$1 regular, \$2 with Parmesan.

GUNPOWDER

It's not quite as compact as a stick of dynamite, but then again, you can't substitute dynamite for some sucker's cake mix or pipe tobacco! We sell it in 1-, 2- or 3-pound boxes, and barrels weighing from 5 to 100 pounds. Does 1d-1 of Exploding Whatever Damage per pound used. Recommended for our "Big Boom" cannons. Price: \$1 per pound.

HAIR-STYLING MOOSE

No, we *didn't* spell it wrong! There really is a full-sized moose hairstylist in every jar! Just open it up, and Mr. Pierre will pop out and style the hair of everyone within sight. This product is very popular with Canadian characters. Sorry, but each jar can only be used once. Price: \$20 per jar.

HAND BUZZERS

If you don't own one of these, the Animator should make you Fall Down right now! The oldest gag item in the book is still our best seller! Buy one today and find out why. We also carry Wing Buzzers, Paw Buzzers, Fin Buzzers, Tail Buzzers, Tentacle Buzzers and Psuedopod Buzzers (for certain of our Catchooloid and Alien customers). Our Hand Buzzers do no damage, but they sure are annoying. Price: \$5.

HAND BUZZERS, HIGH-VOLTAGE

These look exactly like our regular hand buzzers, but give the victim a 20,000 volt surprise! (3d. of Fried By A Handshake Damage) Can also be used to power small household appliances. NOT TO BE TAKEN INTERNALLY! Price: \$50.

HANG GLIDERS

OK, so you couldn't buy Flying or Gliding or some other flight oriented shtick. So buy one of our "Kamikaze" brand hang gliders instead! Made from the best materials we could find, these gliders will let you soar like an eagle (or maybe a chicken)! Best of all, they *hardly ever* fall apart at 30,000 feet and send you crashing to the ground for 4d of Splattered All Over The Countryside Damage! Price: \$500.

HARDWARE GRAB BAGS (AKA BAG OF MANY BUILDING SUPPLIES)

Why do we call this a "hardware grab bag"? Because you can reach into it and pull out almost any piece of hardware you can think of! You might even pull out things that only an Animator could think of (terrifying thought, isn't it?! Nuts, bolts, screws, nails, cans of paint, sandpaper, screen, wire, fuses or anything else might pop up! Of course, it *might* take more than one try to get what you want. Price: \$200.

INSTANT ANIMAL PILLS

Just one drop of water will turn one of these pills into an enraged animal of the Animator's choosing! Note that these pills *will not* produce monsters, characters or plants. All instant animals stick around for 2d+2 turns. Price: \$150 for 6 pills.

INSTANT MONSTER PILLS

With just a little water, any monster the Animator can imagine will appear! Then it will try to eat your face! The monster will stay around for 2d+2 turns and won't be very happy about it. Price: \$150 for 6 pills. (Monsters don't grow on trees, you know!) (Well, OK, maybe *some* monsters do.)

INSTANT PLANT PILLS

You have this one figured out already, don't ya? Same as the instant animal or monster pills, but these produce plants! Plants generally stick around longer than animals or monsters. Price: \$50 for 6 pills.



INSTANT GAMESHOW HOST PILL

Drop a few of these into a small body of water, and watch the show! In fact *everyone* will watch the show for 2d+2 turns unless a Smarts roll at -2 is made. Pills come in Dapper Host, Shapely Model, Upbeat Announcer and Hunk-o-Flesh Stud. Price: \$100 per 4-pack (one of each pill).

INSTANT TELEVANGELIST PILL

A quick sprinkling of holy water, and *sproing!* instant TV preacher. All within earshot take 1d of Holier Than Thou Judgment Damage. Preacher remains until all sinners repent, leave, or they receive one million simoleons (that way the Animator won't erase them). Price: \$100 donation to the Church of Ace.

(Note: All of the various "Instant Pills" are sure as *heck* NOT TO BE TAKEN INTERNALLY! Doing so would be crazy even by *Toon* standards, and Ace Industries isn't about to take the rap for anything bizarre that happens!)

ITCHING POWDER

Another great old gag item! Just put a pinch down the back of somebody's neck and they'll be scratching like mad for the next several turns! Not recommended for use on windy days or in crowded rooms with large fans. Price: \$5 per box.

JACK-IN-THE-BOX, KONKING

It *looks* like a toy and *sounds* like a toy, but friends, *this ain't no toy!* A few seconds after turning the crank and listening to the happy little tune, the user will see a smiling little puppet pop up. Then the puppet will konk the user on the head with a five foot 2x4 and do 2d+2 of Konk-In-The-Box Damage! Lots of fun at parties! Price: \$30.

JET ENGINES

You say you want to go *faster!* Well, just mount one of these jet engines on your car/boat/plane/skateboard/back and you'll soon be moving at a Speed of 24 or better! Let's see those other nitwits catch you now! *Warning:* Avoid being sucked into the engine (1d+1 of Inhaled By A Jet Engine Damage) or fried by the backblast (1d of Toasted Like A Marshmallow Damage)! Remember that turning and/or stopping may be difficult/impossible! Always wear a helmet, or at least a baseball cap! Ace Industries strongly advises its customers to handle jet engines with the same care they give any highly dangerous object. Price: \$1,000.

THE PAINFUL TALE OF COSMO CAT

PART 1

Author's Note: This story will run throughout the book. Its purpose is to give you some ideas on how to use (and misuse) the items in this book, as well as providing a laugh or two.

As our story opens, Cosmo is sleeping peacefully on top of his master's television set, dreams of barbecued mouseburgers dancing through his head, when a loud crash from the kitchen causes him to leap 7 feet straight up. Unfortunately for Cosmo, a shelf full of encyclopedias was only 4 feet above him! Knocked goofy, he falls to the floor behind the TV and is clobbered by the entire 65-volume set of encyclopedias that are now falling off of the damaged shelf, one at a time.

After the little chirping birds stop circling his head, Cosmo walks over to the kitchen door to see what's up. His eyes fly completely out of his head and he screams as he sees his archenemy, Mack the Mouse, stuffing the entire contents of the refrigerator into a mousehole! "Egad!" Cosmo thinks, "My master will skin me alive if he finds that food missing! I've got to trash that rotten rodent and get back that grub!"

Running over to the hall closet, Cosmo grabs the Suckotronic 9000 Heavy Duty vacuum cleaner and runs into the kitchen with it. After plugging it in, he starts feeding the hose into the mousehole. Mack, however, is waiting and grabs the hose. He sneaks



through the walls until he comes to another mousehole right behind Cosmo. Laying the hose near Cosmo's tail, he sits back to watch the fun.

Our feline hero decides that he's ready to catch the mouse and casually turns the vacuum cleaner on. *Swoosh!* Yowling all the while, Cosmo is sucked through the 528 feet of vacuum cleaner hose that winds through the kitchen walls. Banging off water pipes, thumping into electrical conduits and squeezing through knotholes makes for a wild and painful ride for poor old Cosmo! Reaching a speed of roughly 300 miles an hour, Cosmo finishes his trip by slamming into a vacuum bag full of dirt. Mack turns off the vacuum cleaner and goes off to eat a cheese sandwich. Cosmo crawls out of the bag and dials 911.

JET-POWERED PEN

Tired of people stealing your pens? Carry one of these pens, and if it is stolen, just activate it by remote control. It will ignite, carrying the holder several hundred feet in the air and then releasing them to fall to the ground! Pen causes 1d of Jet Blast To The Face Damage in addition to any damage received by the fall. Price: \$500 including remote. Hey, nobody said revenge was cheap!

KNIVES

Does Ace have knives? *You bet we do!* Lots and lots of knives! Big sharp knives, little sharp knives, kitchen knives, hunting knives, pocket knives, switchblade knives, throwing knives and all-purpose

knives! Knives do from 1d-2 to 3d of Pincushioned Damage, depending on the size. Just the sort of thing that any *Toon* character needs. Price: \$1 to \$20 each.

LEAD PIPES

Use them for plumbing repairs or for konking your fellow toonatics! They do 1d+1 of Classic Lead Pipe Damage. Sold in any length or diameter you want. Price: \$1 per foot.

LIGHTENING RODS

Attaching one of our new lightening rods to any heavy object will make it so light that even a character with a Muscle of 1 can carry it. Yes, now even a weakling can throw a heavy anvil at someone! Price: \$75.

TOP 25 NEW TYPES OF DAMAGE THAT COULD HAPPEN TO A CHARACTER

(All of these damages have actually occurred in *Toon* games that Doc Cross has run. Makes you wonder, doesn't it?)

- 1 Flying Frozen Strawberry Yogurt Damage
- 2 Rain Of Kitchen Sinks Damage
- 3 Exploding Watermelon Full Of Yak Hair Damage
- 4 Mudpie In The Kissed Damage
- 5 Enraged Mutant Frying Pan Damage
- 6 High Speed Tree Slamming Damage
- 7 Stampeding Robot Pig Damage
- 8 Angry Tar-Covered Mother Tyrannosaurus Damage
- 9 Rapidly Shrinking Superhero Costume Damage
- 10 Nose Caught In A Light Socket Damage
- 11 Squashed By A Fainting Giant Named "Lou" Damage
- 12 Cursed, Cursing, Sticky And Flaming Dwarf Damage
- 13 Exploding Garbage Dump Damage
- 14 Crashing Giant Duck Damage
- 15 Firehose Up The Nose Damage
- 16 700 Miles Per Hour Crashing Bicycle Damage
- 17 Exploding Jelly Donut And Sledgehammer Damage
- 18 Porcupine Juggling Damage
- 19 Milk And Cookies Damage
- 20 Collapsing Mountain Of Six-Sided Dice Damage
- 21 Exploding Robot Holding An Axe Damage
- 22 Konked On The Head By Mighty Catchoolu Damage
- 23 Animator Falling From The Sky Damage
- 24 Boggled Dinosaur Damage
- 25 Accordion Damage

LIGHTNING RODS

With our "Shockeroo" brand lightning rods, you can attract bolts of lightning from even a cloudless sky! Hand one to some maroon and watch him light up like Times Square! Or use them as a handy source of electrical power. NOT TO BE TAKEN INTERNALLY! Price: \$25.

LOUDSPEAKERS

If you are a member of a rock band or just like making noise, our loudspeakers are just what you need. Rated at 1,500 decibels per speaker, they can also be used for demolition projects. Sold in pairs. \$200 per pair.

LUMINOUS PAINT

Our glow in the dark paint has 1,001 loony uses! Paint ghostly faces in an old house! Put a luminescent bullseye on your rival's autoduelling car! Make a fake sun and fool your friends into thinking night is day! Comes in yellow, white, blue, pink and green. You can take this internally if you want, but we think it's a pretty silly idea. Price: \$10 per gallon.

MAGNETIC BOOTS

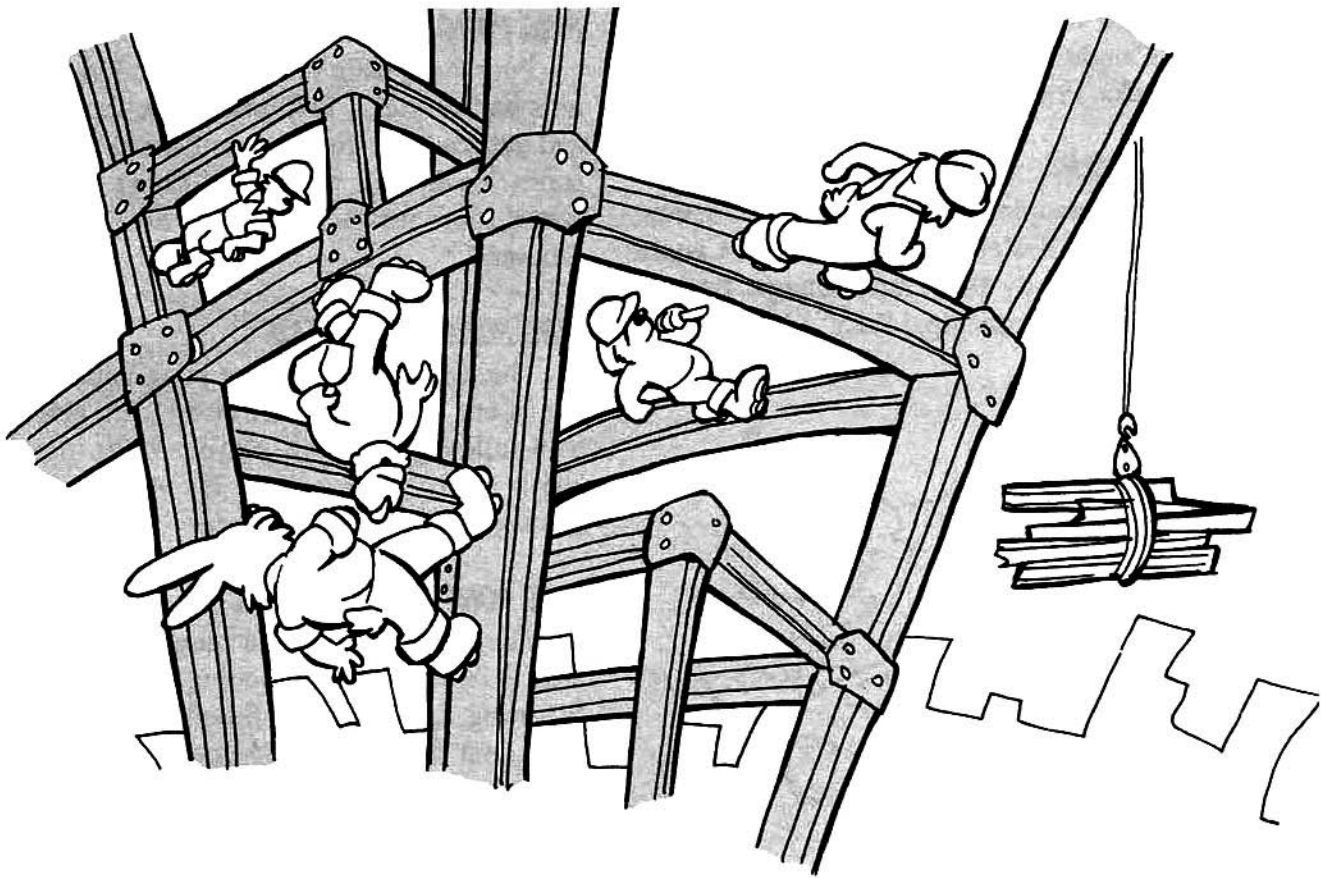
Whether it's rough seas, a cosmic storm, or a rough ride in the dryer, new Magneto-Matic boots are up to the challenge. *Absolutely* guaranteed to stick to any metal surface! We also offer our new Electro-Magneto-Matic boots, with a convenient on/off switch. Price: \$80 per pair, \$200 for the Electro-Magneto-Matics.

MAGNETIC GLOVES

The perfect match for our Magnetic Boots! They work in exactly the same way. Wearing both gloves and boots will make you doubly magnetic, so keep away from kitchen knives and other pieces of sharpened steel! Price: \$15 per pair, \$50 for the Electro-Magneto-Matics.

MAGNETS, GIANT

You'll really attract attention (and ferrous metals) with an Ace Giant Magnet! Just point the magnet at a target and watch the magnet pull it towards you. (Note: If the target weighs more than magnet and user combined, there is a strong likelihood that *you* will go flying towards *it*! Tie yourself to something heavy.) Price: \$50.



MAGNIFYING GLASS

This is just the item for starting fires, searching for clues or just making tiny things look big! Every would-be Sherlock Holmes or budding pyromaniac needs one of these! Price: \$5.

MAGNIFYING GLASS, GIANT

Just like our regular Magnifying Glass, only ten times as large! Very useful in traps (sunshine magnified by this item will do 1d+1 of Scorched Like An Ant On A Sidewalk Damage) or for starting really big fires. Price: \$100.

MAKE-UP KITS

Make your face look completely different while your body stays the same! These make-up kits have everything you need to change your face into someone else's face or vice versa. Made for Ace Industries by Rave-on Cosmetics. Price: \$20.

MALLETS, GIANT

You can really hit the nail (or anything else) on the head with these mammoth mallets! Fully guaranteed to make an accordion out of even the toughest adversaries, doing 2d+1 of Tenderized Like A Flank Steak Damage. Price: \$100.

MARBLES

Hey, if you've been playing *Toon* for very long, you've probably lost *all* your marbles! Replace them with these high-quality aggies, pearlies, steelies, clearies and catseyes. Sold in bags of 100. They can also be used to trip people by pouring a bag of them on a busy hallway floor! Price: \$3 per bag.

MARSHMALLOWS, GIANT

Use these gargantuan taste treats as monster bait, emergency mattresses, liferafts or just roast 'em over a really big campfire! Each marshmallow weighs approximately 25 pounds and measures 8 feet long by 6 feet wide. Sold individually. Price: \$7 each.

MONSTER IN A BOX

A different monster in every box! Just place the box on the victim's doorstep, ring the doorbell and run! When the unsuspecting boob opens the box, out pops the monster! Watching the victim react in terror is always good for a laugh! Available in sizes ranging from *Big* to *Really Big* to *So Big You Can Hardly Believe It*. Price: \$100 to \$5,000 each.

MOUSETRAPS

When those rascally rodents are driving you nuts, catch 'em with an Ace Mousetrap! Our traps are

fully guaranteed to snap hard and fast every time. Does 1d of Caught Like A Rat In A Trap Damage. Sold in six packs. Price: \$20 per pack.

MOUSETRAPS, GIANT

Use these for trapping anything from a gargantuan mouse to a small elephant. Does 3d of Caught Like A Rat In A Really Big Trap Damage. Be *very* careful while setting these traps! Price: \$100.



NEON SIGNS

These signs work the same way that normal signs work (see *Toon*, p. 54), but they are much flashier! They work especially well in dark caves and other unlit places. Price: \$5 per sign.

OUTBOARD MOTORS

Perfect for propelling boats and handy for mixing guacamole! Our outboard motors are made by the EverRude company and come with a pair of oars in case you run out of gas. Sold in sizes ranging from 1 horsepower to 500 horse, 30 mules and a goatpower. Price: From \$30 to \$1,000.

PINEAPPLE GRENADES

These grenades look just like a real pineapple. Carry them around in a shopping bag and no one will know you're carrying enough explosives to blow your way into or out of just about any situation. Each grenade does 3d of Exploding Imitation Fruit Damage. Dropping one of these babies from less than 3 feet has *seldom ever* caused a premature explosion, at least not one that was ever reported to us! Price: \$35.

PING PONG BALLS

Ping Pong balls should be found in every character's bag of tricks. Just drop a few thousand of them and get ready for fun and confusion! Better yet, fill a room (or even a whole building) with them and watch some goofball open the door! Price: \$20 per thousand.

PING PONG BALLS, LEAD

These really heavy ping pong balls are great for use in our Ping Pong Ball Pistol or to give a surprise to a fellow ping pong player. When thrown these balls do 1d of Pranged By A Ping Pong Ball Damage. Price: \$10 per dozen.

PING PONG BALLS, SPECIAL

They look like normal ping pong balls, but they aren't! Available in Exploding, Glue Covered, Paint Squirting, Laughing Gas Filled or Boggling varieties. Drop 'em like normal ping pong balls or use 'em in our new Ping Pong Ball Pistol. Price: \$20 per dozen.

PING PONG BALL PISTOL

These oversized pistols can hold 6 ping pong balls and have a range of 30 feet. Buy two and get a real leather gunbelt and holsters *absolutely free!* Price: \$50.

POGO STICKS

Hop to it with an Ace "Jackrabbit" brand pogo stick! These deluxe models are guaranteed to bounce you *at least* 30 feet per hop! Available in all the hottest colors and designs. (Note: Customers are advised not to use these pogo sticks indoors, in areas with lots of gopher holes, near open manholes or near cliffs.) Price: \$40.

POGO STICKS, GAS POWERED

You say you *really* want to hop? Well then, you need one of our "Kangaroo Express" brand gas-powered pogo sticks! Just start one up and pretty soon you'll be hopping merrily along at a Speed of 18 while making 60-foot hops! Available in all the same colors and designs as our regular pogo sticks. AM/FM Stereo, CD player, airbag, leather handgrips and headlights are available as options. All the advice we gave about using the regular pogo sticks goes double for these babies! Price: \$100 plus \$25 per option.



POGO STICKS, NUCLEAR POWERED

The next time someone tells you that you can't reach escape velocity on a pogo stick, fire up one of these and prove them wrong! Speed, should you actually keep control of the pogo stick, is 30! Hops of 200 feet are pretty normal. Stopping might be a bit difficult. (Note: These pogo sticks are *not* approved by the Atomic Energy Commission, due to an itsy bitsy amount of radiation leakage that probably won't *really* cause mutations.) Price: \$2,000.

REMOTE CONTROL

Now you can have control of any situation! Carry this Remote Control with you, and you can turn things off or on whenever you want. (What kinds of things? *All* kinds of things!) This control unit will also allow you to control the volume of your target (this can mean loudness or size, depending on what's funnier), its brightness, contrast, vertical and horizontal hold, any any other function you can think of. *Caution:* using the "pause" function will cause *either* everything around you or *just you* to freeze in place for 2 turns. (The Animator can either roll randomly to determine which effect happens, or he can just decide (heh, heh) – *after* you press the button, of course.) This device is not FCC approved and can have some strange side effects at times. Price: \$2,000.

TOP 25 THINGS YOU CAN DROP ON SOMEBODY'S HEAD

- 1 A large fish named Irving
- 2 Yogurt (any flavor, frozen or not)
- 3 The whole world
- 4 A small feather followed by a huge chicken
- 5 The engine block from a 1957 Cadillac
- 6 A chip (computer, poker or potato)
- 7 A monk
- 8 A chipmunk
- 9 The world's largest lime jello mold
- 10 A lawyer (this is very bad)
- 11 A politician (this is even worse)
- 12 Nine out of ten doctors
- 13 A tricycle
- 14 A triceratops
- 15 An enormous wad of pre-chewed bubblegum
- 16 A cyberpunk
- 17 A cyberpunkin pie
- 18 4,726 small, round paisley things that go "poing"
- 19 A 300-pound banana cream pie
- 20 The complete *Toon* library
- 21 A sack of potatoes
- 22 A sack of potato pancakes
- 23 A pile of dirty gym socks
- 24 16 coconuts and a coconut tree
- 25 A portable hole full of *Toon* characters



REPELLENTS

A Repellent is a type of perfume that will drive one species of animal, plant, monster or other living thing away. Just spray some on (one ounce should do it), and the selected species will do everything it can to get away from you! Available for any creature you can think of, except Animators. (Note: Due to occasional errors, we sometimes goof up and put an *attractant* into a bottle labeled *repellent* and vice versa. Should this happen, just return the unused portion for a complete refund.) Price: \$15 per 3-ounce bottle.



ROBE OF RELAXATION

Tired of being Boggled (*again*)? When it's time to take a rest, don Ace's latest fashion garment. While wearing this robe, things are just *so* mellow, life can pass you by. In fact, it's treated like a temporary shtick that can Resist Boggle on an 8 or less. (Note: prolonged wear of this Robe may cause loss of motivation, energy and one action every other turn! Use with care). Price: \$400 (terrycloth), \$1,000 (fashion statement silk).

ROLEPLAYING GAMES

Ace has recently decided to sell this very popular type of game. We have dozens and dozens of titles! Below are a just a few of the hundreds we have in stock. All games are listed by publisher. We also sell dice (2-, 5-, 7-, 9-, 13-, 48-, 63-, 139- and 618-sided only) and lots of other expensive accessories!

Steve Jackalope Games

- BURPS (Basically Useless Role Playing Stuff) Rulebook
- BURPS TV Sitcoms
- BURPS War and Peace
- BURPS Antarctica
- BURPS Smurfs
- BURPS French Cooking
- BURPS Stick Men
- BURPS Prehistoric-Tech CarToon Wars
- OCHRE: The Wargame of Jelly & Jam Combat
- Slacker: The Game
- SLURPS (Slightly Ludicrous Role Playing Schemes)
- TUNE: The Cartoon Background Music Game

Atlant Games

- Over The Ledge
- Really Weird Stuff (a supplement for OTL)
- Really, *Really* Weird Stuff (another supplement for OTL)
- Stuff So Weird You Shouldn't Even Be Reading It! (guess what?)

ZERO Games

- Chumpions: The Superduper Roleplaying Game
- Bad Guys (a supplement)
- Even *More* Bad Guys (a supplement)
- International Bad Guys (another supplement)
- Bad Guys From Other Worlds (yep, you got it)

RST, Inc.

- Dungeons & Toons
- Advanced Dungeons & Toons
- Monstrous Encyclopedias volumes 1 through 312
- Spellslammer: Misadventures in Space
- The Incomplete Fighter's (or Wizard's or Thief's or Bartender's or Goatherd's or Pirate's, etc.) Handbook
- Toonloft: Realm of Scary Terribleness
- Shoe Hill
- SlangBusters (The Game of English Teachers in the Twenties)
- Glamma World (The Game of New York Fashion Models)

Lizards Of The Coast

- Magic: the Addiction (Collector's Edition)
- Toonislanta
- The Primary Disorder

Chaosmuseum

Crawl of Catchoolu
Catchoolu Now & Later
Horror On The Crosstown Express

Games Porkchop

Warjammer 4,000,000,000,000,000,000,000,000
Warjammer Violent Roleplaying
Warjammer Really Violent Roleplaying
Warjammer Unspeakably Violent Roleplaying
The Big Book Of Spiky Bits
Refrigerator of Chaos – Slaves to Jelly Doughnuts

ROLLERBLADES/ROLLERSKATES

Faster than walking and pretty much safer than driving! Our rollerskates and rollerblades are made right here in the Toonited States and hardly ever lose a wheel or come untied at high speed (which would result in 1d+1 of Rude, Red Road Rash Damage). Available in several cool styles. Price: \$25 per pair.

ROLLERBLADES, FRICTIONLESS

New from Ace, these totally frictionless rollerblades are just the thing for the expert rollerblader who is seeking a real challenge. Due to the difficulty of using these rollerblades, they are not recommended for any but expert or stunt riders. For a good laugh, try substituting these for your enemy's *or friend's* rollerblades! Then find a good place to hide before they find a way to stop. The most common method of stopping, running into a solid object, usually results in 2d+2 of Mashed Like A Crash Test Dummy Damage. Available in the same styles and colors as our regular rollerblades. Warning! Caution! Never, NEVER, NEVER, NEVER use these rollerblades in combination with a jet engine. Price: \$75 per pair.

ROPE, KNOTPROOF

With Ace's world famous knot-proof rope, you can have lots of fun

playing tricks on your friends and enemies! No matter how well you tie a knot, the rope will untie itself in just 2 turns! Loan it to a vacationing friend so he can tie stuff to the roof of his car. Tie your vicious dog up with it and watch burglars get a big surprise. Get big laughs by loaning it to mountain climbers. Yessir, our Knotproof Rope is tons o' fun! Price: \$25 per 100 feet.

ROSE-TINTED GLASSES

There's nothing to worry about! In fact, with these groovy shades, you can toon-out. Once per (game) hour, you can use these babies to take a breather. Nothing happens for two *real* minutes while the *player* has time to think. It can get aggravating when witty aphorisms, sly remarks and more are at the tip of your tongue, but just won't come out. Solve the problem! Price: \$2,500.

RUBBER BANDS, GIANT

We aren't stretching the truth when we say our giant rubber bands will put some snap into your life! Sold in handy six packs. Price: \$20 per pack.



TOP 25 SCENES THAT OPENING A DOOR (ANY DOOR) CAN REVEAL

- 1 A stampeding herd of 500,000 buffalo
- 2 Earth as seen from the surface of the moon
- 3 A crowded street in Hong Kong
- 4 Oncoming *CarToon Wars* duelcars, with guns blazing
- 5 A giant bloodshot eyeball
- 6 A collapsing dam and a wall of rushing water
- 7 Santa's workshop full of happy elves
- 8 A train tunnel, with a speeding train coming out
- 9 A stampeding herd of 500,000 turtles
- 10 A dungeon hallway, with or without monsters
- 11 Hell (or an IRS audit, whichever is worse)
- 12 The bottom of the ocean, complete with singing fish and mermaids
- 13 A giant mouth (bad breath is optional)
- 14 A huge formal party full of dancing people
- 15 An atomic explosion (YOW!)
- 16 The Dealers Room of a very large, mid-western gaming convention
- 17 A stampeding herd of 500,000 dinosaurs
- 18 An exact duplicate of the character who opened the door and the room he's standing in.
- 19 A charging rhino
- 20 A charging wino
- 21 A WWII movie battlefield (with or without John Wayne)
- 22 The bridge of a very famous television starship (either version)
- 23 A giant nose (mustache optional)
- 24 A very angry dragon
- 25 A stampeding herd of 500,000 clams (say what?)



RUBBER DUCK

Perfect for those bath-time adventures. And Darling Ducky even talks *back* to you. Hours of fun bathtub conversation. Price: \$2.

RUBBER POULTRY

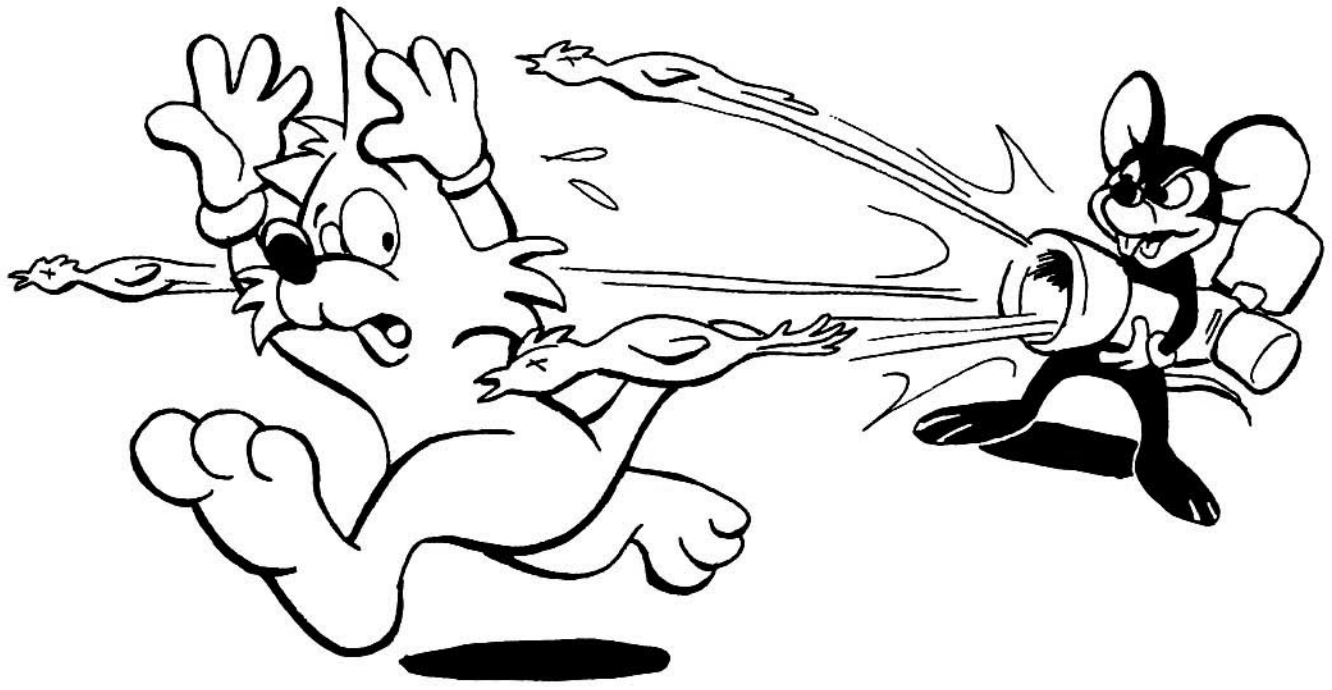
At Ace, we weren't content with just selling the world's best *rubber chickens!* Nope, we knew you wanted *more* than that, so now Ace Industries also sells the world's best rubber *ducks, geese, turkeys, Cornish game hens, quail, pheasants* and *swans!* With as big and as loony a selection as that, we know you'll find the right rubber fowl for your needs! Price: \$20 each.

RUBBER POULTRY GUN

We here at Ace have decided that it is not enough merely to have good rubber poultry around. We thought that you should also have a decent gun to shoot them at your friends with! So far, we have developed guns for shooting rubber chickens and ducks. Very soon we will have models available to shoot all of our poultry types! These guns do 2d of Really Silly Flying Fake Poultry Damage. Once available, the turkey and larger versions will do 2d+3 damage. Remember, these guns are for *rubber* poultry only. For those of you who just have to try it out with real poultry, the guns will fire but at a -2 to your Fire Gun skill level. However, if you *do* hit, the guns do 3d of Really Gross and Messy Fowl Body Parts Damage for the regular size, and 3d+3 for the larger version. It has been rumored that there is a rubber ostrich version of this gun in the works! We here at Ace can neither confirm nor deny such rumors, but if we were to do such a *ridiculous* thing as that, it would probably do 4d of Don't Dare Stick your Head In The Sand Now Damage!! Price: \$150 for the regular size and \$200 for the jumbo size.

SAFES

These are almost as much fun to drop on somebody's head as an anvil! They do Squashed Like A Bug Damage, the amount depending on the size. They can also be used to store important documents, lots of money or people who bother you. Available in three sizes: Medium (\$100 and 1d+1 damage), Large (\$500 and 3d damage) and Bank Vault (\$1,000 and 5d damage). NOT TO BE TAKEN INTERNALLY!



SCUBA OUTFITS

Now you can swim with the fishes just like that briny bovine, Jacques Cowsteau! Our complete Scuba Outfit comes with wetsuit (specify size), tanks, regulator, mask, fins and weight belt. Shark repellent not included. Price: \$100.

SKATEBOARDS

Hey there, skatedudes and skatebabes, get the latest and hottest skateboards from Ace! We have 14 styles and 17,495 color combinations! With our boards, you can do the raddest tricks and be the baddest skater on your block. Price: \$30.

SNEEZING POWDER

We could say this is nothing to sneeze at, but we won't. Instead, we'll just say that Ace's Sneezing Powder is the best that money can buy! Each can holds 20 doses and fits nicely into your Back Pocket. (But then, what doesn't?) Price: \$5 per can.

SOFT SPEAKERS

These speakers are indistinguishable from loud speakers until they are turned on, at which time they sprout a soft fur cover and begin playing high-grade *elevator music*. Any unlucky listener within 30 feet of a speaker will be boggled and have all Zip scores reduced by one for five turns or until knocked down. Price: \$100 per pair.

SPAGHETTI GUN

Just load this gun with a bag of spaghetti noodles and fill with water, and you have the newest thing in boggling technology! Anyone who is hit in the face with a strand of wet spaghetti from this is gun is sure to be boggled. Gun does 1d of Whipped With A Wet Noodle Damage (1d+2 if really hot water is used!) Price: \$75.

SPRINGY SHOES

These are just the ticket for hopping around the house (assuming you have really high ceilings), bouncing around town or chasing kangaroos! Just strap them on over your street shoes (or feet, we don't care which) and start hopping! Price: \$40 per pair.

TEAPOT, MAGICAL

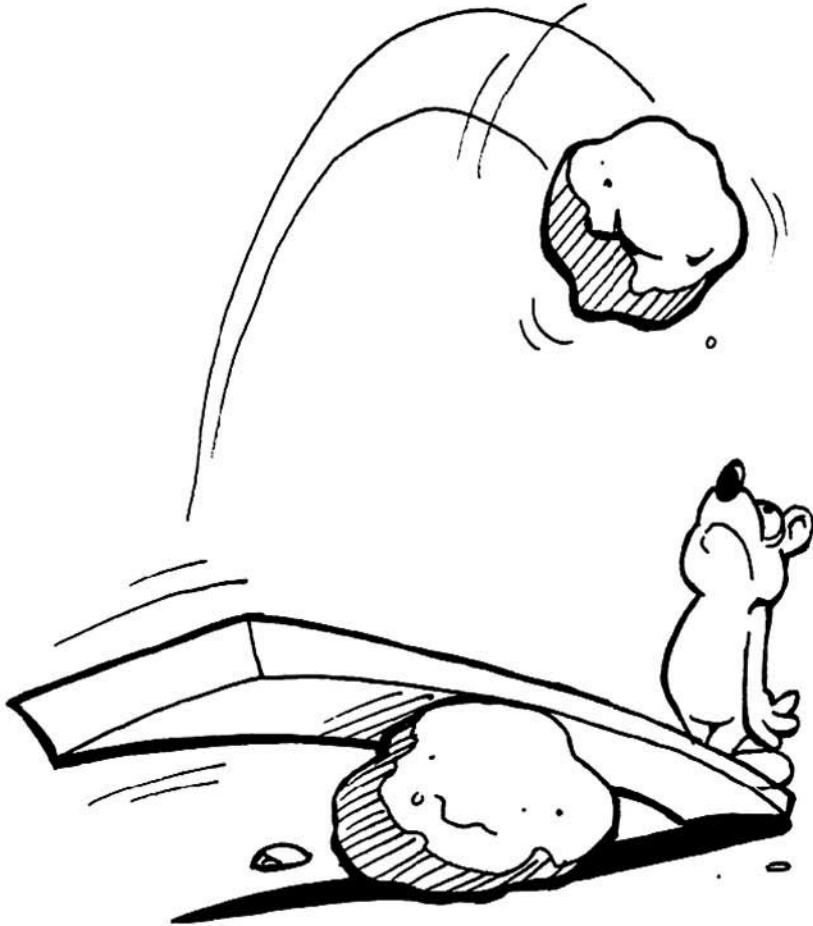
This teapot is always full of nice, hot, delicious tea. It never runs out no matter how many glasses you fill. This is a wonderful item for those who like to entertain guests and, of course, for all you butlers and Englishmen. Available in silver and porcelain. Price: \$50.

TEAPOT, MUSICAL

This is a teapot that begins singing silly nursery rhymes whenever it is filled with tea. It never does any damage, but it could be used to Boggle an unsuspecting guest! Price: \$5.

TEETER TOTTERS

Whether it's a children's toy or part of an elaborate launching contraption, an Ace Teeter Totter will do the job! Heavy duty construction means this item might last all the way to the end of the game (yeah, right)! Price: \$100.



TOILET PLUNGERS

We know that some folks call these things "plumber's helpers," but we think "toilet plungers" is a lot funnier! Whatever you call 'em, they're a comedy classic and no character should be without one! Not only can you boggle some unsuspecting sap with one of these right in the kisser, but it can also do 1d-1 of Plunger Puss Damage. Price: \$10.

TOOLBOXES, UNIVERSAL

Through the miracle of modern technology, Ace can now offer this amazing toolbox! Open it up and pull out almost any kind of tool you can think of! Of course, it *might* take more than one try to get what you want. (Animators may want to use the *Random*

Tool Table found on page 20 of *Toon Tales*.) An Ace exclusive! NOT TO BE TAKEN INTERNALLY! Price: \$300.

TRAMPOLINES

You can bounce 'til the cows come home (or even 'til *after* the cows come home, or even *with* the cows) with an Ace "Bouncy Bounce" trampoline! Can also be used as a life-saving device for poor slobs who are falling from great heights, since they almost never shatter like glass when landed on. Price: \$75.

VACUUM CLEANERS

Ace is proud to feature a complete line of home and shop vacuum cleaners, ranging from the Suck-O-Matic 3000 (used by the superhero Dust Bunny*) to the "Black Hole" Shop Vac**. If you want a product that really sucks, you can't beat an Ace Vacuum Cleaner! Characters vacuumed up by the Suck-O-Matic 3000 take 2d of Squeezed Into A Bag Damage. Price: \$50 to \$500.

*See the adventure "Grime Does Not Pay," *Toon Tales*, p. 147.

**See the adventure "The House That Jerks Built," *Toon Tales*, p. 8.

VANISHING CREAM

Smear some of this stuff on yourself and *Poof*, you're invisible! The effect only lasts until the vanishing cream is wiped or washed off. We have no idea what happens if you eat this stuff, but if you froze it, you'd have *Vanishing Ice Cream*. Heh, heh. Price: \$30 per pint.

VANISHING MILK

This works the same way as *Vanishing Cream*, but only has half the calories! It looks exactly like ordinary milk. Price: \$25 per pint.

WEED WHACKERS

Besides whacking weeds, our "Weedbeater 900" weed whackers have dozens of other zany uses, including impromptu haircuts! When used as a weapon, it does 2d of Whacked By A Weed Whacker

Damage. Available in electric or gas-powered models. Price: \$75.

WET "SUITS"

Having problems with pesky neighbors? Not happy with the service you received from a local business? Have we got the answer for you! Through a special congressional program, you can hire a special agent to rain on someone's parade. Several versions are available to suit your special needs, including the FBI (Funny Business Instigators), CIA (Crazy Inept Animators) and ATF (Absent-minded Toon Fools). This is your chance to get even with anyone who's bothering you for any reason. *Warning:* due to the unpredictable nature of government agencies, there is always a possibility of a backfire with this program. On a roll of 11 or 12, agents go after those who hired them. Hey! Nothing's perfect! Due to undisclosed circumstances, ATF version temporarily unavailable in Texas. Prices vary by agency and job. Call for special quote.

WINGS

Flying has never been easier than with our new robotic wings! Manufactured by FlyteCo, these wings can be ordered in bird, bat or butterfly styles. Just slip them on, buckle the harness and you'll soon be up, up and away! The wings operate on your mental commands, so characters with low Smarts rolls may have a few teensy problems at first (like staying aloft or landing). Price: \$500 per pair.

YOGURT SURPRISE

The container says that this is a pint of raspberry yogurt, but when the victim opens it, out pops a 500-pound *raspberry slime monster!* Surprise! And boy, is it ever *hungry!* A great gag to pull on your dieting friends. Price: \$25 per pint.

ZIPPERS, GIANT

Uh oh! You're trapped in a dead-end alley and a huge mob of angry yogurt surprise victims is coming toward you! What will you do? Just slap one of these handy giant zippers on the wall, unzip it and step through into another place or time! (Sorry kids, Animator's choice!) Just remember to zip it back up before the mob gets to it. Opens to a new time or place each time it's unzipped. Giant zippers can also be used to close up canyons and open holes and tunnels! Price: \$300.

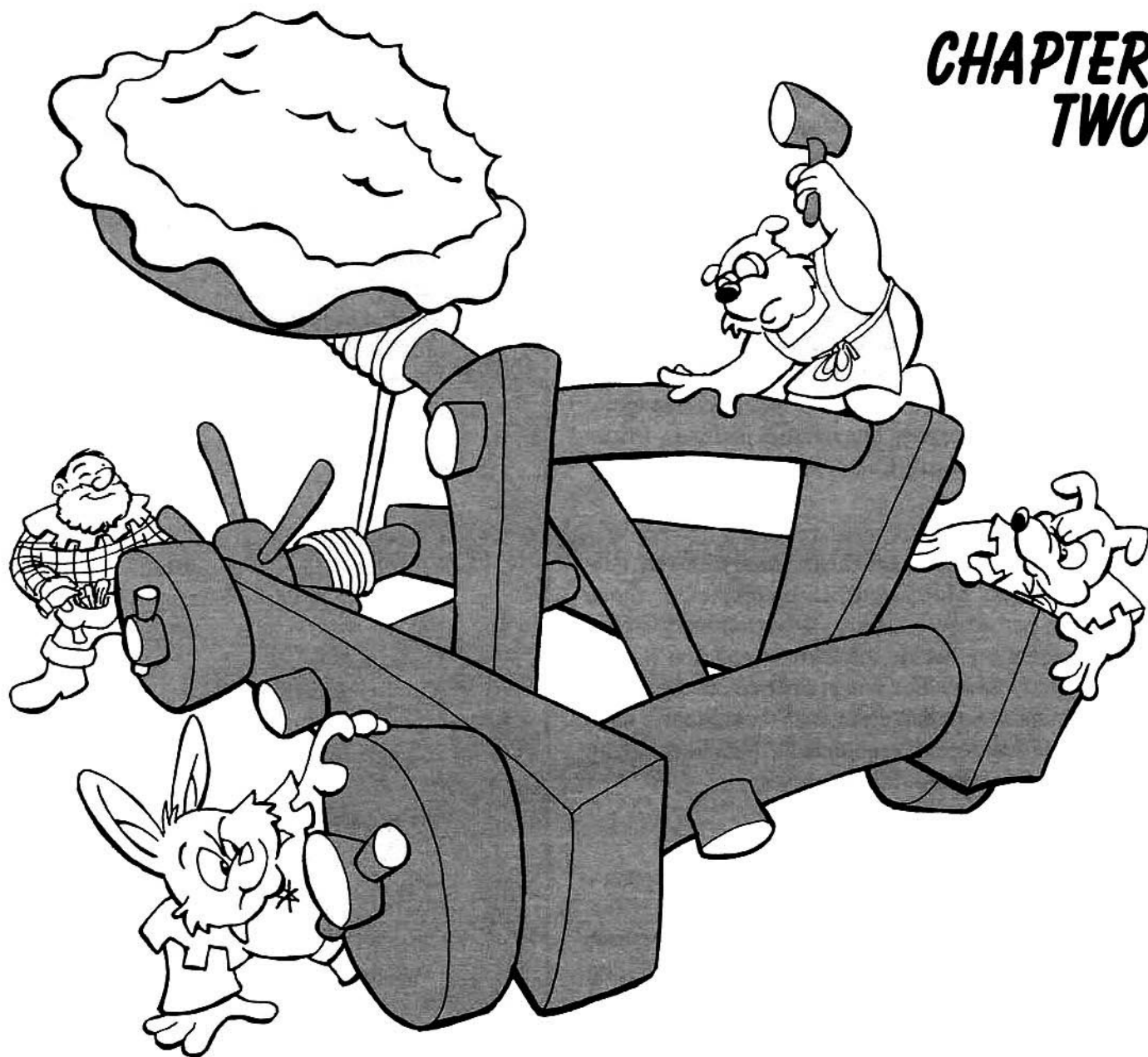
TOP 25 MORE NEW TYPES OF DAMAGE THAT COULD HAPPEN TO A CHARACTER

- 1 Processed And Canned In Heavy Syrup Damage
- 2 Food-Covered, Angry Lumberjack Damage
- 3 Inside Out Starship Damage
- 4 Nose Shut In A Forbidden Book Damage
- 5 Falling Gangster And His Moll Damage
- 6 Really Huge Egg Damage
- 7 Self-Destructing Treehouse Damage
- 8 *Severe Schwemp Brothers* Damage
- 9 Fell Into A Hole Full Of Porcs Damage
- 10 Rock & Roll Damage
- 11 Really Ticked Off Little Old Lady With A Gun Damage
- 12 Cursed Pie Damage
- 13 Elvis Replicant With A Bomb Damage
- 14 Not Being A Texan Damage
- 15 Poisoned Hotdog With Extra Sauerkraut Damage
- 16 Killer Gerbil Damage
- 17 Tied To A Missile That Crashes Into A Toxic Waste Dump Damage
- 18 Repeated Brick Wall Impact Damage
- 19 Hot Glue Gun In The Ear Damage
- 20 Malfunctioning Cyberarm Damage
- 21 Goopy Blob, Flamethrower And Falling Horse Damage
- 22 Baby With A Shotgun Damage
- 23 Weird Science Gone Wrong Damage
- 24 Jealous Moose Damage
- 25 Giggling Animator Falling Out Of His Chair Damage (Actually, that is more likely to damage *players!* Not to mention the *Animator!*)



DUNGEON-TECH

CHAPTER TWO



Greetings, Dungeon Crawlers! This section of the catalog is especially for *you*. Ace Industries has spared no expense in searching the world over for armor, weapons and other useful items. Some are normal, but most are magically enchanted! That way, we can charge more. And just in case you're running low on dungeon-dwelling creatures, we have a complete line of new and never before published *monsters*! Actually, a few of them *were* mentioned in the *Tooniversal Tour Guide*, but they *weren't* fully described. Why? Don't ask. We've got little monsters, big monsters and, of course, *Dragons*!

So before *you* go off to explore the Dungeon of Slamming Doors and Slippery Floors, stock up on supplies and creatures from Ace! After all, *the dungeon builders did!* (Note: All prices have thoughtfully been converted to Dungeonworld lead pieces.)

MAGIC ARMOR

BOOTS OF BALLET

These boots look like any normal pair of leather boots until the wearer goes into combat. Then they turn into a pair of ballet slippers and force the person wearing them to dance. They will continue dancing for 1d+1 turns or until the combat stops, at which time the ballet slippers will turn back into boots. Anyone in the area must make a Dodge roll every turn or take 1d of Spinning Ballet Dancer Damage. Available in brown or black. Price: 75 LP per pair.



FRED'S FIREPROOF PLATEMAIL

Yessir, it's a real pain in the neck to fight your way into a dragon's lair just to be burnt to a crisp by his breath! Well take heart, O Noble Adventurer, because Ace has come to the rescue! Our new Fireproof Platemail gives you 100% protection from all types of fire, including *a dragon's fiery breath!* Buy yours today, because this item is sure to be a *hot* seller! Heh, heh! (Note: This armor offers absolutely no protection against dragons who breathe poison

gas, hot water, shaving cream, chicken soup, molten lead, grape jelly, radiation or anything except *fire*.) Price: 300 LP.

HELMET OF KONK RESISTANCE

Put this stylish helmet on and it's *adios* to getting things dropped on your head! (Well, on a roll of 10 or less. An 11 or 12 will still get you konked.) Anvils, pianos, plummeting dragons or whatever, this helmet will turn them all aside! Of course, the people standing *next to you* may not like that. If they complain, tell 'em to order one of their own! Price: 75 LP.

HELMET OF STUPIDITY

Wearing this cursed helmet causes your Smarts to drop to 1. However, the character wearing this helmet *thinks* his Smarts have increased to 6. The wearer of this helmet will be convinced it is priceless and will not willingly part with it or remove it. Price: 50 LP.

GAUNTLETS OF PIE THROWING

Now anybody can throw pies with deadly accuracy! Just slip on these steel gauntlets and get a +3 to your Throw skill! (Bonus applies when throwing *pies* only.) In addition, you can also do an extra +1 point of damage when you punch somebody. Available in silver, gold, white or black. Make sure you order the right size, since gauntlets that are too large will slip off of your hands when you toss a pie. (Did you hear that, Animators?) Price: 150 LP per pair.

RICOCHET ROBE

Let's face it, when it comes to armor, Wizards get the fuzzy end of the lollipop! After all, the typical wizard's robe gives zero protection from most attacks. But Ace Industries has changed all that! Our new Ricochet Robe will cause most non-magical attacks to just bounce right off! (On a roll of 8 or less, that is.) They come in a wide variety of colors, patterns and styles. Buy one today, because you never know when somebody will try to hack you with a sword! Price: 100 LP.

LAURA'S LEAPIN' LEATHER ARMOR

This looks just like normal zippered leather armor, but it isn't! When wearing this armor, you can leap up to 60 feet! This makes it very useful to thieves or anybody who likes to jump really high. Unfortunately, the armor only gives normal protection vs. landing damage after you leap! To avoid painful landings, we suggest buying a pair of our Springy Shoes (see p. 27). Price: 120 LP.

RORY'S RANDOM RING MAIL

This special chain mail is made from *many* different rings – whatever ones the famed Rory could collect, including wedding rings, pop-top rings, old magical rings, O-rings, and more. It provides 14 points of protection, and when rubbed, one of the rings will activate. The exact effect might *not* be quite what the delver wanted. Price: 200 LP.

VELCRO ARMOR

Are you tired of digging in backpacks, sacks and pockets to find the items you're looking for? With Ace's new Velcro armor everything is right where you need it. Just attach a couple of our Velcro strips

to your equipment and slap it on your arms, legs, back, chest or anywhere you can find an open spot. This is the perfect armor for thieves who need to have their equipment close at hand when climbing ropes or walls. This armor offers the same level of protection as standard leather. Specify size and choice of color (midnight black or dayglo orange) when ordering. Price: 100 LP.

VELCRO GAUNTLETS

Put an end to embarrassing fumbles. With these Velcro gauntlets and Velcro strips attached to your weapon handles, you'll never again drop your weapons! Not recommended for throwing weapons: -2 to your Throw skill due to release problems. These gauntlets can also make nearly any surface easy to climb. Just attach Velcro patches to the wall with our fast-drying glue and climb away (+3 to climb skill: +5 if Velcro armor is also worn). All Velcro items should be cleaned regularly, as dirt build-up causes decreased effectiveness. Price: 50 LP per pair. Velcro strips are 5 LP per dozen.

MAGIC WEAPONS

THE CHANGING SWORD

No, the sword doesn't change, *the creatures you hit with it do!* Every time you hit a living creature with this sword, they will change into some *other* kind of living creature (Animator's choice). They will also take 1d+2 damage. Changes made by the sword last 10 turns, until the victim is hit again or until the victim Falls Down, whichever comes first. Note that the creature might change into a much larger and nastier creature. Just something to think about. Price: 500 LP.

DAGGER OF DELAYED DAMAGE

The perfect thing for overconfident monsters! All damage done by this dagger has no effect until it has added up to enough damage to *knock down* the victim. So that Black Knight will think that your puny blows are having no effect, and then when he least expects it,



POW! Note: If you hit several different targets, all damage is totaled together and affects only the victim that is hit last. Damage done that does not knock down a creature is stored up in the dagger until the total will knock down someone. Price: 750 LP.

DANA'S DAGGER OF DIZZINESS

Once used by Dana the Ditzzy but Dangerous, this dagger has the power to make anyone hit by it get very dizzy. This will affect all of their Muscle and Zip rolls (-3 to each) and might affect Smarts as well (Animator's discretion). It could also give them an upset stomach. The effects last 3 turns per hit taken. The dagger also does 1d of Normal Dagger Damage. Price: 100 LP.

DIRK'S DIRK OF DIRKS

The wielder of Dirk's Dirk Of Dirks can control all dirks in sight. This power causes others in the area who are using or carrying dirks to come under the control of the character wielding Dirk's Dirk. This control is for combat only – you can tell someone else who to attack (yay!), but you couldn't use this to order them to give you all their Lead Pieces (boo!). The range of the power is 30 feet. Price: 300 LP.

QUIGLEY'S QUARTERSTAFF OF QUICKNESS

Not only does this fine oaken staff do 2d of Fine Oaken Staff Damage, it lets you make *two attacks per turn!* You can whack the same enemy twice or attack two different enemies! Each attack requires a separate Fight roll. If you fail both Fight rolls, it means that you have whacked either yourself or someone other than the target. This could cause problems, so you might want to step away from your friends before wielding this staff. Price: 200 LP.



SINGING SWORD

This cursed sword looks like a normal sword in all ways. However, when it is used in battle, it begins to sing – and it forces the holder to join in! The sword's voice is absolutely awful and causes all monsters in hearing range to attack the holder of the sword. The monsters will not pay attention to anything else until the holder of the sword is knocked down, which causes the sword to stop singing and releases the monsters. The sword user will have no memory of the sword's effect when he returns to the game. Price: 175 LP.

SWORD OF DULLNESS

When pulled, this sword will begin recounting its various experiences in past adventures in a simple monotone voice, with little or no inflection. If queried, it will gain some enthusiasm and will speak more energetically. If egged on for at least four turns, it will become so animated that it will re-enact battles. At this point, any opponent it can find will take 2d of Whacked By An Animated Sword Damage. If only friends are handy, they take 1d of Bonked With The Flat Of The Blade Damage. After 2d turns of fighting, it will finish its story and hum quietly to itself. (Note: Rumors that one Sword of Dullness actually *attacked* its owner for not listening to its stories are false. Honest.) Price: 150 LP.

SWORD OF SHTICK STEALING

It was that great Australian playwright William Sheepshear who wrote, "He who steals my purse steals trash; but he who filches my shticks is really naughty." Make those immortal words live with this amazing Ace product! The sword does 1d of Sliced By A Sword Damage, but that's not the important part. The sword's special power is activated whenever a hit is scored. The sword draws a random shtick from the victim into the sword. The user of the sword

TOP 25 NEW DUNGEON NAMES

Just slap one of these behind "The Dungeon of" for an instant creepy and/or funny name.

- 1 Deep Pits and Slimy Blobs
- 2 Undead Guys Named Earl
- 3 Dusty Hallways and Out-Of-Order Restrooms
- 4 Screaming Elvis Worshipers
- 5 Comfy, But Boobytrapped, Furniture
- 6 Big Monsters and Little Rooms
- 7 Government Red Tape
- 8 Funny Smells
- 9 Endless Stone Passageways That All Turn Left
- 10 Bothersome Midget Trolls
- 11 1,000,000 Terrible Curses
- 12 Small Round Paisley Things That Go "Splork" (HA! You thought they'd go "Poing," didn't you?)
- 13 Talking Fish
- 14 Crushing Steamrollers of Doom
- 15 Daytime TV and Slowly Building Insanity
- 16 Player Character Killing Devices
- 17 Living Salads and Terrified Vegetarians
- 18 Undead Animators From Hell
- 19 1,001 Locked Doors, Trapped Chests and Pits You Can't Detect
- 20 Tabloid Horrors
- 21 Taxable Treasures and IRS Agents
- 22 Weird Funguses? Fungi? Whatever.
- 23 Mindwarping Terror and Bad Puns
- 24 Cannibalistic Aardvark Wizards
- 25 Soft, Squishy Floors That Are No Fun To Walk On

can then use that shtick in addition to his regular action. Stolen shticks are used at a base level of 5 regardless of the shtick level of the victim. The stolen shtick is usable only once and must be used within 3 turns or it returns to the victim automatically. The victim can't use the shtick until it returns. Use of the shtick by the sword wielder also returns it to the victim. The sword can only hold one shtick at a time, so a new shtick can't be stolen until the shtick already in there is used or returned. Price: 500 LP.

SWORD, NAME BRAND

One of these monstrous swords requires a Muscle of at least 5 to wield properly. Each one is inscribed with ancient runes of *extreme* power. Normally, the sword does 3d of Whopping Big Sword Damage. Particular runic swords have exhibited additional properties, described below:

Burgler King: A Fight roll that succeeds by 2 or more also causes the loss of a random item from the victim.

Seven-Yups: Anyone hit must spend the next round nodding in agreement with anything the wielder says.

Hoggin' Daze: The sword can also turn a 10' x 10' patch of ground into mud, and produce an excessive amount of slop.

Meister Frown: The wielder can, three times daily, make a "breath weapon" attack doing 1d Severe Belch Damage to all within a 10' long, 6' wide (at the end) cone.

Snack In A Box: Upon command, up to three times daily, the sword will quickly produce a meal of *really* greasy food.

Price: 500 LP and up.

OTHER MAGIC ITEMS

Note: Ace Industries is not responsible for damages suffered by dimwitted customers who use cursed magic items. We strongly urge you to give such items to people you don't like (if you can).

A'CUTE 'EARRING

Tired of the same old jewelry? Spice up milady's (or milord's) outfit with these fine accoutrements. Not only do they inspire marvelous comments, they also add +4 to See/Hear/Smell Rolls. Price: 350 LP.

BOB'S BEEPING BOOBYTRAP BELT

This bronze belt beeps whenever you come within 10 feet of a boobytrap. This is the perfect early warning device for those who seem to stumble into trouble on a regular basis. Sorry, not effective against magically concealed boobytraps. Price: 100 LP.

CHAINS, ALLYSON

These enchanted bonds will capture any musicians playing industrial or otherwise loud, depressing music. (Music) players must roll versus Muscle-4 or stop playing. Price: 500 LP.

CHOPSTICKS OF EATING

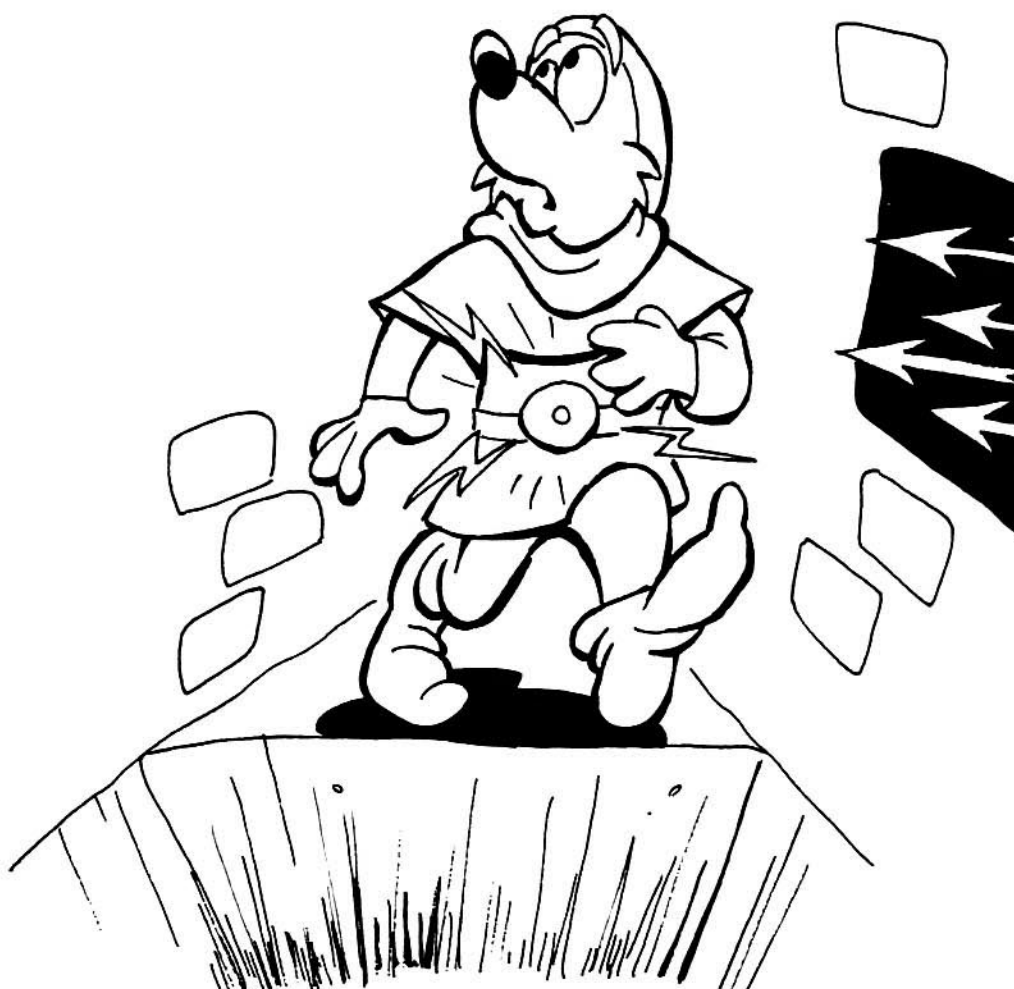
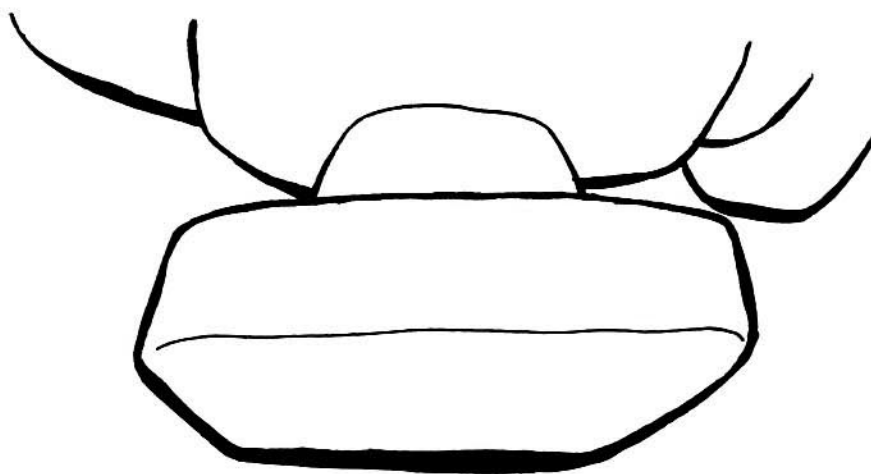
A lesser-known import of the Far East. These enchanted eating utensils allow cartoons to consume all manners of food, but they will be hungry again after 1d hours. May also be used to inflict Muscle/2 points of Pointy Lacquered Utensil damage. Price: 80 LP.

CROWN OF INFLUENCE

Wearing this gold crown increases your Fast-Talk Skill to 9. Now you will be able to talk almost anyone into doing almost anything. However due to the powerful nature of the charm on this crown, 25% of them also decrease *your* Resist Fast-Talk Skill to 1. Price: 350 LP.

DOLT +2

This dopey apprentice distracts everyone (except his owner), giving the owner +2 on his Melee and Fast-Talk rolls. Unfortunately, the Dolt occasionally performs *such* a devastatingly funny gag that everyone, *including his owner*, is Boggled. Price: 400 LP.



ORB OF MAPS

A 2' tall sphere (or a cube, depending on the shape of the planet you're on!) that shows all the basic land masses and bodies of water, cities, etc. A glowing red "X" marks where the owner is. Price: 10 LP.

ORB OF MAPS & TRANSPORT

Similar to our *Orb of Maps*, but with this new and improved version, it will transport (via teleporta-



tion) its owner to anywhere on the planet. (Note: Use of the transportation power more than once per day may cause *minor* malfunctions. Ace Industries is *not* responsible for any accidental, occidental, incidental or transcendental teleport to any dangerous locations.) Price: 350 LP.

PORTABLE HOLE

Can hold up to, well, a *lot* of stuff. Even yourself! And can be folded up neatly into a handkerchief, or even an origami swan (roll versus Create Origami required at -2). Thousands of uses! Hundreds of LP! (Price: 300 LP).

SLING OF SLEEPING

Once erected between two trees, anyone who sits on or lies in this hammock will fall asleep for at *least* 3d turns. During this time, nothing short of a cream pie will awaken the sleeping beauty. The cream pie application will immediately Boggle the sleeper, who then takes 1d-1 of Falling From Magical Hammock Damage. Price: 80 LP.

SPIKE'S SACK OF SILLINESS

Long ago, the great Wizard Spike enchanted this plain-looking sack with a very powerful spell. Every time it is turned upside down, something different falls out of it! In game terms, this means any item, creature or character from any *Toon* book!

(Animator's choice, as if you didn't know.) Creatures and characters will do the bidding of the sack's owner, but items can be cursed or defective. (Did you hear that, Animators? We said *cursed or defective!*) Things that fall out of the bag will last for 3d+2 turns and then vanish, never to return. Probably. Price: 400 LP.

OIL OF ELASTICITY

Rub this pleasantly scented oil (it smells like peanut butter) on yourself and *Presto*, you have the Stretching shtick at

skill level 7 for 2d+1 turns. Unfortunately, if you get near an open flame you run the risk of catching on fire. Perhaps you should buy one of our fire extinguishers, just in case? When the oil's effects wear off, the user will snap back to his normal shape. This may or may not cause damage. Price: 20 LP.

THE AWESOME AMULET OF ANIMATOR ANSWERS

This amulet is incredibly powerful, for it lets the wearer *speak directly with the all-powerful Animator!* Three times per game, the character may ask the Animator a question and the Animator *must* answer it. Please note that the Animator *is* allowed the option of not telling the truth. The possibility that the Animator is lying is directly proportional to how much the lie will "enhance" the game. Price: 1,000 LP.

CURSED CLOAK OF MONSTER ATTRACTION

Although this *looks* like a really well-made cloak, it's actually a terribly cursed item! Any time the words "monster," "undead," "creature," "thing," "slime," "dungeon," "trap" or "pineapple upside down cake" are said within 30 feet of the cloak, it will begin to yell in a *very* loud voice. What, you ask, does it yell? Why, "*Hey! Monsters! Come and eat these guys! Yum, Yum!*" of course! How else do you attract monsters? A great gift for your dungeon delving enemies. (Note: The only way to remove the

cloak and break the curse is to immerse the wearer in melted butter and then sing "Look at the lobster! Look at the lobster!" for 3 turns.) Price: 25 LP.

PENROD'S POWER PEARL

Ages ago, the mighty Wizard Penrod the Pugnacious enchanted this large pearl with two powerful spells. The first spell gives whoever possesses the pearl a +1 to all Smarts-related rolls. The second spell causes the same person to give off 20,000 volts of electricity *at least twice per game!* This will happen whenever the Animator chooses. It will affect any living creature within 10 feet. It also makes the pearl's owner light up like a neon sign. The electricity does 2d of ZZZZZZZAP!!! Damage to everybody in range, except the poor bozo who's giving off the voltage. *He* only takes 1 point of damage. Price: 100 LP.

HAT OF MANY THINGS

This battered old top hat functions exactly like a *Bag of Many Things*, with one exception. Every time the hat is removed or knocked off, the owner *must* reach in and pull something out before he can put it back on! If they don't do it, something will come flying out anyway and it probably won't be something nice! The Animator gets to determine exactly what pops out of the hat (It's *good* to be the Animator . . .). On a roll of 12, the owner gets pulled *into* the hat by a big hairy arm. What happens *then* is up to the Animator, the hat's owner and the thing with the big hairy arm. Price: 200 LP.

WAND OF JELLY DONUTS

A wave of this wand will send 1d jelly donuts flying towards your target! The donuts do 2 points of Magical Jelly Donut Damage each. They also make the target extremely sticky and attractive to ants, bees and bears. If you want, you can *eat* the donuts as a snack or use them to bribe law enforcement officers. The donuts and the jelly disappear after 4d+2 turns. Price: 150 LP.

SCROLLS

These high quality parchment scrolls may have up to three magic spells on them. You, the player, get to choose the spells. (how's that for a

change?) Feel free to mix and match spells from any *Toon* book. Once used, the spell disappears from the scroll. Price: 15 LP per spell.

SCROLL OF PROTECTION FROM PIE

Reading this scroll by a Wizard creates a 10' circle that moves with the Wizard. No pie, not even Coconut Cream, can enter or exit this circle. The circle lasts for 3d turns, or until hit by a total of 5 pies. Any non-Wizard attempting to read the scroll will take 1d of Explosive Pie In The Face damage. Price: 120 LP.



SCROLL OF PROTECTION FROM PI

Reading of this scroll by a Wizard prevents any attacks by spherical or circular (or even elliptical) objects from harming the Wizard for 4d turns. Cream pies, glass marbles, cannonball and even eggs have no effect! Price: 200 LP.



TOP 25 COMPLETELY SCREWY SPECIES THAT HAVE NEVER APPEARED ON ANY TOON SPECIES TABLE

- 1 Chambered Nautilus
- 2 Gamer (Roleplaying Games)
- 3 Gamer (Wargames)
- 4 Gamer (Boardgames)
- 5 Quetzalcoatl (feathered serpent)
- 6 Flounder (Pacific or Atlantic)
- 7 Echidna (look it up)
- 8 Bionic Cow
- 9 Platypus
- 10 Cabbage
- 11 VCR
- 12 Dumpruck
- 13 Paramecium
- 14 Vampire Elf
- 15 Comic Book
- 16 Female Barbarian Warrior
- 17 Yam
- 18 Honest Politician (extremely rare)
- 19 Gnu
- 20 New Gnu
- 21 Old Gnu
- 22 Rock & Roll Drummer
- 23 Large, Muscular Action Movie Star
- 24 One Of Your Fellow *Toon* Players
- 25 Toy Dinosaur (any species)



POTIONS

POTION OF ESP (EXTRA SHTICK POWER)

The imbiber gains 1 random shtick for 3d turns. Price: 80 LP.

POTION OF FLYING RESISTANCE

One slurp of this potion, and the drinker gains an incredible fear of flying, and cannot be budged from the ground for 2d turns. Price: 50 LP.

POTION OF GENEROSITY

Whoever drinks this potion will suddenly feel like giving away lead pieces and other valuables to whoever is nearby. Any character who has "greed" as one of their beliefs and goals will be able to resist the potion if they roll below their Intelligence Score. Price: 50 LP.

POTION OF HEELING

After a few swigs from this bottle, the imbiber will stay within 5 feet of the first character who orders them around (or pets them). The effects last for 5d turns. Price: 40 LP.

POTION OF LYING RESISTANCE

Drinking this potion adds +4 to Resist Fast-Talk for 3d turns. Price: 80 LP.

POTION OF IMBOGGABILITY

This recent creation of the famous magician Mouseminster will make the drinker immune to regular boggle effects for one occasion. Also, it will reduce a maximum boggle to a regular boggle. This potion lasts until it protects from one boggle or until the end of the adventure. Sorry, effects do not carry-over from one episode to the next. *MUST* be taken internally. Price: 75 LP.

POTION OF PASSIVENESS

This potion will make whoever drinks it unable to commit any violent acts for 2d turns. If attacked, victims may Dodge or use any non-violent means to defend themselves. Price: 40 LP.

POTION OF SLOWNESS

Slip this potion to an enemy, and run rings around them! This potion will slow down the character who drinks it. The drinker can only take an action

every other turn, and the action must be declared in the off turn. Once he declares his action he must carry through with it, even if his target is no longer there. The potion lasts 10 turns or until the slowpoke is knocked down. Price: 25 LP.

POTION OF SNORING

This potion causes whoever drinks it to instantly fall asleep and begin snoring extremely loudly! All creatures within 20 feet of the snorer must roll their Zip to remain on their feet. Effect lasts 5 turns or until the victim is doused with water. Anyone within 5 feet of the snorer takes 2 points of Really Loud and Annoying Snoring Damage. No verbal communication is possible within 10 feet of the snorer. Those without the ability to hear are unaffected by this potion, unless they are the one who drank it. Price: 25 LP.

RINGS

Rings can be enchanted by the Animator to give pluses or minuses to any Shtick, Skill or Attribute Roll. Rings can add hit points to armor or to the ring's wearer. They can also be made to cast a single type of spell up to 25 times. Of course, they can also be cursed, but your friends at Ace Industries have made sure that *hardly* ever happens. Honest! Price: 100 LP per plus, minus, hit point or 5 castings of a spell.

RING OF ANVIL FALLING

When this ring is activated, a 100-pound anvil appears 50 feet over the head of the target, which then falls, causing 2d+2 of Crushed By An Anvil Damage. Target may attempt to Dodge only if he first makes a See/Hear/Smell roll at -1 to notice the anvil. If the user rolls an 11 or 12 when activating the ring, the *user* teleports to the spot 50 feet over the target instead! When the user lands on the target (no dodge – it just wouldn't be as funny), both take 2d of Falling Character Damage. Price: 20 LP per charge.



RING OF DEGENERATION

When activated, the wearer speaks only in grunts, groans and belches (and makes odd remarks about carpentry & tools). Strangely, these mutterings cause everyone within earshot to be so revolted by the character that they will not initiate any kind of physical contact, including combat. (They're just *so* gross! Oh-mi-gawd!) If the wearer takes a swipe, however, it's open season. (Note: prolonged use has been known to produce a skunk-like aroma. Please take care when using.) Price: 200 LP.

RING OF THREE ACTIONS

There are two versions of this ring available. The first allows a character to take three actions on any one given turn in an adventure, simply by telling the Animator that he is activating the ring. If the character is boggled by the results of one of the actions, the remaining actions are lost. The second version allows the character to add one action to a turn three times during the adventure. (Note: This *hardly ever* works two turns in a row!) Both rings are limited to one use per adventure. Price: 35 LP per charge.

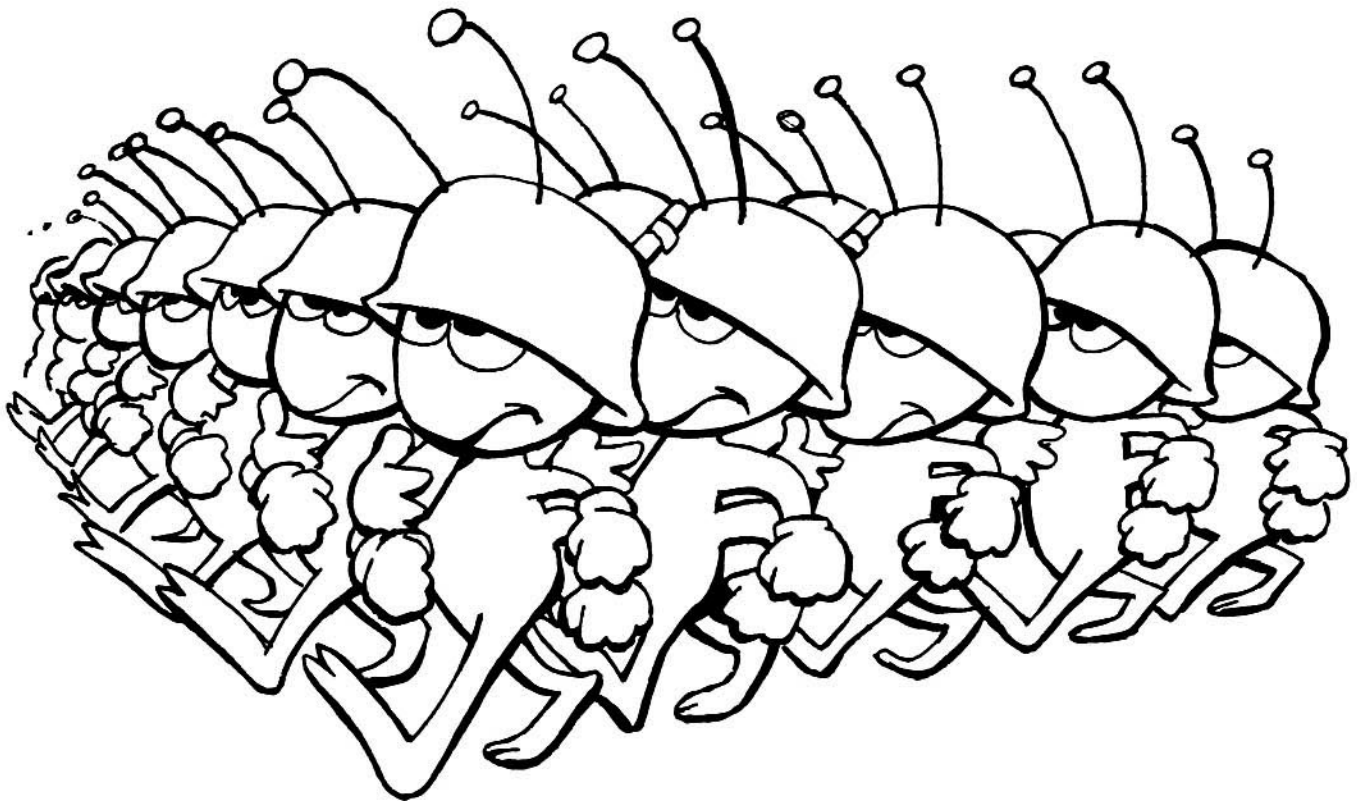
RING AROUND THE COLLAR

Yes, we even carry the dreaded Ring Around the Collar. Once someone gets this ring on any armor or clothing, it will never come out, reducing the armor's effectiveness by one. This ring comes packaged in a

specially treated leather sack for your protection. This ring can be thrown as a weapon; if a hit is scored (at a -2 to Throw skill), the ring attaches to the target's collar. A Throw roll of 12 results in the ring attaching itself to the thrower's collar instead. Price: 50 LP.

THE MARVELOUS MENAGERIE OF MIGHTY MONSTERS

Friends and neighbors (this means *you*, Animators), Ace Industries has gone to great and dangerous lengths to assemble a menagerie of malevolent monsters for your dungeon stocking delight! All monsters cost 1,000 LP each, just in case a character wants to buy one.



(Note to players: Different jurisdictions *may* require special pet licenses to have one of these lovely creatures. Fees and penalties vary, so please check carefully with your local office before ordering from Ace.)

APPLE GANGER

These red and green apples have the unique ability to change both shape and coloration in order to

imitate any fruit. The taste, however, remains the same. They are prized for the wonderful transformation shows they put on while *peared* with other fruits.

ARMY ANTS

These ants are one inch tall and come complete with uniforms, weapons, vehicles, tents and all of the equipment necessary for an army. Available species include any armies from the Crusades, Revolutionary War, War of 1812, Napoleonic Wars, Civil War, WW I, WWII, Korean War or Viet Nam Conflict. For those of you who prefer the high seas, ask about our Navy Ants! 1,000 LP buys 1,000 ants.

AUTTER, GIANT

These giant buck-toothed, pesky fellows will follow a party around, telling the members what they *should* do, and remind them how good their advice was afterwards (if it was any good at all, that is)! The constant din of their blabbering will attract wandering monsters *twice* as often. Occasionally, their advice *may* help the party, but the quality of the advice varies greatly from Autter to Autter.

BEE HOLDERS

Imagine a spherical beehive that floats around under its own power. Now, give this beehive a big bloodshot eye and an even bigger mouth full of sharp teeth. Pretty weird and scary looking, right? Well that's a Bee Holder, bub! These creatures love nothing better than floating around dungeons looking for adventurers. When it finds some, the Bee Holder releases its bees and they attack. In a matter of seconds, things get very hectic as the adventurers try to get away from the bees. Then the Bee Holder attacks, biting at the flailing arms and legs of the panicked adventurers. Bee Holder bites do 1d of Chomped By A Really Dumb Monster Damage. The bees do 1 point of Stinger Damage each. Bee Holders are vulnerable to magic, magic weapons and cornflakes.

BEARBUGS

Bearbugs are tiny winged bears that travel in swarms of 100 or more. They aren't dangerous, but they *are* always hungry, so watch your food! Bearbugs are especially fond of sweets. Adventurers can protect themselves against these itty bitsy bruins by smearing anchovy paste on their clothing and backpacks.

BEAR, KOJAK

This fearsome beast is the real detective of the forest. Kojak Bears specialize in forest-ensic science, and can solve any cub-napping case, as well as petty arsony. The largest of these majestic bald bears is Sooty, who commonly wears a toupee, and warns visitors, "Only you can prevent forest crime!"

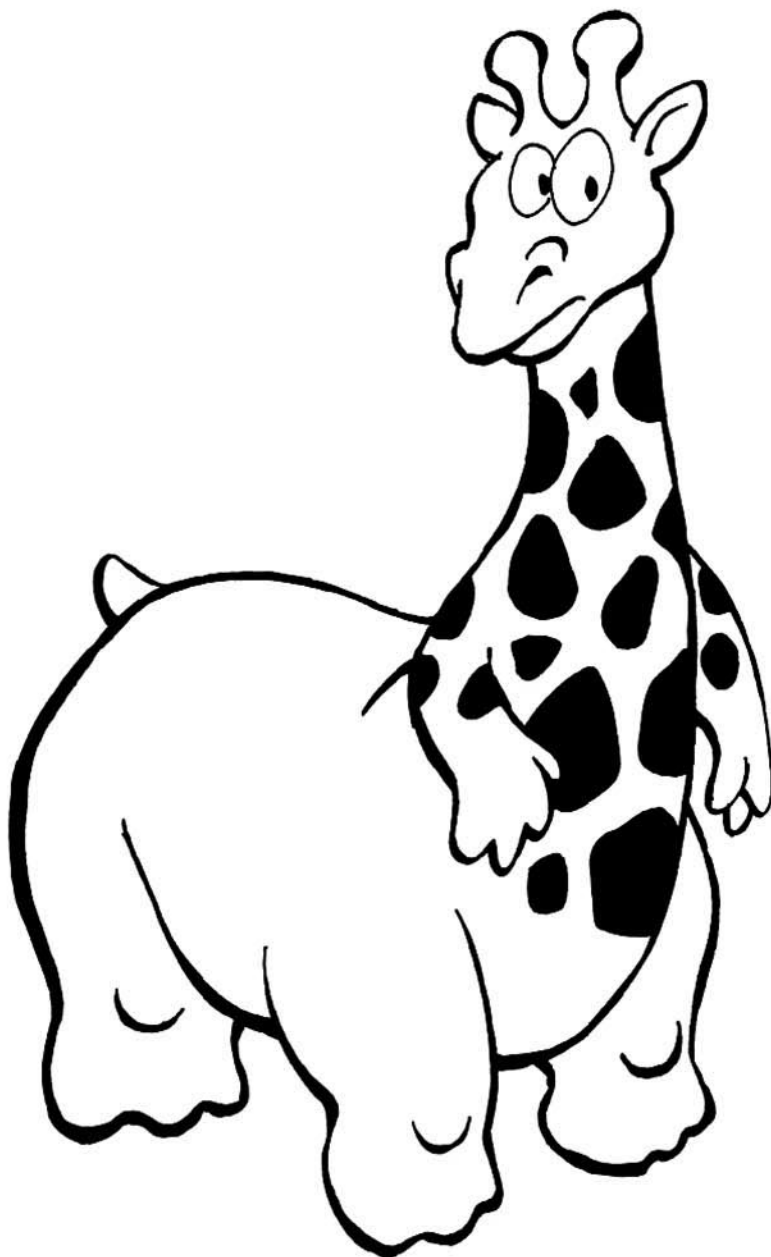
CENTAURS

In most fantasy worlds, a centaur is a horse with the upper body of a human. *Not in Dungeonworld!* Our centaurs can be horses, zebras, camels, pigs, elephants, moose, sheep, hippos, rhinos, cows or any other large animal and can have the upper body of any other species. You haven't lived until you've seen an elephant/duck centaur! Most centaurs are nice folks, but a few have a real attitude problem and some are

downright evil! Centaurs are notoriously hard to boggle. (If you had the body of a moose and the torso and head of a rabbit, you'd be hard to boggle too!) Centaurs love rockabilly music and hate modern art.

CHICKENBEARS

In another dimension, a mad wizard cross bred an owl and a bear and came up with something horrible. In this one, he couldn't find an owl so he used a *chicken!* Yes, they *are* as goofy looking as you think! Chickenbears are vicious brutes who can attack with either beak or claws. They are also very tough, with skin equal to chainmail. Fortunately, chickenbears are astoundingly stupid and can be easily confused. On the other hand, so are a lot of other *Toon* characters!



CHINEMA

A curious beast with the body and (one) head of a lion, wings and (another) head of a dragon and the feet (and another) head of a goat. This creature frequents movie theaters, especially drive-ins, where it will watch several films at the same time. One such beast, "Sis, Kill and E-Bear" even became a critic that rates only the best movies as "three hooves up."

DEMON, TYPE

This is one of the most sought after demons in the known Tooniverse. These winged, four-armed, ink-breathing nasties can compose, edit and collate publications at the speed of a dozen regular cartoon characters.

DRAGONS

There are more kinds of dragons in Dungeonworld than you can shake a stick at (assuming you're dumb enough to shake a stick at a dragon)! Each type of dragon is a different color and each has a different breath weapon. We've listed a few of the more common types of Dragons below.

Blue Dragons: These are fairly small Dragons, seldom measuring more than 75 feet long. Their breath weapon is a powerful stream of grape soda

that does 2d of Fizzy Soda Damage. However, Blue Dragons seldom attack anything. Instead, they just sit in their lairs, playing and singing the blues. Most of them play slide guitar, but some prefer harmonicas and a few have pianos. If you can teach a Blue Dragon a new song or guitar riff, he will usually give you a present in return.

Orange Dragons: One of the most feared of all Dragons, the Orange Dragon is even shunned by *other Dragons!* Why? Because they are *boring beyond belief!* Most creatures would rather be sinking in quicksand than listen to an Orange Dragon go on and on about his vacation to Ohio. Listening to them speak requires a successful Smarts roll every other turn or you'll go berserk, be boggled or *both!*

Anyone who gets trapped by an Orange Dragon is in serious trouble unless they can escape. Fortunately, you won't have to worry about the Orange Dragon's breath weapon. Being so boring, they can only breathe a light stream of warm water! On the other hand, Orange Dragons make their lairs in complex mazes, so getting out isn't easy. Animators should require lots of Smarts-related skill rolls.

Green & Yellow Polka Dotted Dragons: This is the only kind of Dragon that is regularly found in groups. That's because they are all RPG players!



Green & Yellow Polka Dotted Dragons gather in groups of from 3 to 8 to play games like *Humans and Houses*, *G.L.U.R.P.S.* (Giant Lizard Universal Role Playing System), *Dragonpunk* and other strange games. Adventurers should beware the breath weapons of these Dragons, since they can breathe a very powerful stream of assorted polyhedral dice! These dice do 3d+3 High Impact Plastic Dice Damage.

A few time a year, these Dragons gather in groups of several hundred to several thousand at gaming conventions. They play games, attend seminars, watch movies and spend lots of money on the latest games and accessories.

Adventurers caught in one of these conventions risk taking Junk Food Damage, Crushed By Stampeding Gamers Running To Buy A Hot Release Damage, Boring Stories About "My Best Character" Damage or, worst of all, Game Company Hype Damage.

There are dozens of other types of dragons, including metallic, striped, plaid, Hawaiian print and checkered. Animators should remember that all dragons are individuals, so not all of them are mean, greedy and hungry. Some may be wimpy while others might be dumb and a few might be really stupid. All dragons *are* really huge, although some are huger than others.

DWARF, WIGHT

These extremely pale short creatures will attack in order to drain delvers of any funds they have by selling them over-priced magazines and books with fantastic art (complete with excessive illustrations of spiky-bits). Normally, a Resist Fast-Talk roll at -2 is required or 5dx10 LP are spent.

FIT FIEND

This diabolical creature will force any other creature it comes in contact with to exercise immediately, until exhaustion. A successful Chutzpah roll on the part of a victim (and failed Smarts roll on the Fiend's



part) will fool the Fiend into *believing* the character has had enough.

Anyone who keeps a Fit Fiend as a sidekick and trainer will gain in Muscle and Zip, at a rate determined by the Animator. However, the Fit Fiend is likely to force its companions into a strenuous aerobics routine at the least opportune times (like when they're trying to sneak up on a sleeping dragon!), so having one around is a mixed blessing at best.

GIANTS

All giants live in areas far from civilization and many will live in dungeons (really *big* dungeons, with really high ceilings). Fortunately for adventurers, most giants are pretty dumb and can be easily confused. *Unfortunately*, most giants are also really strong and very easily angered. One of their favorite games is called "Pound The Adventurer Into The Ground." Understandably, this is *not* a popular game among *adventurers!*

Cave Giants

Cave giants live under the ground in caves and dungeons. They are about 20 feet tall. Their skin is pale and their eyes are very large. They are among the dumbest of giants and don't understand even the simplest jokes. This not only makes them hard to boggle, it gives them a Cosmic Shift shtick of at least 9! Cave giants hate bright light and love shiny bits of metal (like platemail armor). For recreation, Cave Giants often wrestle with giant slugs or other large creatures.



Corporate Giants

At only 15 feet tall, Corporate Giants are the smallest of all giants. To make up for their lack of size, they are the *smartest* of all giants! They live in really nice houses, play golf at country clubs and work at multinational corporations. Corporate giants are extremely greedy and vain. You can often lure on into a trap by uttering magic words like "Fax," "Beemer," "Junk Bonds," "Sports Car," "Tax Shelter" and "Stock Options." But be careful! Corporate Giants have lots of high-powered lawyers at their command and they'll sue you in a heartbeat!

Fire Giants

Fire Giants are the largest of all giants, standing 60 feet tall! They also have the hottest tempers! Almost anything will make them mad. Fire and heat don't bother them at all, but a good sized ice cube will do 6d+2 of Frozen Assets Damage when it hits them. A snow cone is even deadlier! The best way to Boggle a Fire Giant is with a spray of seltzer water. The best way to make friends with a Fire Giant is to offer him a bottle of hot sauce. It's their favorite drink!

Frost Giants

These guys, although the same size as Fire Giants, are just the opposite! They love cold, but will run in terror from a cup of hot coffee! Most Frost giants are actually pretty nice, once you get to know them. They will gladly invite you into their homes, but *NEVER* ask them to turn up the heat! Just dress very warmly and bring a thermos of hot cocoa. An Ice Giant's favorite foods are ice cream, cold cuts and unbaked Alaska.

Hill Giants

Hill giants look like huge (25-foot tall) hillbillies. They live in really big shacks, speak slowly and with a pronounced drawl, have lots of dogs and pigs as pets and are incredibly lazy. Adventurers don't need to worry much about being attacked, *unless* they disturb the Hill Giants' moonshine still! Hill Giants will sometimes feel frisky enough to have a hoedown, with lots of dancing and music and moonshine drinking. Adventurers should note that the effects of a sip of moonshine are about the same as a sip of jet fuel, only the jet fuel is tastier.

N'Ewy Ork Giants

Found most often in the N'Ewy Ork area (a dangerous place even without giants), these 30-foot-tall giants are football playing fanatics! When a group of them decides to charge through an area, they pretty much trample everything flat as a pancake. N'Ewy Ork giants are some of the toughest giants around and are nearly impossible to make Fall Down. On the other hand, they can be tricked into helping adventurers who tell them where to find the legendary "Superbowl" ring.

Rock Giants

The most musically talented of all giants (and indeed, all monsters) are the legendary Rock Giants. They stand 50 feet tall and like to hang out in rock and roll clubs and concert halls. Some of the best known Rock giants are Bud'Dy Ho'Lly, J'Imi He'NdrIx, Ja'N Isj'Oplin and the King of the Rock giants, Elv'Is. Most rock giants are pretty easy going, except when they are singing or playing their instruments. At these times, they tend to leap around and generally act crazy. Adventurers are advised to stay out of the way or run the risk of getting squashed flat.

Sa'Nfran Cis'Co Giants

These 30-foot-tall giants live in the strange land of Sa'Nfran Cis'Co, hence their name. Armed with huge clubs, round throwing weapons and enormous gloves (for trapping adventurers), these are some of the best armed giants you'll meet! They usually stick close to their cold, windy and often *very* foggy lair, but can be whipped into a murderous rage by hearing brave adventurers chant "Go Dodgers!" Once in a while, the

Sa'Nfran Cis'Co Giants will go into battle against another Giant tribe from across the bay known as the Oa'Kland At'Hele Tics. These battles have been known to cause earthquakes!

Swamp Giants

Also known as "Cajun" Giants, these fun-loving, 20-foot-tall Giants have adapted perfectly to life in the swamp. Although they speak a language that is almost unintelligible to most other species, you *can* understand much of what they say if you listen *very* carefully. These Giants are very friendly, but adventurers may want to avoid eating their food. This is not only because Swamp Giants will eat almost anything that moves, but also because they like their food *incredibly hot and spicy*. One bowl of their jambalya can heat the average Mouse village for 3 months!



GUY GOILS

These winged creatures are slightly batty. They can appear as either male or female, and will most often appear as whichever of the two can cause the most confusion or chaos when approaching the party. They have been known to carefully observe their prey from rooftops before attacking. Once the fight starts, they will side with whoever looks to be winning. Once the fight is over, they will turn on the winner and do their best to make *them* fall down. After that, they simply fly off, leaving the world with another few bewildered delvers.

GOLEMS

Golems are magically created monsters that are *supposed* to act as servants or guardians for their creators. *Toon* being what it is, the golems are just as likely to rebel and force their creators to fetch and carry! Of course, some golems *do* act the way they're supposed to, while others act just as screwy as any other *Toon* character.

In *serious* fantasy RPGs, golems can be made from a wide variety of substances. Iron, stone, bronze, glass, wood and even *flesh* have all been used to make them. In *Toon*, golems can also be made from a large number of substances. Things like styrofoam, bubblegum, rubber bands, mashed potatoes, dirty laundry and 8-track tapes work well.

Golems being controlled by a master aren't very bright. Even golems that *aren't* being controlled by a master are as dumb as a bag of rocks! No golem will ever have more than a 2 for his Smarts skill. On the other hand, they are really strong and have lots of hit points. Running away from golems is a good idea. (And we know what happens to good ideas in *Toon*, don't we?)

HECK HOUNDS

If you gave a Rottweiler dog glowing red eyes, even bigger than normal teeth and doubled his size, you'd know what a Heck Hound looks like! Just seeing a Heck Hound for the first time should boggle most characters! In *Crawl of Catchoolu*, it should drain 2d+2 Insanity points. Looks, however, are deceiving. In reality, Heck Hounds are big, lovable pooches that can't breathe anything worse than warm air!

If anyone shows a Heck Hound the slightest kindness, the dog will be his friend (and protector) for life. Unfortunately, most delvers run away when

they see a Heck Hound. Since the Heck Hound thinks they want to play, he chases them! This can lead to much panicked running through dungeons or forests until the hound finally gets tired and goes home, or until he catches them and delivers 1d of Glowing Dog Slobber Damage.

HYDRANTS

In the *Tooniversal Tour Guide*, Hydrants were described as "red, multi-headed creatures that breathe powerful jets of water." Well, that's what a *Red* Hydrant looks like, but we here at Ace have found a couple of other types of Hydrant.

The *Yellow* Hydrant is shaped like the Red Hydrant, but breathes powerful jets of *sand* instead of water! They live in desert areas and get a big kick out of sandblasting metal armor and weapons.

Green Hydrants are most often found in jungles and swamps. They are twice as big as the other Hydrants and can breathe streams of gooey, smelly swamp mud! Green Hydrants like to eat magical weapons, armor or any other enchanted item.

All hydrants have very bad tempers and will attack without provocation. Fortunately, all hydrants are also terrified of dogs and will run away from them.

LANDSHARKS

These huge sharks stand upright and walk around on their tail fins. Though he looks every bit as vicious as his sea-dwelling cousins, the Landshark is really a hard-working public servant, dedicated to delivery as a way of life. Though his fearsome visage and toothsome grin often scare folks away, the Landshark is actually very kind and gentle. Why people slam the door on him when he appears with a package is a mystery to him (he's hard-working, but none too bright . . .).

The Landshark's favorite job is candygram delivery person, but they also find work as pizza, flower, grocery and overnight parcel delivery people! Easily-spooked adventurers may panic when they check through the peephole and see this fellow on the other side.

LEPRECONARTISTS

Although these tiny humanoids will never physically attack a dungeon-crawling group, they still cause plenty of problems! That's because Lepreconartists love to pull scams on dungeon delv-



ing dummies, and with a Fast-Talk skill of *at least 9*, they are usually successful!

A Lepreconartist will try to sell you fake magic items, useless maps, bogus potions or just about any other kind of junk. The more they Fast-Talk you, the more you'll buy. Pretty soon, you'll have a pile of worthless (or possibly cursed) stuff and the pint-sized con man will have all of your money and most of your equipment.

Lepreconartists are all about 1 foot tall and wear green clothes. They speak with an Irish accent. Despite being very smart and persuasive, Lepreconartists all have a weakness for alcoholic beverages and dancing. If you can get one to have a few nips of ale, or if you can play an Irish jig on the fiddle, you might get the little rascal to give you something really useful.

MINOTAURS

In *serious* fantasy games, Minotaurs are creatures with the heads of bulls, the bodies of men and very bad attitudes. They wander around the wilderness looking for adventurers to pick a fight with. In *Toon*, Minotaurs are very different.

Our Minotaurs still have the bodies of men, but they have the heads of ducks! Naturally, this means that they are really goofy looking and most creatures crack up when they see a Minotaur. This does very little for the Minotaurs' self esteem, so these strange creatures are always depressed. When encountered by a band of adventurers, they are usually sitting under a tree crying. If the adventurers can cheer the Minotaur up, he will be so happy that he'll give them valuable information about the surrounding area. He might also give them some homemade cookies.

The shorter cousin, the Minitaur, is often found hanging around with *Wimps* (see below), trying to get over their "altitudinal impairment."

MISPLACER BEASTS

Though they look just like a typical black Labrador, these creatures have two uncanny abilities. The first ability is to completely lose any object given them – keys, cream pies, sticks of dynamite, bills, sweepstakes notices, Ace shipments, etc. They will whine incessantly, however, if *not* given something to look after. Their second ability is to, at the oddest times, recover an item lost one or more adventures ago, including left shoes, old gym socks and that magical anvil.

NIGHT BEARS

These pleasant creatures are short bears, often colored black, fuchsia, red, or green. These animated teddies will attempt to hop up on any nearby character and hitch a ride for the evening. They also enjoy sources of heat, including fireplaces and warm beds.

PURPLIES

Purplies are happy-go-lucky little folks who live in forests, dungeons and other out-of-the-way places. As you might have guessed, they have purple skin and wear purple clothing. Purplies are always singing, dancing and partying. Being friendly, they will invite just about anybody to their parties. Since no fighting between species is allowed, you will see some strange things at a Purplie party. Imagine a Dog singing old 60's tunes with a Mole, a Porc and a Werewolf! Or how about a Vampire, a Cave Giant and a Mouse Wizard arguing politics? Pretty bizarre, right? Purplie parties are good places for dungeon explorers to take a break from looting and fighting.

SILLIBUS

This distant relative of the succubus looks like a cross between a moose, chicken, a snake and a minibus! (Well, what were you expecting from something with a name like *Sillibus*?) This creature can only be found underground and only at night. It's *far* too silly to be allowed out during the day. You will never find more than one Sillibus at a time. Except, of course, during a full moon, when they all congregate and take a road trip to the town the adventurers just *happen* to be in.

UNICORN ON THE COB

This has *got* to be one of Dungeonworld's weirdest creatures! Basically, it has a horse's legs, head and tail, but its body is a huge ear of corn! The horn sticking out of its head is an ear of corn, too! Seeing a Unicorn On The Cob

for the first time *will* boggle you, no matter what protective spells you may have.

These oddball creatures aren't dangerous. They aren't very smart, either! Catching a Unicorn On The Cob is easy, and they make pretty good pack animals. You can also sell them for a good price to carnival sideshows. A Unicorn On The Cob who is hit by a fireball spell will turn into a Popcorn Pony.

WIMPS

The smallest of all the devils, these diminutive tykes try to compensate by sitting on tall people's shoulders and giving advice. Their ultimate goal is to be placed on a high pedestal.



ULTRATOON-TECH

CHAPTER THREE



ce has seen the future and it is right here! In this section of the catalog, you'll find items for use in *Mektoon*, *Star Toon* and *Toonpunk 2020 1/2*. We have new power sources, sensor packs, armor, gadgets and of course, lots of new weapons! We've even got complete Meks, Starships and Robots for those of you who are too busy (or loony) to build your own!

As if all of that wasn't enough, we've even got a nice selection of alien races for you to use as friends or enemies! They aren't actually for sale . . . we just threw them in as a public service! If you want a slightly different sort of alien menace, check out the new monsters in the *Weird-Tech* chapter. If you want *really* different aliens, try the new monsters in the *Dungeon-Tech* chapter!

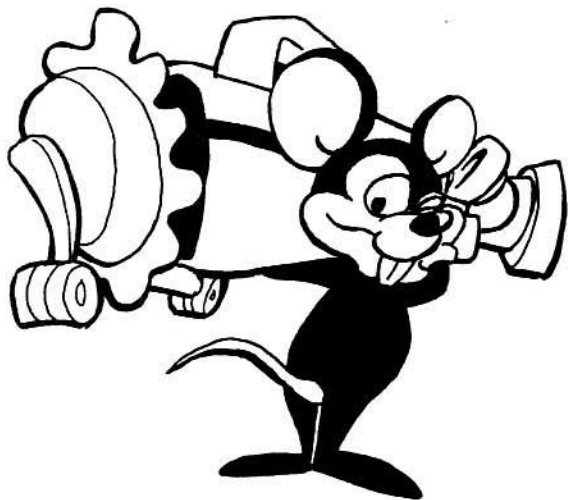
All *Ultra Toon-Tech* items carry our money back guarantee: If any of our products should fail during normal use, we'll cheerfully refund your money. (Note: Failure must occur during daylight hours on an even-numbered day. Refunds are made only on the third Friday of every month, at our offices in Tasmania. Office hours are between 3:05 am and 3:20 am. Please bring your receipt.)

A NEW BUILDING MATERIAL

LIVING METAL

In the old days (say, last month), a TransMek could only change shapes by folding, tucking, extending and otherwise reconfiguring itself. And one robot usually couldn't do it at all! Not any more! Ace Industries is proud to introduce our brand new *Living Metal*. No more unsightly transformations for your Mek! No more buying 10 robots when 2 or 3 will do! A Living Metal TransMek or Robot flows smoothly from one form to another in only *one turn!* Even better, you can have up to *five* forms! These are going to sell out fast, so get yours today! Price: Whatever a five-form TransMek costs, plus \$30,000.

Note: As with any new technology, living metal



may still have a few bugs in it. One of these bugs makes the Mek assume forms that you didn't buy. Some of these forms are OK, but many are bad news. The Animator will let you know which new form you get. Another, much worse, bug causes the Mek to turn into a formless bloblike shape. All systems will function normally, but movement will be reduced and other Mek Pilots will laugh at you. The Animator will tell you when *this* happens, too.

NEW MOVEMENT MODES

TUNNELING

No more will dirt and rocks slow your Mek down! With this new movement package, you can move through soil at 50 feet per turn, solid rock at 20 feet per turn and Christmas fruitcake at 10 feet per turn. Make sure all windows and doors are tightly closed before tunneling. Moving through molten lava is a big no-no and will void your warranty. So will moving through peanut brittle. Price: \$6,000.

SHORT-RANGE TELEPORTING

Just think: Your enemy has his weapons aimed at you and *Poof!*, you disappear! Then, in the next turn, you pop up behind him and blow him away! You can do it with Ace's new Short Range Teleporter! It has a range of 50 feet and works with the flip of a switch. Buy one today! (Note: Every so often, the teleporter *might* cause you to pop up in a place other than where you wanted. On *really* rare occasions, you might actually pop into another dimension. We at Ace regret these minor inconveniences.) Price: \$8,000.

ICE SKATES

Don't you just hate it when your 50 ton BattleMek slips on an icy surface and falls on its tush? Well that's a thing of the past, because Ace now makes ice skates for Meks! Best of all, you can move at your Speed *plus* 50 feet per turn! Not recommended for Mek figure skating or Mek hockey. Check the thickness of the ice before going onto ponds or lakes. We recommend that it be at least 9 feet thick to support a BattleMek. Price: \$4,000 per pair.

SUBMARINE CONVERSION

Don't let deep water stop your Mek! With Ace's new Submarine Conversion, you can run silent and run deep! In only two turns, a Mek can alter its shape into that of a shark, mackerel, porpoise or flounder. The Mek's Speed remains the same. Includes periscopes, diving alarms and snorkels for when your air supply runs low. Sonar is sold separately. Price: \$10,000.

NEW MEK (OR ROBOT) POWER SOURCES

In the *Tooniversal Tour Guide*, the only power source described was a solar energy converter (with batteries for non-sunny conditions). Now, however, Ace is pleased to offer the following three *alternate* power sources! They're all easy to install and only a little bit dangerous. Use them as your primary source of power or as backup power in case of an emergency! Remember: When it comes to power, you'll get a jolt from Ace!

MINI NUCLEAR POWERPLANT

Install one of our "Lil' Chernobyl" brand nuke plants and your Mek will have power for years to come! We've made these babies tough, dependable and easy to use, so don't worry about things like radiation leaks or meltdowns or spontaneous mutation. Each Mini Nuclear Power Plant comes with a one-hour instructional videotape. Price: \$25,000.

(Note: The use of the words "tough" and "dependable" assume that the power source will not be dropped, banged about, shot, turned upside down, struck repeatedly, overheated, overcooled, subjected to high voltage, immersed in caustic chemicals, exposed to sea water or otherwise messed with. The use of the phrase "easy to use" assumes that the operator has an advanced degree in Nuclear Engineering *and* Physics, has watched the one-hour instructional video and has studied the 34,000-page Owners Manual. Failure to properly operate or maintain the power source will result in radiation leaks, meltdowns and spontaneous mutations.)

STEAM- OR GASOLINE-DRIVEN POWERPLANTS

These two old stand-bys are dependable, cheap and low tech! Why pay more for a power source that takes a team of technodweebs to install? Our Steam-Driven Powerplant will burn coal, wood, newspapers

TOP 25 THINGS THAT THE SERIOUS POLICE CAN ARREST A TOONPUNK FOR

- 1 Conspiracy to commit comedy
- 2 Carrying a concealed pie
- 3 Assault with intent to boggle
- 4 Premeditated lunacy
- 5 Possession of more than an ounce of itching powder
- 6 Ownership of a fully automatic seltzer bottle
- 7 Smiling too much
- 8 Aggravated punning
- 9 Illegal use of flypaper
- 10 Inciting a crowd to tell "Knock-Knock" jokes
- 11 Possession of joy buzzers with intent to sell
- 12 Making fun of a police officer while in the performance of his duties
- 13 Assault with intent to tickle
- 14 Accessory to humor
- 15 Illegal use of a bag of marshmallows and a flyswatter
- 16 Attempted use of the computer network to pull practical jokes on the government
- 17 Contributing to the silliness of a minor
- 18 Illegal possession of Groucho glasses, whoopie cushions or Three Stooges videotapes
- 19 Being dressed cooler than the police are
- 20 Conspiracy to make someone laugh and squirt milk (or any other beverage) out their nose
- 21 Firing off one-liners in a populated area
- 22 Possession of a copy of any *Toon* book
- 23 Distribution of Marx Brothers movies or *any* cartoon
- 24 Buying up all the good donuts (especially the chocolate ones)
- 25 Operating a motor vehicle while acting goofy and wearing a Hawaiian shirt

or pink plastic lawn flamingos. Our Gasoline-Driven Powerplant will operate on gas, alcohol, methane or Texas chili. Both types of powerplant are backed by our famous Ace Guarantee. Use of these powerplants in robots is not advised, but it sure would be funny! Price: \$5,000.

(Note: A steam-powered Mek will be very hot and humid inside. A gasoline-powered Mek will be full of exhaust fumes. Both types will be noisy as heck and, if anything goes wrong, prone to exploding. Either type will run for 3 hours on a full tank of fuel.)

NEW SENSOR PACKS

SUPERSMELL

This will not only let you smell things outside your Mek, it will let you smell things a long distance away. Fortunately, you can usually turn it off if something smells *really* bad. Price: \$500.

SONAR

Sonar is sort of like underwater radar. If your Mek converts to a submarine, this sensor pack is the one for you! Sonar makes a neat sounding "Ping" noise (just like in those WWII submarine movies). Be advised that every so often, the sonar might attract a herd of amorous whales. How you handle this is up to you, but whales don't deal with rejection very well. Price: \$500.

NEW COMPUTER SYSTEMS

AUTOCHICKEN

Oops, you've been Boggled or have Fallen Down and your Mek (or spaceship) just stands there while the enemy demolishes it, right? *Wrong!* With Ace's new Autochicken Computer, your vehicle will automatically run for its life as soon as you go out of commission! The programming will order it to take the fastest, safest route away from danger, thereby allowing you to fight (or get beaten up) another day. (Note: This system may also be used on Robots or implanted as Cyberwear.) Price: \$2,000.

GAMMA 3000 SUPERCOMPUTER

Give your starship a supercomputer *and* a personality with Ace Industries' incredible new Gamma 3000! Not only can this cybernetic marvel function

as a weapons/navigational/library/security/science/life-support computer, it is truly self-aware and has a personality! Why spend all of your hard-earned credits paying a full crew when a Gamma 3000 lets you get by with only a few crewmen? It'll pay for itself in no time! Buy one now, before we sell out! Sorry, but due to high demand the Animator gets to choose the computer's personality. Price: \$25,000. (Animators: Give the computer any personality you think is funny. Certain movie stars, musicians, politicians and athletes have very distinctive personalities. So do cartoon characters. You could also give the computer mental or emotional quirks. Nothing like a paranoid, motherly, insane, stuck up, nerdy, wacky, immature, homicidal, cowardly or absent-minded computer to liven things up!)

NEW WEAPONS FOR MEKS, ROBOTS OR STARSHIPS

PUN GUN

Yes, we know this is a particularly horrible weapon, but it's also a *very* effective way to reduce your enemy to a helpless, sobbing wreck! Each time this gun is fired, a really bad pun will be broadcast through the target's communication system. Each pun not only does 1d of Capital Pun-ishment Damage, it temporarily reduces the enemy's Smarts by 1 point! Truly horrible puns may do mental damage to *your fellow Players and the Animator!* Don't blame us if they whip you with wet noodles! Price: \$3,000.

HEAVY METAL MISSILES

Shaped like electric guitars, these missiles do 3d of Power Chord Damage when they hit, *and* play screaming heavy metal rock music at about 400 decibels. This will deafen most lifeforms (for as long as the music is playing, plus 1d turns) and will cause fans of classical, country, big band and folk music to go insane (as if anyone will notice in a *Toon* game). An Ace exclusive! Price: \$4,000.

PIE-SEEKING MISSILES

If your enemy is packing pies, these missiles will get him! Developed for Ace Industries by scientists from the Klangiron Empire, these missiles can detect any pie the target is carrying. Then they lock on and

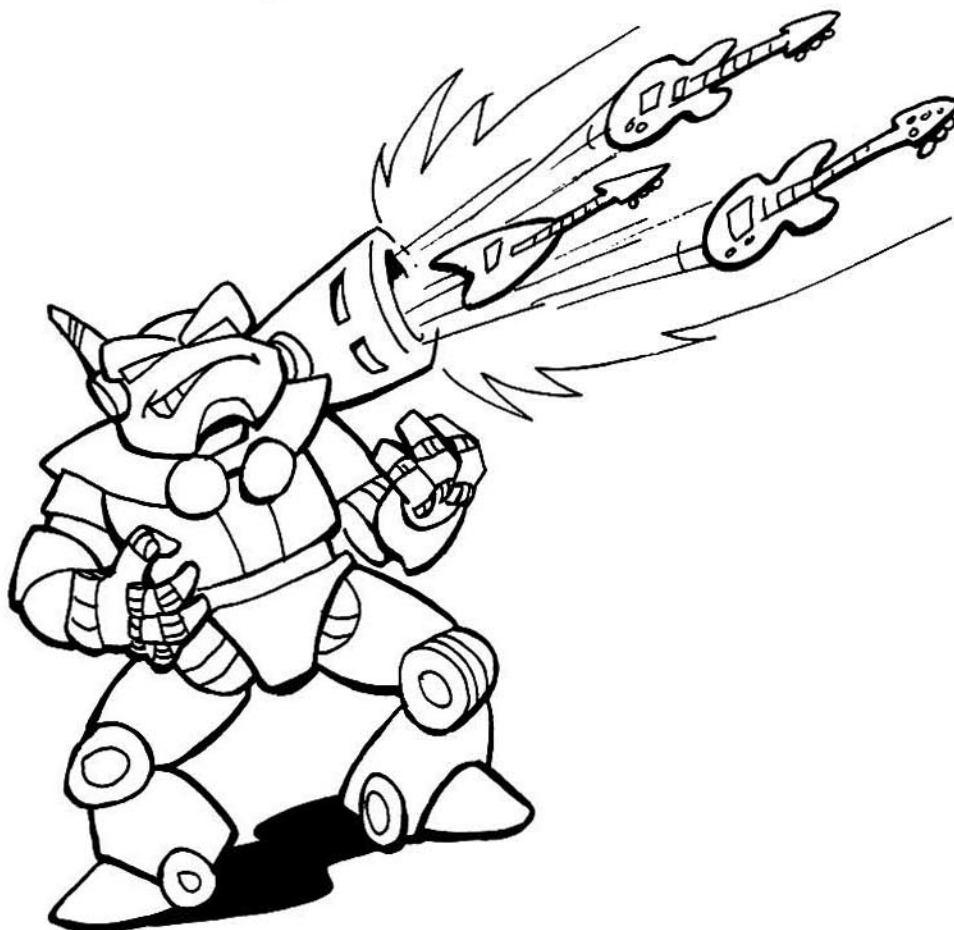
WHAM!, the pie packer takes 2d of Hoisted By His Own Pie-tard Damage per missile! Buy a few of these babies, and your fear of being boggled is a thing of the past! Price: \$4,000.

FOOT OF DOOM MISSILE

A great follow-up to our popular *Fist of Doom* Missile! Fire this sucker and let the enemy know that you're *really* putting your foot down! One turn after firing, this missile climbs to 1,000 feet above the target. On the next turn, it changes into an enormous bare foot and comes stomping down, doing at least 3d of Stomping Bare Foot Damage! Made exclusively for Ace by Python Projectiles of England. Coming soon from Ace: Elbow, Kneecap, Nose and Tongue of Doom Missiles! Price: \$7,500.

TANGLER BOMB

These bombs are just the thing for slowing down an enemy, because when they explode, they release huge amounts of supersticky overcooked spaghetti! Although they don't do any actual damage, they will reduce the victim's Speed to 1 until the spaghetti is removed. This takes at least 3 turns, unless the victim has non-stick armor. Available with marinara, pesto or clam sauce. Price: \$3,000.



FUTON TORPEDOES

Ace is proud to once again be selling this classic piece of silly starship weaponry! When fired, futon torpedoes unfold from a couch into a bed and then hit the enemy for 3d+3 Comfy Torpedo Damage! We're so sure you'll like them, we're including a *free* torpedo tube with each order of 6 or more torpedoes! Coming soon from Ace: Recliner Torpedoes! Price: \$3,000.

FERENGEK IRRITATION RAY

After years of trying, Ace has finally managed to duplicate the advanced circuitry in the feared Ferengeek Irritation Ray! When activated, this ray will cause the target ship (or mek) to be filled with the sound of a Ferengeek discussing his money problems. Since all Ferengeeks have whining nasal voices and are the galaxy's biggest nerds, the crew of the targeted ship will soon become extremely tense and irritable. This will cause them to take 3d of I Want To Kill That Whining Ferengeek! Damage. Nerdy characters take only 1d damage. Price: \$5,000.

NEW PROGRAM CHIPS

Hey there, Net-roamers, Ace has all of the latest and hottest program chips! We are especially proud of our new Protectograms, which give you limited protection against Zeroing Out and being Mindfried. Our chips are all guaranteed to be bug-free (well, *most* of the time) and made right here in the Toonited States (just ignore those "Made in Albania" stickers . . .). Buy six or more chips and we'll throw in a free "I jacked in with Ace!" T-shirt!

WORLDGRAMS

SHADOWGRUNT

This is one of the hottest new worldgram chips on the market! Netroamers just love the wacky mix of fantasy and cyberpork that this world is based on.

Order today and get a free 240-page guide to Shadowgrunt slang! Price: \$50.

HAMPIRE: THE MASKED ACE RAID

In this, our fastest-selling new worldgram, you are one of the Hampires, ink-sucking pigs who must

THE PAINFUL TALE OF COSMO CAT

PART 2

Having recovered from his ride on the vacuum cleaner roller coaster, Cosmo decides to build a trap that is guaranteed to catch that mousey miscreant, Mack! Grabbing his well-used copy of the *Toon Ace Catalog*, Cosmo thumbs through it until he has chosen everything his trap will need. He dashes off a quick letter, mails it, and before you can say "doomed to failure," his order arrives.

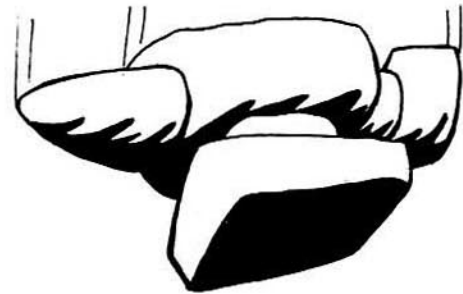
First, Cosmo places a bullseye decal on the center of the kitchen floor. Then, his muscles and bones creaking, he climbs a ladder and hangs a 250-pound anvil from the ceiling by a thread directly over the bullseye. Moving to the far side of the room, Cosmo hums merrily as he sets up a cement sprayer. Pointing the sprayer's nozzle directly at the bullseye, Cosmo rigs the sprayer to empty itself in one shot as soon as the trigger is pulled. Finally, the cunning cat places a large electric fan a couple of feet from the bullseye. With lots of string, Cosmo rigs his trap so that a nice piece of cheesecake is hanging just over the bullseye.

Reviewing his plan, Cosmo knows that when Mack goes for the cheesecake, he will accidentally pull the string attached to the cement sprayer's trigger. This will coat the mouse with cement. At the same time, the fan will be activated and dry the cement hard. Lastly, the anvil will fall straight down on Mack's head and smash him flat as a pancake! Mentally patting himself on the back, Cosmo hides behind the trash can to wait.

Sure enough, Mack smells the cheesecake and saunters over to have a bite. As Cosmo watches, Mack eats every bit of the cheesecake and then walks away. The trap remains unactivated. Cautiously, Cosmo runs over, gives the string a tug and then dives out of the way. Nothing happens. An angry Cosmo walks over and tugs the string harder. Zero action. Now Cosmo is really steamed, so he

begins yanking the string for all he's worth! On the twenty-third yank, the string finally activates the trap. Cosmo smiles triumphantly until he realizes what this means.

There is just enough time for Cosmo to say "Uh Oh!" before he gets sprayed with wet cement from head to toe. Right on cue, the fan switches on and in seconds, Cosmo is encased in hard cement. Our luckless hero has time to blink twice before the anvil comes crashing down on his head. This causes the cement to shatter into 1,000 pieces. A second later, *Cosmo* shatters into 1,000 pieces. A few seconds after *that*, the kitchen floor collapses and Cosmo, the anvil and most of the kitchen fall into the basement. Cosmo's master will *not* be amused!



make raids on the Ace Warehouse to replenish their supply of fake blood packs and plastic fangs. Black clothing, fake fangs and doomed attitude not included. Price: \$50.

TOONISLANTA

In this variation on the *Dungeonworld* world-gram, you can be one of 27,931 sentient races! The continent of Toonislanta is a big and weird place, where danger lurks around every corner. (According to Section 582, Paragraph 8 of the Universal Fiction Code, if danger is going to lurk, it has to lurk around *every* corner.) If you order Toonislanta now, we'll send you volumes 1 through 37 of the *Guide To The Races of Toonislanta!* Price: \$50.

WEAPONGRAMS

WEIRD-TECH WEAPONS

Now you can take any Weird Science weapon you like into the Net with you! Like all of our other weapongrams, this one is *variable*, allowing you to change weapons in a matter of nanoseconds. Approved by the Karloff Institute of Weird Science! Price: \$75.

TOON-FU WEAPONS

Finally, a chip designed specifically for martial arts weapons! Anything from a Bo-Zo Stick to a set of Bananachakus can be yours for one low price! Buy now, Grasshopper, and we'll throw in a digital recording of the sound of one hand clapping. Price: \$75.

PROTECTOGRAMS

ANTI-ZERO OUT CHIP

Let's face it, getting Zeroed Out by a trapgram is the *worst* thing that can happen to a Netroamer! It removes your ability to have fun, gets you in trouble and takes a long time to recover from (sorta like wrecking Dad's car). But fear no more, Toonpunks, because for just \$50 you can get some protection! Ace's patented Anti-Zero Out Chip lets you make a Chutzpah roll (at -1) to avoid Zeroing Out . . . and even if you fail the roll, you get Unzeroed Out after only 1d+1 turns! Buy one today and be safe tomorrow! (Buy one today and make our accountants happy tomorrow.) Price: \$50.

MINDFRY SHIELD

Hey, no Netroamer wants their Smarts reduced to 2, so we created a chip to help prevent it! In cyberspace, it will look like you're wearing an Ace Industries baseball cap, but it's really our Mindfry Shield at work! Mindfry Shields won't let your Smarts drop below 4 (unless it was there already), and it will get you back up to your normal Smarts level in only 2d+1 turns. Now isn't that better than being an idiot for 4d turns? (Then again . . .) Price: \$50.

NEW CYBERSTUFF

For the young Toonpunk on the go, Ace has a wide variety of new cyberwear implants, weapons and other cool things! Our cyberwear *almost never* causes spontaneous Techno-Boggling, and our other gadgets pretty much work properly all the time (unless they *don't*!) On top of all *that*, our cyberstuff is designed to *look* cooler than anything our competitors sell! Be hip and happening with cyberstuff from Ace!

GLIDER IMPLANT

You say you can't afford the \$2,000 that a set of Instant Wings cost? Then try our Glider Implant for the low price of \$700! With this nifty bit of cyberwear, you can have folds of skin between your arms and legs like a flying squirrel has. This gives you the Gliding Shtick at a skill level 6. When not in use (and sometimes *during* use), the folds of skin retract neatly out of sight. Price: \$700.

EXTRA ARMS

Sometimes two hands just aren't enough, so get yourself an extra (or two, or three . . .) from Ace! These arms can be implanted anywhere on your upper torso and have the same Muscle as your regular arms. Our special circuitry means that these arms will respond to your mental commands 99% of the time (99% figure includes a 25% margin of error allowance). Buy 'em by the pair and save! Price: \$1,500 per arm or \$2,500 per pair.

HOLOGRAM PROJECTOR BELT

Those of you who don't have the Quick Change/Disguise Shtick will *really* want this gadget! This cool-looking belt projects a hologram around you, making you look like anyone or anything you



choose! (But since it functions like the Quick Change/Disguise Shtick at skill level 7, you *might* end up looking like something you *didn't* choose) Customers should be advised that holographic images will be adversely affected by rain, snow, fog or similar conditions. (Similar conditions means "anything the Animator can think of.") Price: \$1,000.

STATIC GRENADES

Being chased by an enemy who is just loaded with the latest cyberwear implants? Want to mess up all the computers and other electronics in a certain area? Want to make all of your friends' hair stand on end? An Ace Industries Static Bomb can do all those things! Just pull the pin and toss the grenade, and it will explode, releasing a huge amount of static electricity. This will do 4d+2 of Supercharged Static Damage to all electronic equipment within 150 feet! It won't hurt living things (they'll only feel a tingle, most of the time), but they *will* suffer a *Maximum Techno-Boggle!* If you have any implants, make sure you're outside the 150 ft. range before the grenade goes off! Price: \$100.

CYBERTAIL

Thanks to Ace, all of you tail-less characters can now have a long, prehensile cybertail! Although these cybertails are *usually* attached to the normal tail-attaching area, we can put one anywhere you want, including the top of your head! A cybertail functions just like a real tail, unless something goes wrong. If that happens, it could function like a leg or arm or even a boa constrictor! Price: \$500.

ULTRATOON-TECH

RETRACTABLE HORNS

Amazingly, these Retractable Horns are one of our biggest sellers! Go figure. With the merest thought, you can sprout a pair of horns that would do a Texas Longhorn proud! Naturally, they usually retract when not in use. We recommend that you remove your hat before activating these horns, in order to avoid Major Hat Damage. Price: \$400.

LOON-OUT GAS

Although this gas was first used by the Serious Police (Boo!) to stop troublemaking Toonpunks (Yay!), it is now available to you, the home shopper! One of these small gas grenades will cause every implant wearing character within 20 feet to Loon Out for *at least* 3d+2 turns! These are great fun at dances, parties and cyberwear product shows! Sold in packs of four only. Price: \$150 per pack.

THE SPACEFLEET SURVEY OF NEW ALIEN RACES

In recent months (well, ever since *Tooniversal Tour Guide* was released), Spacefleet has made contact with several new Alien Races. Amazingly, Spacefleet didn't destroy them after saying, "we come in peace"! The following descriptions are provided by Ace Industries as a service to our spacefaring or mekpiloting customers. Just remember your friends here at Ace when you decide to declare war on one of these new races!

THE SNORG

This strange race, who combine humanoid bodies with household appliances, are just about the worst enemy the Confederation has! (And the Rumuloids and Klangirons aren't very happy with them, either.) Flying around space in their humongous, microwave-oven-shaped spaceship, the Snorg are almost unstoppable in battle! (And darned hard to boggle, too!)

All individual Snorg are electronically linked with all other Snorg. This not only means that when you fight one, you fight them all, it means that all

Snorg share each other's Skills and Shticks! Yep, that's right, any individual Snorg has access to *all* of the Shticks that exist! Pretty scary, huh?

Fortunately, the Snorg only have these Shticks at a skill level of 5, so there is a chance that they'll fail. On the other hand, Snorg have bodies that contain all types of household appliances. That means you stand a good chance of getting blended, diced, vacuumed, microwaved, polished, brushed, painted or deep fried! And that's if you're *lucky!* On the *other* hand, (assuming you have three hands) they also carry ray gun pistols, so they might just shoot you! Snorg ray guns do 2d+1 of Electro Space Zap Damage.

Since the Snorg have lots of hit points (at least 25) and are only boggled on a roll of 3 or less (YOW!), they are pretty tough opponents. Their only known weakness seems to be that when one of them *does* get boggled, the whole race is boggled! Chocolate cream pies work best for this, although a bunch of really gooey fruit tarts will do in a pinch.

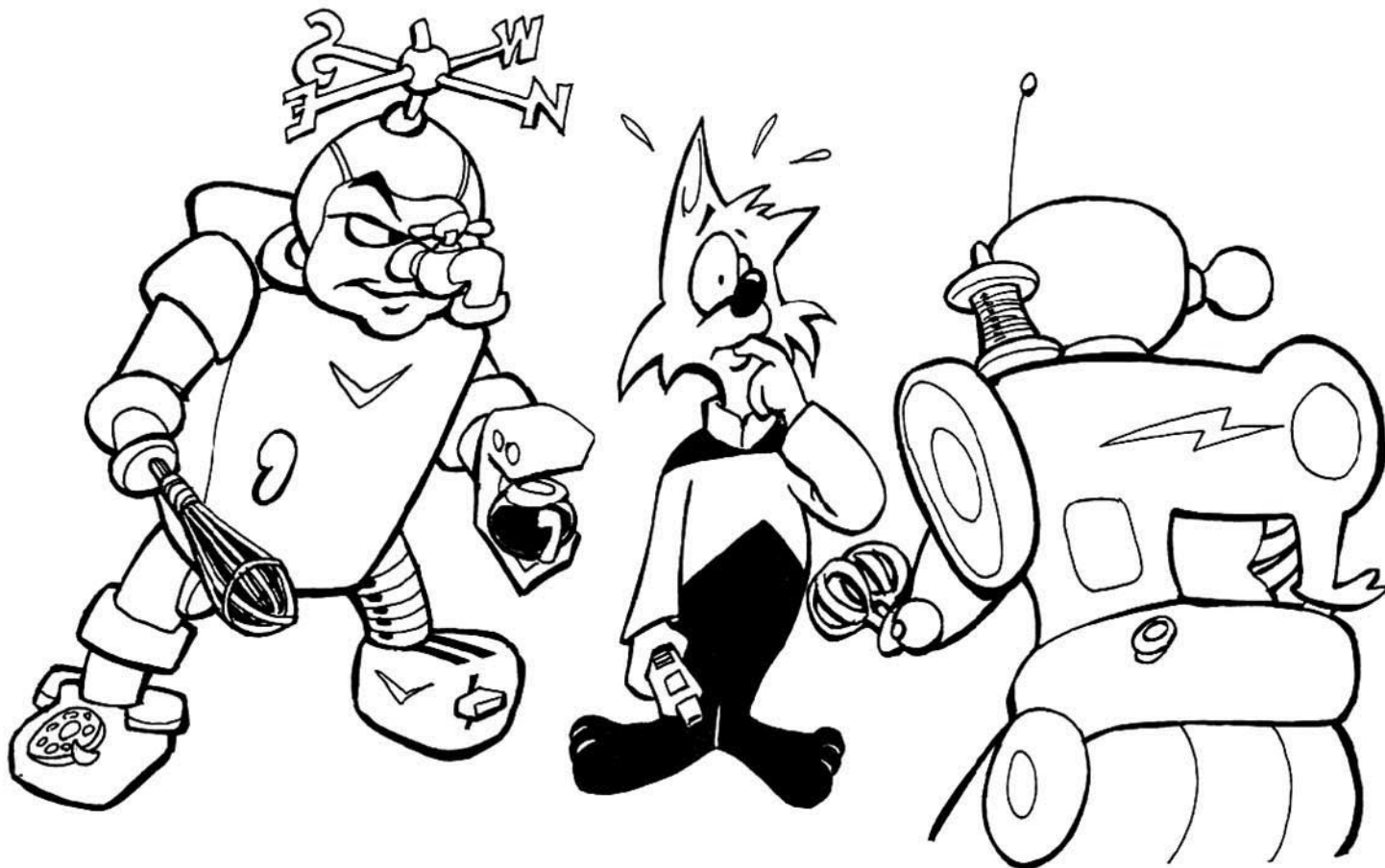
It has been rumored recently that the Snorg have somehow developed individual personalities. If this is true, it would mean that they will behave more like regular *Toon* characters. Naturally, that would make them even *more* dangerous and unpredictable!

CARPASSIANS

The Carpassians are a fish-faced humanoid race that have conquered several star systems, including the Baygoran system. Carpassians aren't quite as mean and humorless as Rumuloids or Klangirons, but you wouldn't want to invite them to a party. They think they are better than any other race, even though they have faces like carp.

For the past few years, the Carpassians have been busy fighting the rebel forces on Baygor. Since they are losing the fight, this has done little to improve their mood. They really hate the practical jokes that the rebels play on them, such as stuffing potatoes up the exhaust pipes of Carpassian spaceships, ordering 10,000 pizzas and having them delivered to the Carpassian homeworld and calling up the Carpassian High Command and asking to speak with "Ima Dork."

The best way to get a Carpassian angry is to call him "Fishface" or tell him a Chinese restaurant is looking for him to be the daily special. Offering them a baited hook will also tick them off. Although it takes a roll of 6 or less to boggle a Carpassian, they will then have a 50% chance of being Maximum Boggled!





BAYGORANS

The Baygorans look a lot like humans, but they have lumpy noses and like to wear really gaudy earrings. (For some reason, lumpy heads and noses are very common among Aliens.) Because they have been fighting the Carpassians for so long, they tend to get too serious about things. This makes them *really* hard to Boggle, but since everybody knows this, they try all the harder to Boggle them! This makes the Baygorans the Number One victims of practical jokes in the galaxy.

When they aren't busy fighting off conquering fish-faced aliens, many Baygorans are artists, scientists or farmers. The artists like to paint very realistic pictures of wild beasts which, son of a gun, *often come to life!* This tends to make Baygoran art colonies pretty lively places.

Baygoran scientists like to study Cartoon Psychology, especially the First Law of Noticing Things. Simply put, this law states that until you notice something, it won't happen. That's why a huge monster can follow you around all day, but won't attack until you turn around and see it! Or why a piano falling from 138 stories up will miss you every time unless you look up! For all their study the Baygorian scientists are really no closer to solving this impenetrable mystery of the Tooniverse.

Farmers on Baygor are much like farmers anywhere else. They plow their cows, milk their fields and feed their Six-Legged Wurffles. On Sunday, the whole family gets together for Southern Fried Six-Legged Wurffle with all the trimmings.

TIME NERDS

One of the galaxy's most mysterious races has got to be the time-traveling Time Nerds. Little is known about them, mostly because they seldom leave their home planet of Gollygee. They *do* possess the ability to travel through time and space, but they are such dweebs that they hardly ever get up the courage to do it!

Two exceptions to this rule are the famous renegade Time Nerds known as The Ducktor and The Mouster. Both of these guys do a whole lot of time traveling! So much, in fact, that no matter where you are, if you hang around long enough, *they'll eventually show up!*

The Mouster is a villain who spends most of his time trying to conquer the galaxy (as outlined in *The Intergalactic Villains Handbook* chapter 2, pg. 23, paragraph 7). Physically, The Mouster doesn't look like much of a threat. He's a mouse who stands about 3 ½ feet tall, has black hair and a black mustache and goatee. He always dresses in black. He overacts shamelessly and does everything in the most dramatic way possible. He's also very clumsy and will trip over his own feet if nothing better to trip over is handy. He hates the Ducktor, who is forever foiling his nefarious schemes. (Villains *always* have either nefarious or dastardly schemes. It's the law.)

The Ducktor is even stranger than The Mouster! Although he seems to change bodies every so often, the most popular one is described here. In this body, The Ducktor is a duck about 6 feet tall with curly brown hair. He wears a wide brimmed hat, a brown overcoat and a knitted scarf that is 78 feet long and contains 649 colors. He is a pretty funny fellow and has Boggle Resistance at 9.

Most of the time, The Ducktor is accompanied by one or more companions. These companions are often good-looking young ladies, but there have also been male companions. Their main purpose in life seems to be to get into trouble so The Ducktor can have somebody to rescue.

Both The Mouster and The Ducktor travel through space and time in a device called a TORTIS. (TORTIS stands for **T**ransport **O**ption for **R**enegade **T**ime Nerds **I**n **S**pace/time) The Mouster's TORTIS can change its shape to look like anything that is about the size of a phone booth (except, for some reason, a phone booth). The Ducktor's TORTIS can't do this because its shapechange circuitry is damaged. It *always* looks *exactly* like a phone booth!

Fortunately for The Ducktor, nobody ever seems to notice an out-of-place phone booth. Unfortunately, superheroes are always trying to get in and change clothes . . .

A TORTIS is always much larger on the inside than it is on the outside. In fact, they are so large that even The Ducktor and The Mouster frequently get lost in them!

DULLEKS

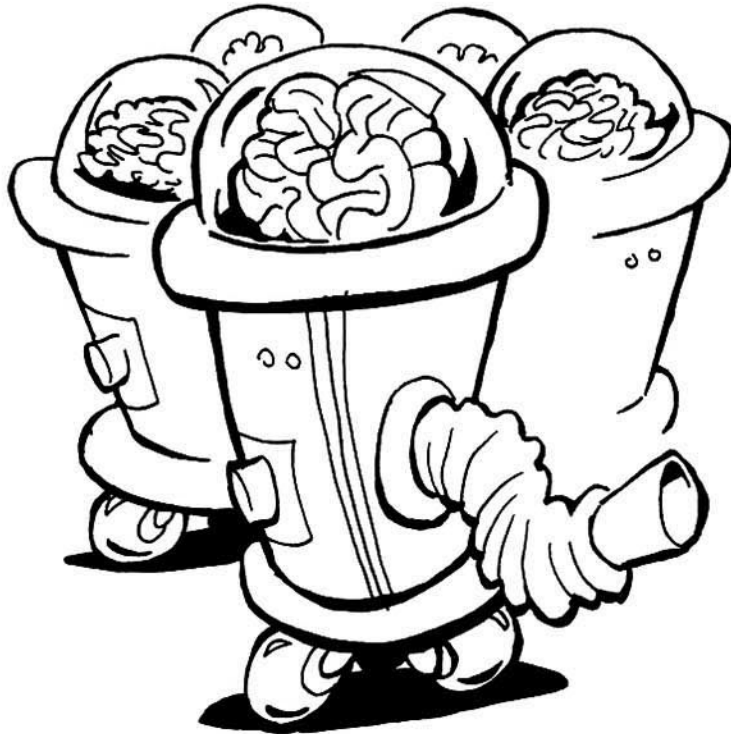
Long, long ago, the Dulleks had bodies just like most other creatures do. Then, for some reason, they decided to let a mad scientist named Drabnose remove their brains and put them into computerized canister vacuum cleaners! Talk about *weird!* The Dulleks are now a race of semi-organic, militant, computerized, 4-foot-tall, ultra-tech canister vacuum cleaners who travel through space trying to wipe out anybody who *isn't* a Dullek! Fortunately for most of us non-Dulleks, the Time Nerd known as The Ducktor always arrives in time to stop them. This has put the Dulleks into a very bad mood.

Despite being such advanced creatures, the Dulleks have a surprisingly limited vocabulary. They tend to speak in single words, like “Annoy,” “Boggle” and “Frustrate.” Dulleks speak in a very annoying monotone that most races hate. Dulleks tend to explode when they are boggled and they don't recover from it. Don't worry though, because Drabnose can always make more Dulleks.

TURKISIANS

Hailing from the planet Turkis, these aliens are some of the most interesting in the galaxy. Despite having evolved from turkeys, the Turkisians have become masters of both genetics and psionic powers. All Turkisians have at least a couple of the mental power Shticks listed in the *The Big List O' Shticks* found in the *Tooniversal Tour Guide* or *The Really Big List O' Shticks* found in *Toon Tales*. These Shticks are usually at skill level 5, but could be higher or lower.

Turkisian geneticists are always trying to improve the Turkisian species. Once, they developed a mutant virus that was supposed to give people superpowers. They tested it on an Earthlike planet and things got really wild, but using it on Turkis just wasn't in the cards. After the bad publicity that experiment got them, the Turkisians decided to wait awhile before testing any more viruses.



Physically, Turkisians look like a cross between a turkey and a human. They are usually less than 5 feet tall and have metallic looking blonde or red hair. Turkisians love to dress up in brightly-colored clothes that look like something left over from the royal closets of 18th-century Europe. Nothing will get a Turkisian madder than getting his clothes dirty!

Turkisians are extremely vain, a trait that can be used against them. They seldom pass by a mirror without stopping to look at themselves, so that is a prime place to set a trap. Clothing stores are another good place, although Turkisians never buy off the rack.

THE NEWTWORK

If you thought the Ferengeeks were money-grubbing capitalists (which they *are*), wait till you meet The Newtwork! They will buy, sell, rent, negotiate the rights to, sell stock in, speculate on and otherwise try to make a buck off of *anything!*

While actually made up of over 30 species, The Newtwork is ruled by (you saw this coming, didn't you?) *newts!* Of course, they're 7-foot-tall humanoid newts, but newts just the same. They seldom deal directly with clients, preferring to use other Newtwork races as go-betweens. Only rarely will they negotiate a deal themselves.

The Newtwork races are masters of fine print, and anyone who deals with them should take a month or two to read the contract. They still won't understand it, but at least they can say they read it! Anyone who manages to get the better of a Newtwork agent will not only get a great deal, but will boggle the entire Newtwork for one turn!

The Turkisians and The Newtwork are old enemies, mainly because the Turkisians refuse to sell any of their genetic breakthroughs. Rumor also has it that a Newtwork agent once sold the Turkisians a shipment of polyester leisure suits, which caused a planetwide fashion collapse. The Turkisians won't discuss this rumor, probably out of shame.

ACE INDUSTRIES' FINE USED MEKS, ROBOTS & STARSHIPS

The following pages list just a few of the hundreds of used, but "good as new" starships, meks and robots that we have to offer! If you don't see what you want, come on down and visit our huge lot! Ask for our head salesman, Cal Worthsomething, and he'll fix you up with a great deal!

DISCLAIMER: Ace Industries makes no guarantees about how long or how well these devices will operate once driven off the lot. We *really* make no guarantees about what might happen to them during combat or, in the case of robots, when under stress. If we were you, we'd keep an eye on the Animator and give him lots of bribes.

USED STARSHIPS

The following starships include everything from a small scoutship to a huge cargo ship. You can use them "as is" or modify them to suit your needs.

V.S.S. WHOOPIE CUSHION

The *Whoopie Cushion* is a former Velcron scoutship. It was designed for a crew of 6, plus all of their practical jokes and gag items, some of which might still be on board. The ship's computer is of Velcron design, so it's much loonier than a ship's computer should be! The ship resembles a huge whoopie cushion.

Total Floor Space: 45 squares

Type and Size of Compartments: Bridge (6 sq.), Crew's Quarters (6 sq.), Engineering (10 sq.), Cargo Space (10 sq.), Game Room (6 sq.), Weapons, Shields & Drives (7 sq.)

Drive Unit: Type 3 Warped Drive

Weapons: Maximum Boggle Beam (skill level 7), Coconut Beam (5d damage), Tickle Beam (skill level 5)

Defensive Shields: Viking Shields (Front: 50 hit points; Rear: 30 hit points)

Miscellaneous Stuff: Cloaking Device



S.S. SPAMINACAN

The *Spaminacan* is a freighter. A really *big* freighter! You can haul just about anything you'd like in it, but one thing you'll *definitely* be hauling is a big, tough, mean, ugly, strange and scary ALIEN! The Animator can have the alien look like anything he wants (but we know what it *really* looks like, don't we?). The creature has about a jillion hit points, has seltzer water for blood, lays eggs that hatch *sentient cream pies* (which always go for your face) and has Toughness vs. just about everything! Oh yeah, it's also *really* hard to boggle! Remember: In space, no one can hear you go "AAAAAAR-RRRRRRGGGGGGHHHHHH!"

Total Floor Space: 400 squares

Type and Size of Compartments: Bridge (8 sq.), Engineering (12 sq.), Crew's Quarters (20 sq.), Shuttle Bay (10 sq.), Big, Dark & Scary Cargo Bays (350 sq.)

Drive Unit: Type 2 Warped Drive

Weapons: Laser (8d damage)

Defensive Shields: Force Fields (Front: 20 points; Rear: 20 points)

Miscellaneous Stuff: Communications Console (broken), Distress Beacon (also broken), Weapons Locker (empty)

K.S.S. PUMMELING FIST

As you've probably guessed from its antisocial name, this is a Klangiron spaceship. It isn't much for comfort, but it's loaded with weapons! Operating this ship will be tricky, since everything is written in Klangironese. To figure any Klangironese writings out, make a Read roll at -3. Failure to read something correctly could result in all sorts of amusing things happening, like causing all of the airlocks to open at once.

Total Floor Space: 60 squares

Type and Size of Compartments: Bridge (10 sq.), Crew's Quarters (10 sq.), Engineering (10 sq.), Weapons Locker (30 sq.)

Drive Unit: Type 3 Warped Drive

Weapons: Lasers (6d damage), Anvil Torpedoes (9d damage), Hot Ray (6d damage), Cold Ray (7d damage), Fist of Doom Missiles (6 missiles, 10d damage each)

Defensive Shields: Viking Shields (Front: 50 points. None on the rear because Klangiron warriors do not run away!)

Miscellaneous Stuff: Cloaking Device, Magnetic Tractor Beam

R.S.S. BUZZ OFF!

This is a Rumuloid battlecruiser. The name is what you'd expect from the grumpy Rumuloids. Like a Klangiron spaceship, it has lots of weapons. *Unlike* a Klangiron spaceship, it has *rear* shields. The Rumuloids might be aggressive, but they aren't stupid! It should be noted that the ship's computer on the *Buzz Off!* is always grouchy and very rude.

Total Floor Space: 80 squares

Type and Size of Compartments: Bridge (20 sq.), Crews Quarters (20 sq.), Engineering (20 sq.), Cargo Space (10 sq.), Weapons, Shields & Drives (10 sq.)

Drive Unit: Type 4 Warped Drive

Weapons: Lasers (8d damage), Shaving Cream Torpedoes (6d damage), Bloodhound Missiles (6d damage), Mutator Beam (effects last 8 turns)

Defensive Shields: Rebound Shields (Front: 60 points; Rear: 40 points)

Miscellaneous Stuff: Video library of 2,500 depressing movies

S.S. MORONIUM FALCON

Formerly owned by a smuggler and his Wackiee partner, this is the fastest ship on our lot! It's not much on weapons, but it has some pretty heavy shielding. Being a smuggler's ship, it also has plenty of secret cargo spaces! Prospective owners should be aware that certain alien criminal kingpins are searching for this spaceship as payment for money owed them by the previous owner.



Total Floor Space: 80 squares

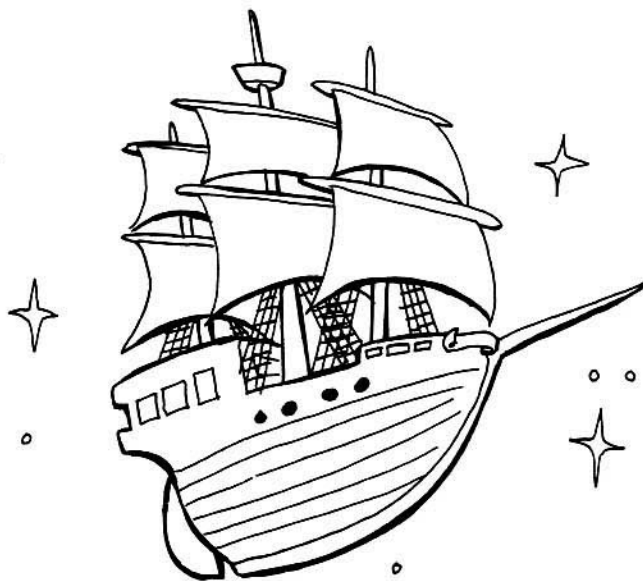
Type and Size of Compartments: Bridge (6 sq.), Crews Quarters (8 sq.), Engineering (10 sq.), Cargo Space (14 sq.), *Secret* Cargo Space (32 sq.), Weapons, Shields & Drives (10 sq.)

Drive Unit: Type 7 Warped Drive

Weapons: Laser Cannon (6d damage), Tickle Beam (works on a 6 or less)

Defensive Shields: Force Field (Front: 80 points), Rebound Shields (Rear: 60 points)

Miscellaneous Stuff: Pinball Machine, Autopilot, Teleport Beam



H.M.S. ERROL FLYNN

This spaceship was built by those strange spacefaring swashbucklers, the Arfturans. The ship *looks* like a 17th-century galleon, but it has all of the systems, weapons and shields of a normal spaceship. An atmosphere bubble surrounds it so that the crew can walk around on the deck or climb in the rigging. This ship comes complete with a parrot, a good supply of rum and lots of cutlasses.

S.S. SPELLSLAMMER

This is definitely our strangest spaceship! We aren't exactly sure where it came from, but it's powered by *magic!* All of the weapons are magical, the shields are magical and even the ship's computer is magical! (it prefers to be called a "sage," not a computer) This ship is a big sucker and has lots of long, twisting, turning corridors (all of which are 10' tall by 10' wide). Rumors of monsters prowling these corridors are almost all false. We hope.

Total Floor Space: 900 squares (we said it was big!)

Type and Size of Compartments: Bridge (50 sq.), Crews Quarters (50 sq.), Engineering (80 sq.), Cargo Space (140 sq.), Corridors (300 sq.), *Secret* Corridors & Compartments (180 sq.), Weapons, Shields & Drives (100 sq.)

Drive Unit: Type 5 Magical Space Inversion Generator

Weapons: Spring Rain Cannon (10d damage), Guacamoleball Torpedoes (8d damage), Bag O' Bees Ray (6d damage)

Defensive Shields: Wall of Cottage Cheese (Front: 50 points), Giant Spiderweb O' Steel (Rear: 50 points)

Miscellaneous Stuff: Firebreathing Spacedragon (used as a shuttlecraft) (Note: To get an idea of how this ship's spells work, see the *Dungeons and Toons* chapter of the *Tooniversal Tour Guide*.)

Total Floor Space: 125 squares

Type and Size of Compartments: Bridge (10 sq.), Crews Quarters (50 sq.), Captains Quarters (10 sq.), Cargo Spaces (30 sq.), Shrine to Errol Flynn/Tyrone Power/Douglas Fairbanks (5 sq.), Weapons, Shields & Drives (20 sq.)

Drive Unit: Type 5 Warped Drive

Weapons: Electronet Cannon (10d damage), Power Drain Ray (4d damage), Coconut Beam (4d damage)

Defensive Shields: Rebound Shields (Front: 40 points; Rear: 40 points)

Miscellaneous Stuff: Anchor with 900 miles of chain, 20 barrels of salted codfish

S.S. LOWBUDGET

Hey, it's not much, but it's *cheap!* Of course, for enough bucks, your friends at Ace can help you really fix it up!

Total Floor Space: 20 squares

Type and Size of Compartments: Bridge (3 sq.), Crews Quarters (5 sq.), Engineering (5 sq.), Cargo (2 sq.), Weapons, Shields & Drives (5 sq.)

Drive Unit: Type 1 Warped Drive

Weapons: Lasers (3d damage)

Defensive Shields: Force Field (Front: 20; Rear: 10)

Miscellaneous Stuff: Coffee vending machine

USED MEKS

We've listed several kinds of Meks here. You can either use them as described or as basic models that the Players can customize. We *haven't* listed the fact that certain weapons and other Mek components might not work properly. (or might not work at all) Buyer beware! (which, after all, is what a Detect Shoddy Goods roll is for . . .)

(Note: All Speeds are given in Feet Per Turn.)

A-27 ARMADILLO

The *A-27 Armadillo* is the official Mek of the state of Texas. It's heavily armored and has several excellent weapons. Besides its armadillo form, the A-27 can curl up into a ball and then roll along, crushing everything in its path. Please note that for reasons we haven't figured out yet, this Mek sometimes malfunctions when being operated by non-Texans.

Mek Type:

Giant class BattleMek

Power Source: Nuclear

Movement Modes/Speeds: Walk/55, Roll (when rolled up in a ball)/30

Sensor Pack: Type 4 (Telescopic Vision, Superhearing, Night Vision, Supersmell)

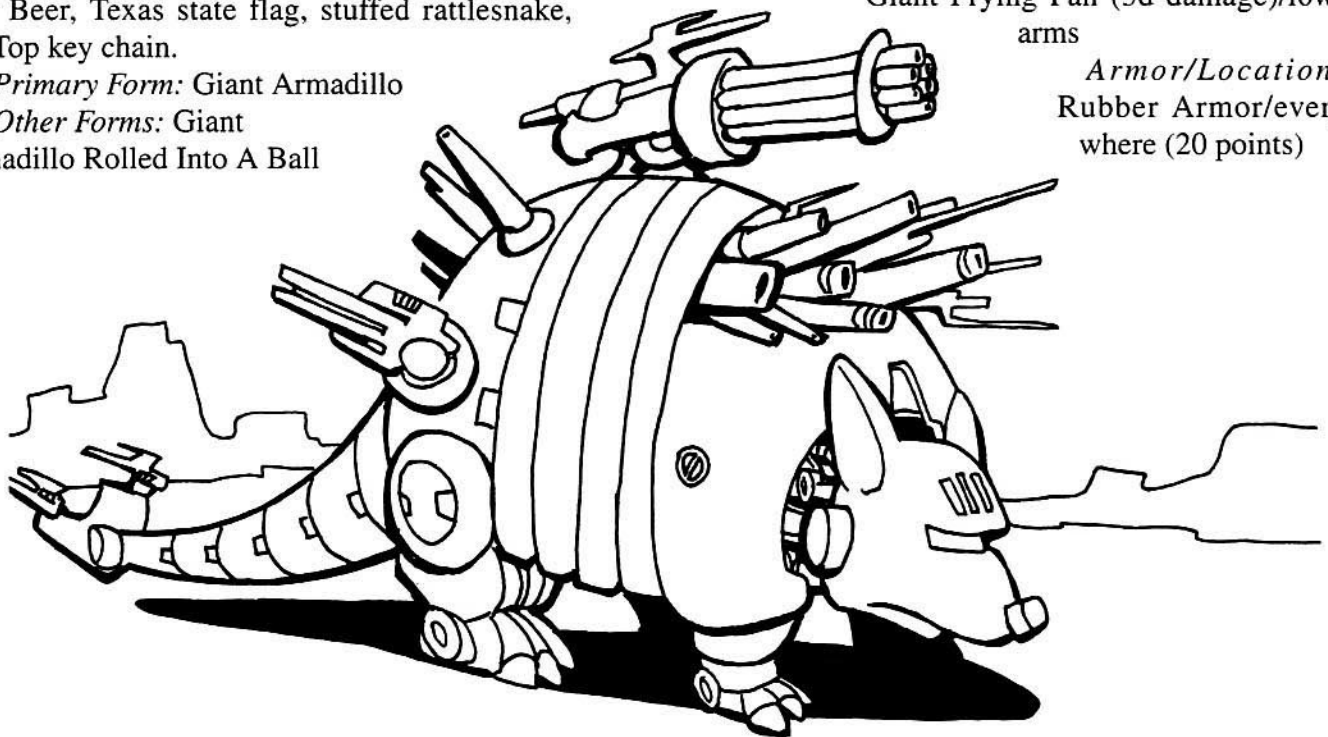
Computer Systems: Targeting Computer

Accessories: Refrigerator full of chili and Lone Star Beer, Texas state flag, stuffed rattlesnake, ZZ Top key chain.

Primary Form: Giant Armadillo

Other Forms: Giant

Armadillo Rolled Into A Ball



Weapons/Locations: Shaving Cream Cannon (2d damage)/head, Anvil Launcher (2d damage)/right front leg, Mini Missiles (4 missiles)/left front leg, Cold Cloud (3d damage)/tail

Armor/Locations: Non-Stick Armor/everywhere (200 points)

SMASHER MK-III

For its size, the *Smasher MK-III* is one of the most destructive Meks in the world! Naturally, that's a dream come true in *Toon*! The Mek's superior smashing power comes from the fact that it has *four* arms instead of the normal two! That allows it to carry two hand-held weapons as well as its built-in weapon. In addition, Rubber Armor lets most damage bounce right back at the attacker. If you want a MiniMek that can really tear things up, this is the one for you!

Mek Type: MiniMek

Power Source: Solar

Movement Modes/Speeds: Walk/16, Jumpjets/50

Sensor Pack: Type 2 (Radar, X-Ray Vision)

Computer Systems: Autopilot

Accessories: Fuzzy dice, luggage rack

Primary Form: Four Armed Humanoid

Other Forms: None

Weapons/Locations: Anvil Launcher (4d damage)/head, Giant Mallet (3d damage)/upper arms, Giant Frying Pan (3d damage)/lower arms

Armor/Locations: Rubber Armor/everywhere (20 points)

TOP 25 ANNOYING THINGS AN ANIMATOR CAN DO TO THE PLAYERS IN REAL LIFE

- 1 Two words: Barry Manilow
- 2 Make them keep their head in a grocery sack during the time they're Boggled
- 3 Borrow a plot from Dostoevsky
- 4 Serve tofu
- 5 Serve gummy worms
- 6 Serve tofu with gummy worms threaded through it
- 7 Blackmail them into waxing your car before you'll start
- 8 Hit them over the head with a foam-rubber bat every time they take damage
- 9 Do all the NPCs' voices as Pee Wee Herman
- 10 Do all the NPCs' voices as Pee Wee Reese
- 11 Do all the NPCs' voices as Della Reese
- 12 Give each one a miniature of his character made of Spam
- 13 Play the entire session in Classical Latin
- 14 Play the entire session in Pig Latin
- 15 Use your fingernails on a blackboard to get their attention
- 16 Make everyone come dressed as his character
- 17 Send their characters to the Planet of Mimes
- 18 Make everyone sing their dialogue
- 19 Play under black light
- 20 Make everyone sit in Jello
- 21 Drop ping-pong balls from the ceiling at random intervals
- 22 Punctuate sentences with a squirt gun
- 23 End each scene with, "And then you wake up."
- 24 Charge 25 cents for each action
- 25 Make them come up with a Top 25 List

FUNMEK ALPHA-C

We don't know who built this Mek (we found it near a dimensional warp), but it's certainly weird and dangerous! The Mek looks like an enormous clown and is controlled by a *Gamma 3000 Supercomputer*. Its personality is that of a happy-go-lucky clown who has occasional paranoid delusions. During these delusional periods, the computer will advise the pilot to "Keep your laser handy!" or "Trust no one!" It will also fire its weapons (and it has *lots* of weapons) at anyone or anything that it thinks is a "traitor." Definitely a Mek for the adventurous or stupid!

Mek Type:

Colossus class BattleMek

Power Source: Nuclear and Solar

Movement Modes/Speeds: Walk/180, Rocket Thrusters/1,000

Sensor Pack: Type 6 (Telescopic Vision, X-Ray Vision, Superhearing, Night Vision, Supersmell, Detect Toxic Waste)

Computer Systems: Gamma 3000 Supercomputer, Targeting Computer, Autopilot

Accessories: Beverage dispenser, lots of computer monitors, autographed photos of big time game designers/fantasy authors, one dozen red jumpsuits

Primary Form: Giant Clown

Other Forms: None that have been discovered

Weapons/Locations: Fist of Doom Missiles (4d damage)/both hands, Boggle Ray/head, Itchy Ray/left knee, Disappearing Hole Bombs/right elbow, Cream Pie Cannon (2d damage plus boggle)/back, Smart Missile (3d damage)/right foot

Armor/Locations: Rubber Armor/head (75 points), Regular Armor/arms, legs & torso (400 points)

BIG MAMA

If you're looking for a TransMek that can really get around, then *Big Mama* is the one for you! This fine Mek has three different forms, allowing you to fight your battles on the land, in the air or under the sea! As for weapons, *Big Mama* has some great ones for both battling *and* getting laughs. Come on down and check out this Mek today!

Mek Type: TransMek

Power Source: Steam

Movement Modes/Speeds: Walk/36, Underwater Propulsion/26, Wing-Powered Flight/86

Sensor Pack: Type 3 (Sonar, Superhearing, Heat Sense)

Computer Systems: Targeting Computer, Autochicken

Accessories: Shower, pool table, wet bar

Primary Form: Giant Cow

Other Forms: Giant Parrot, Giant Tuna

Weapons/Locations: Armor-Piercing Mini Missiles/head, Lightning Cannon (4d damage)/tail, Pun Gun/right front limb, Heat Seeking Pie Cannon (2d damage plus boggle)/tongue

Armor/Locations: Normal Armor/everywhere (50 points)

TRANSMEK ULTIMA

It's a TransMek and it's made out of Living Metal. What more needs to be said? Actually, *this* needs to be said: On a roll of 7 or less, this Mek can assume *any* form the pilot wants! Failed rolls mean it assumes a form that the *Animator* wants.

Mek Type: Living Metal TransMek

Power Source: Solar

Movement Modes/Speeds: Walk, swim or fly/40

Sensor Pack: Type 4 (Supersmell, Sonar, Microscopic Vision, Heat Sense)

Computer Systems: Autopilot

Accessories: VCR, lots of videotapes, weight room, rose garden

Primary Form: Humanoid

Other Forms: Unlimited Other Forms

Weapons/Locations: Heavy Metal Missiles (3d damage)/head, Tangler Bombs/upper right limb, Machine Gun (2d damage)/left upper limb

Armor/Locations: Non-Stick Armor/everywhere (50 points)

TYPE 9 KAZOOLAN BATTLEMEK

Even though the Kazoolans can't seem to conquer Earth, they *can* build some pretty good Meks! This Mek was captured at a supposedly secret Kazoolan base in the Arctic (the Kazoolans aren't very good at staying hidden, either). It's a *Titan* class BattleMek that has several strange Kazoolan weapons and a type of armor not available to Earthlings. We've given it a spiffy new paint job (gloss black with red trim) and several interesting accessories. There *are* a few *minor* problems with the Mek, such as the food replicator sometimes squirting out Kazoolan Asphalt Pie, but basically the Mek is sound.

Mek Type:

Titan class BattleMek

Power Source: Solar and Gasoline

Movement Modes/Speeds: Walk/100, Climb/50

Sensor Pack: Type 5 (Night Vision, Radar Vision, Superhearing; Detect Earthling Meks, Detect Fried Chicken)

Computer Systems: Autopilot, Damage Monitor

Accessories: Kingsized bed, canary in a cage, 1960s rock & roll posters, whoopie cushion, soft serve ice cream dispenser

Primary Form: Giant Spider

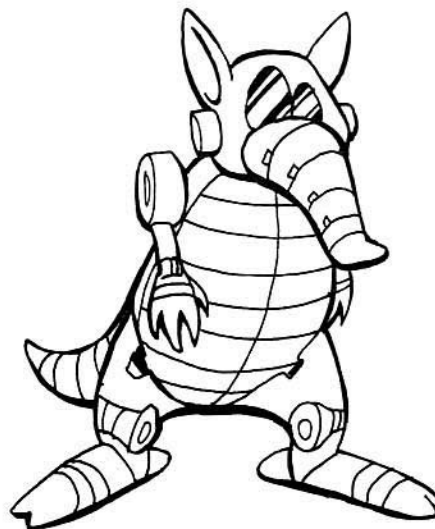
Other Forms: None

Weapons/Locations: Twin .50-Caliber Spitball Machineguns (3d damage)/head, Destructor Kazoo (4d damage)/topside of abdomen, Disco Beam (causes uncontrollable dancing for 1d turns)/underside of abdomen, Portable Hole Dropper/third leg on right side

Armor/Locations: Disintegration Armor (On a roll of 8 or less, anything hitting this armor is disintegrated. However, on rolls of 9 or *more*, whatever hits does double damage! This armor gives 60 points of protection.)

Z-40 BOGGLESUIT

Although this is only a MiniMek, it is one of the most feared Meks in the tooniverse! The reason for this is simple: it was specifically designed to Maximum Boggle its opponents! The *Z-40 Bogglesuit* is fast, which is a good thing to be when you only have 20 points of armor. It looks like a humanoid aardvark, which is a wacky looking enough thing to boggle anyone who sees it. (That



only applies to the *first* time someone sees it and only on a Chutzpah roll of 5 or less.) Buy one today and we'll throw in a sunroof absolutely free!

Mek Type: MiniMek

Power Source: Solar

Movement Modes/Speeds: Walk/15, Jet Powered Flight/300

Sensor Pack: Type 3 (Superhearing, Heat Sense, Night Vision)

Computer Systems: Targeting Computer

Accessories: Sunroof, hot cocoa maker, magic fingers massage unit

Primary Form: Humanoid Aardvark

Other Forms: None

Weapons/Locations: Maximum Boggle Ray/head, Cream Pie Cannon (firing Maximum Boggle Pies)/carried in hands

Armor/Locations: Rubber Armor (20 points)/everywhere

SUICIDE SPECIAL

This Mek was invented by the Kazoolans and used during their 43rd attempt to invade Earth. Heavy on weapons and light on armor, these Mekes pack quite a punch for as long as they last (which isn't very long). The Kazoolans no longer use them (none of their Mek Pilots will get in one), so Ace got a great deal on them and we're passing the savings on to you!

Mek Type:

Giant class BattleMek

Power Source: Nuclear

Movement Modes/Speeds: Walk/55, Hover/80, Rocket Thrusters/1,000

Sensor Pack: Type 2 (Radar Sense, Night Vision)

Computer Systems: Targeting Computer

Accessories: None (you won't last long enough to use 'em)

Primary Form: Giant Humanoid

Other Forms: None (unless you count a pile of blasted metal as a form)

Weapons/Locations: Fist Of Doom Missiles (4d damage)/right arm, Smart Missiles (4d damage), Mutator Beam/head, Futon Torpedoes (3d+3 damage)/chest, Flamethrowers (2d damage)/one in each knee

Armor/Locations: Normal Armor (25 points)/everywhere

USED ROBOTS

Here are several robots to use as you see fit (or unfit). If the Animator allows it, you can play a robot as a PC. An all-robot game might be lots of fun! Just remember that robots are sometimes limited to acting a certain way by their Personality Chips. For more robots, see the adventures *Automated Anarchy* (in this book) and *Midget Mayhem* in *TOON Tales*.

WILLIAM

Name and Description: William (not "Willie" or "Bill") was designed to take care of a writer's home as well as offer constructive criticism about the writer's work. In reality, although he does an excellent job of taking care of a house, William criticizes *everything*, not just writing . . . and he isn't very constructive about it, either. Fortunately, he has a pretty good *Dodge* skill and can avoid getting hit by thrown objects. William is an avid cricket fan and hates American football. Calling him anything but William will get him angry and might even make him go berserk.

ID Number: 2B-OR-NOT-2B

Job: Writer's assistant/servant

Size: 4 ft. tall

Personality Chip: Model H-44 Snooty British Literary Critic/Butler Chip

Attributes: Muscle: 4 Zip: 6 Smarts: 9 Chutzpah: 10 Speed: 7

Skill Chips:

Pick Up Heavy Things: 4

Throw: 3

Dodge: 6

Run: 6

Identify Dangerous Thing: 9

Read: 9

Resist Fast-Talk: 10

Fast-Talk: 8

Pass/Detect Shoddy Goods: 9

Shtick Chips:

Know Obscure Facts: 7

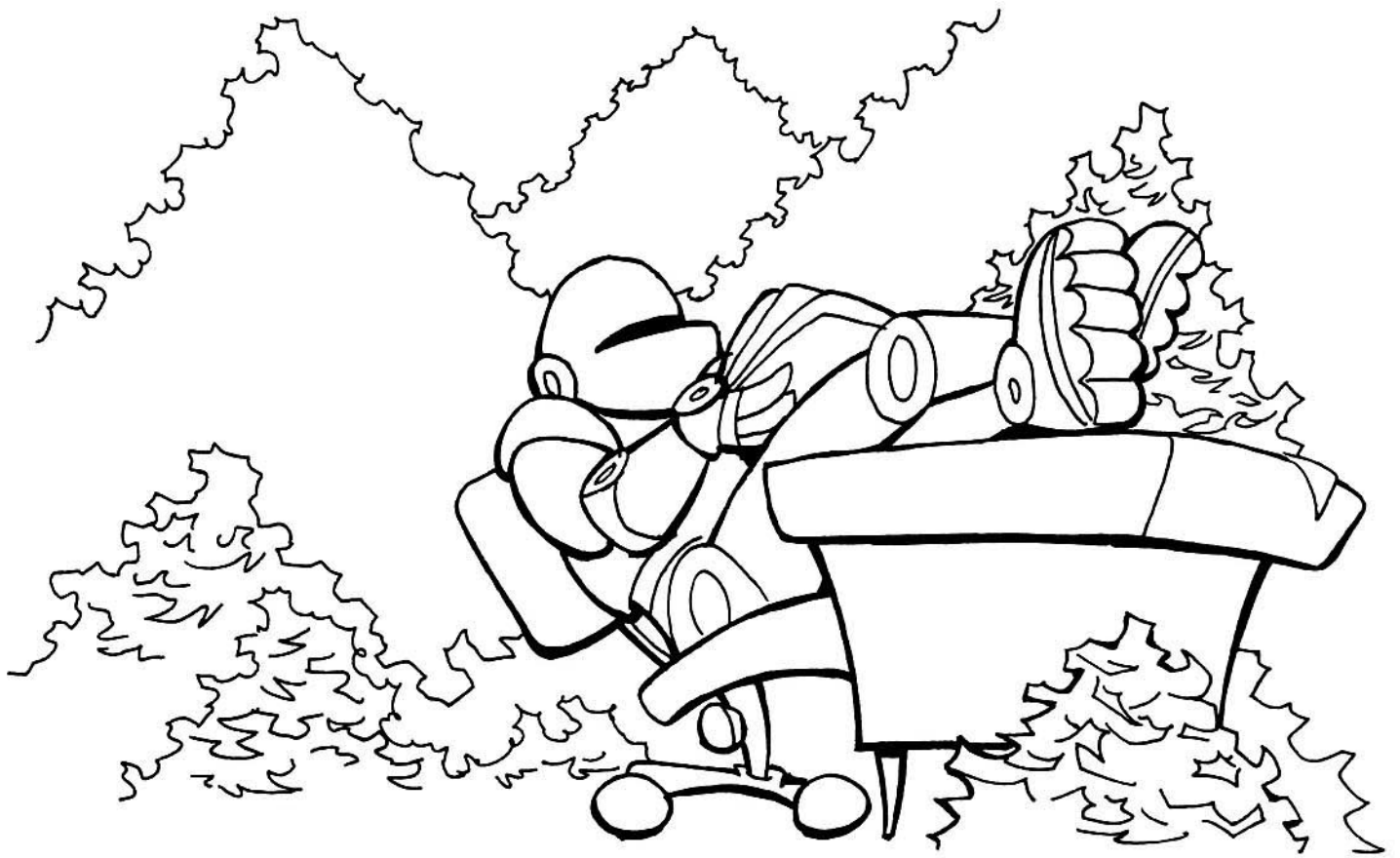
Bag of Many Things: 5

Body Sections: 2

(humanoid upper torso, tanklike lower torso)

Number of Heads: 1

(sneering male humanoid head)



Number and Type of Arms: 4

(three arms with hands, one arm for detachable cleaning items & tools)

Movement Devices: 1

(tank treads)

Extras: All normal human senses, night vision, tea dispenser (after all, he *is* British), cellular phone, various computer interface plugs, modem, word processing software

SMILEY

Name and Description: Smiley is a happy, eager to please little robot who just *loves* to be helpful. In fact, Smiley is sometimes *too* helpful! He'll start fetching and carrying things just to be busy! Smiley is incapable of being angry, mean or scared. That means that even if he were to suddenly come face to face with Squidzilla, he'd say "Hi there, sir! May I be of assistance?" instead of running away. Since Smiley is programmed to be as helpful as possible and never leave a job half done, it is often wise to choose your words carefully when telling him what to do. Saying something as innocent as "Wash my car" could result in Smiley dismantling the car and washing it piece by piece.

ID Number: IM-1-BZB

Job: All around helper and gofer

Size: 3 ft. tall

Personality Chip: Model 11-X Ultimate Helper Chip

Attributes: Muscle: 7 Zip: 8 Smarts: 4
Chutzpah: 4 Speed: 9

Skill Chips:

Break Down Door: 7

Climb: 4

Pick Up Heavy Thing: 9

Throw: 5

Dodge: 8

Drive Vehicle: 8

Run: 9

Read: 5

See/Hear/Smell: 5

Shtick Chips:

Incredible Speed: 9

Cosmic Shift: 6

Body Sections: 1

(cylindrical body)

Number of Heads: 1

(round head with two eyes and a mouth)

TOP 25 REALLY STRANGE PLACES A PRIVATE EYE MIGHT FIND HIS CONTACT/INFORMANT



- 1 Under his table at a swanky restaurant
- 2 In the bathtub during a bath (bubbles optional)
- 3 In a picture in a book or magazine
- 4 In a newsreel at the theater
- 5 Inside a goldfish bowl
- 6 On the wing of an airplane 25,000 ft. in the air
- 7 Inside the 18th hole of a golf course
- 8 Inside the PI's shirt pocket
- 9 On the ceiling of a mobster's office
- 10 On the ledge of the 86th floor of a skyscraper
- 11 Under a manhole cover
- 12 In the coffin at a mobster's funeral
- 13 In an empty bourbon bottle
- 14 Inside a safe
- 15 In the city morgue, lying on a slab
- 16 In the glove compartment of a 1937 Ford
- 17 Playing tenor sax in the band at a speakeasy
- 18 Inside a billboard advertisement
- 19 Under a cop's hat
- 20 Baked into an apple pie
- 21 Inside the drain of the kitchen sink
- 22 Inside a refrigerator, hiding behind the lettuce
- 23 Under a Persian rug
- 24 Inside a mobster's violin case
- 25 In the PI's clothes *with* the PI!

Number and Type of Arms: 6
(four arms with hands, two tentacles with pincers)

Movement Devices: Two wheels

Extras: Snack & drink dispenser

MAXINE

Name and Description: Maxine is a security robot. She is tough, a good fighter and an excellent shot with either gun or pie. Maxine is very hard to Fast-Talk and won't stand for any funny business by suspected criminals. Unfortunately, as far as Maxine is concerned, just about everybody is a suspected criminal! It doesn't matter if you're a jaywalker or an international terrorist, they're all the same to Maxine. And don't *even* try to tell her you're *innocent*! In Maxine's book, *nobody* is innocent!

ID Number: BAD-2D-BNE

Job: Security Guard

Size: 6 ft. tall

Personality Chip: Model 357 Law Enforcement Chip

Attributes: Muscle: 9 Zip: 6 Smarts: 4
Chutzpah: 4 Speed: 7

Skill Chips:

Break Down Door: 10

Fight: 9

Throw: 9

Drive Vehicle: 6

Fire Gun: 9

Run: 7

Hide/Spot Hidden: 6

Identify Dangerous Thing: 5

Resist Fast-Talk: 8

Track/Cover Track: 6

Shtick Chips:

Stretching (as in "The Long Arm Of The Law"): 8

Body Sections: 2

(upper & lower humanoid torsos)

Number of Heads: 1

(tough, but feminine, face)

Number and Type of Arms: 2

(with hands)

Movement Devices: 4
(steel tentacles instead of legs)

Extras: Police whistle, two .44 magnum revolvers, unlimited handcuffs, laughing gas (instead of tear gas)

FENDER

Name and Description: Fender is a rocking & rolling, guitar-playing, hard-partying centauroid robot. He speaks like a rocker, which means that he calls men "Dude" and women "Babe." Most of the time, Fender is either looking for a party or playing his *two* Cybercaster guitars (he has four hands). His amplifiers are battery powered and mounted on wheels, so he can take them wherever he goes. Whenever Fender plays a really screaming guitar solo, every one within 100 feet of him takes 2d of Brain-Melting Guitar Solo Damage and their *Hear* rolls drop to 2 for 2d+2 turns. Fender is actually a pretty nice guy who might help you out, especially if he thinks that you'll be having a party later.

ID Number: 1-ROK-N-ROLR
Job: Rock Musician
Size: 5 ft. tall and 6 ft. long
Personality Chip: Model 33 1/3 Rocker Chip
Attributes: Muscle: 4 Zip: 5 Smarts: 4

Chutzpah: 7
Speed: 6



Skill Chips:
Fight: 4
Dodge: 6
Drive Vehicle: 7
Jump: 5
Run: 6
Swim: 5
Identify Dangerous Thing: 6
Read: 5
Resist Fast-Talk: 4
Sleight of Hand: 9

Shtick Chips:
Cosmic Shift: 7
Detect Item (Party): 9

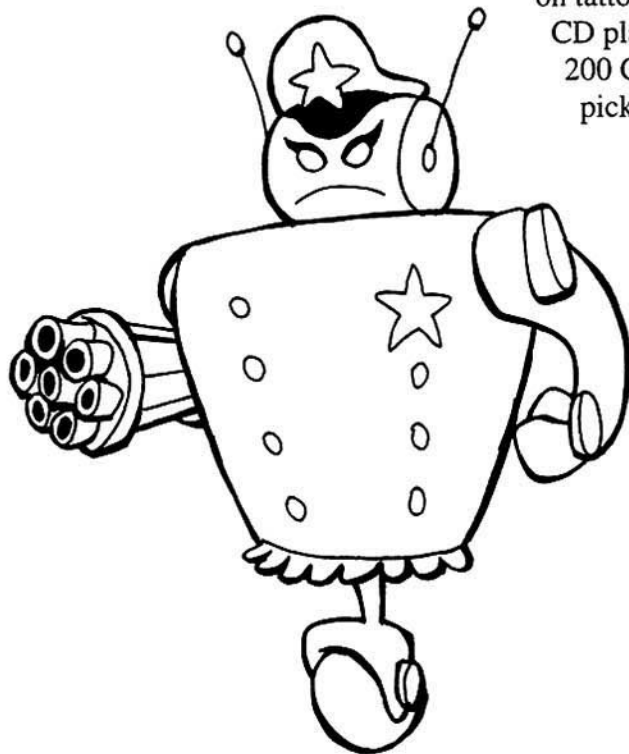
Body Sections: 2
(humanoid upper torso, horselike body)

Number of Heads: 1
(humanoid head with long haired, a goatee and shades)

Number and Type of Arms: 4
(four steel tentacles with hands)

Movement Devices: 4
(four legs)

Extras: Painted-on tattoos, built-in CD player with 200 CDs, guitar pick dispenser



WEIRD-TECH

CHAPTER FOUR



When the world is threatened by Minions of the Elderly Gods, Alien Invaders or Giant Atomic Mutants, you need the best Weird-Tech items that money can buy! Where will you get them? *Why, from Ace Industries, of course!* This chapter is full of neat and dangerous things to use in your *Crawl of Catchoolu* or *Atomic Monster Theater* adventures. We've also included a comprehensive and incomprehensible list of newly discovered/created Slurping Horrors, Mutant Monsters and Alien Invaders! Buy your supplies now, before the Animator starts buying creatures! Save humanity and save money with Weird-Tech from Ace!

WEIRD SCIENCE TOOLS & WEAPONS

After the huge response we got over the devices we listed in the *Tooniversal Tour Guide*, Ace Industries put our team of mad scientists to work making *more* of them! As always, Ace Industries cannot be held responsible for injuries, mutations, world-shattering catastrophes, accidental vaporizations or other effects caused by the use or misuse of our products. Blame the Animator.

ALLRAD'S AWESOME ARMAGEDDON DEVICE

When activated, this device bring the adventure to a close (with an Apocalyptic Big Finish). The device is one-use only, but is *the* perfect way to have the last word! (Note: Some Animators require an Activation Roll to use this item properly; some even dish out 3d+3 of We're Not Finished Yet Damage on a roll of 11 or 12. Check with your local authorities before use.) Price: \$3,000.

BAD LUCK AVOIDANCE SYSTEM TANK

For those of you who never seem to get a good break, we have developed a Bad Luck Avoidance System Tank, BLAST for short. Just switch this item on in the morning (place it on the *wrong side of the bed* so that you can't get out on that side), and it will help you to avoid all those unfortunate mishaps that seem to happen to some characters. (If Cosmo had bought one of these he would have gotten Mack a long time ago!) Never will you accidentally walk under a ladder or allow a black cat to walk across your path again. Now with BLAST on your side, any possible threat to your welfare will be eradicated in the most effective and *funny* way possible. BLAST is armed with miniature (but fully operational) versions of every device in this catalog, and will use them automatically to keep you from harm. *Warning!* BLAST has been known to malfunction at times on Friday the 13th. We recommend that you stay home and don't get out of bed on that day. Ace assumes no responsibility for any mishaps or damage that BLAST may cause while trying to eliminate threats to you. Price: \$13,013. Batteries not included.

BIOPLASTIC MUTANT RESTRAINT SPRAY

This miracle of modern biotechnology is a semi-solid biopolymer adhesive, or, in layman's terms, really sticky living goo. When sprayed upon a living

TOP 25 TITLES FOR ATOMIC MONSTER THEATER ADVENTURES

Sorry Toonatics, but *you* have to invent the monsters and plots to fit the titles given below!

- 1 Tickle All Monsters
- 2 It Came From Behind the Refrigerator
- 3 Pigzora, King of the Monsters
- 4 Earth vs. the Used Car Salesmen From Saturn
- 5 The Creeping Cheese Dip
- 6 Invasion of the Party Mice
- 7 Fnordzilla, Queen of the Monsters
- 8 Boggle All Monsters
- 9 Attack of the Giant Cows
- 10 IT, the Thing From New Jersey
- 11 Earth vs. the Mutant Catfish
- 12 Bubbasaurus, Prince of the Monsters
- 13 Squidzilla vs. the Toonited States Congress
- 14 Attack of the Giant Aunts
- 15 Clamera Must Be Destroyed! Or At Least Housebroken!
- 16 Invasion of the Freelance Game Writers (may be too intense for young children or anybody else)
- 17 Newtragon, Half Brother to the King of the Monsters
- 18 The Slime Aliens Go To Hollywood
- 19 It Came From the Bottom of the Compost Heap
- 20 Attack of the Living Pizzas With Anchovies and Extra Cheese
- 21 I Was A Teenage Dinosaur
- 22 The Creature That Ate Austin, Texas, With A Side Order of Fries
- 23 Duckzilla, Second Cousin to the Sister-in-Law of the Younger Brother of the King of the Monsters
- 24 Assault of the Bungling Arcturian Toonited Fish
- 25 The Incredible Shrinking Giant Man-Turnip

organism, it will rapidly cause that organism to become so sticky that it cannot move. This makes it excellent for use on Giant Mutants, although you'll need a sprayer the size of a battleship (sold separately). Please be aware that when exposed to radiation, certain toxic chemicals or music from the Sixties, the goo might begin to grow and mutate. This would give you *another* Giant Mutant to worry about. Price: \$2,500.

DUPLICATING PROJECTOR

Drop any photograph into this special projector and it instantly produces an exact *life size* duplicate of whatever is in the picture! Characters are reproduced at the levels that they were at when the picture was taken, and have the same powers and possessions as the character had when the picture was taken. Make sure to allow ample space for large items that may be in the background of the photo (like buildings, planets, etc.). Due to the potential danger in the use of this item, it has been banned in several star systems! Ace assumes no responsibility for damage caused by the misuse of this item. Price: \$11,111.

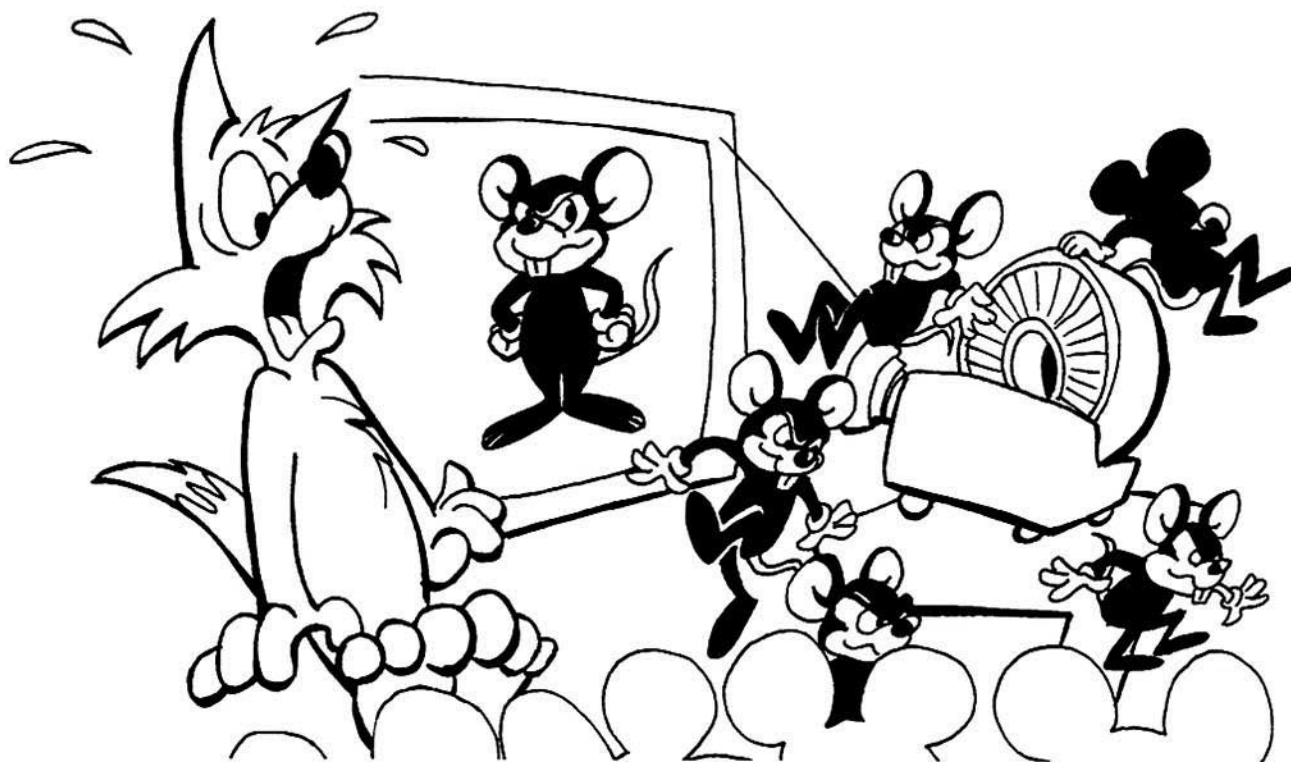
ELECTRODIGITAL PULSATRON PISTOL

Every so often, you'll find yourself facing a creature, device or spacecraft that pulses with atomic energy. Most of the time, this means that you are about to take some heavy Pulsating Atomic Energy

Damage, but if you have an Ace Industries Electrodigital Pulsatron Pistol, *you'll* be the one dishing out the damage! Just fire the pistol (which looks like a big red water pistol) at the pulsating target, and watch in amazement as it sets up a neutralizing counterpulsation that renders the target harmless! Of course, the pistol sometimes *stimulates* the pulsating atomic energy, which usually leads to a really big explosion. However, this almost never happens, and even if it does, you might be able to outrun the blast if you have Incredible Speed. If not, you'll take 4d of Caught In An Atomic Blast Damage, which is not very pleasant and *might* (75% chance) cause you to mutate. Price: \$2,000.

HYPERLUMINESCENT REFRACTORIZER RAY

Since some creatures can't stand bright light, Ace developed this gadget to help you destroy them! Once you have wheeled this 9-ton piece of equipment into the right position, just press the red button to fire an incredibly bright beam of multicolored light at the target creature. The creature will then take 5d+3 of Incredibly Bright, But Colorful, Light Damage. Remember to shut your eyes, since the ray will probably blind all living creatures within 100 feet of it. This blindness will last 1d+2 turns. Oh, by the way, the Hyperluminescent Refractor Ray *has* been known to attract monsters from Outer Space the way a flame attracts a moth. We just thought you'd like to know that. Price: \$3,000.



MOLECULAR CRYSTALLIZATION GEL

When you need to stop smaller monsters (under 10 feet tall), use this miraculous gel from Ace Industries! Just dump or smear some on the victim, and in only two turns *the victim will turn into glass!* Then, no matter how tough it was before, it can be destroyed just by hitting it with a hammer (or a rock or club)! Make sure that you handle the Gel carefully and *don't get any on you!* Animator's Note: This Gel looks and smells exactly like grape jelly. Price: \$1,500 per 1-ounce jar.



MOLE, HILL

This is *not* just another creature. Bred at high altitudes, fed a very special diet developed by Ace's R & C Team, then CyberToon-equipped, these handy helpers can burrow and excavate in such a way that dirt & rocks are placed directly *on top* of the excavation. Think of the uses! Why build pyramids as tombs when you can "Make A Mountain With Our Mole, Hill"? Price: \$4,800.

MULTI-DIMENSIONAL PHASE GENERATOR

Are you tired of being stuck in one dimension? With the new Ace Multi-Dimensional Phase Generator you can instantly travel to another dimension. This is a great item for avoiding major damage from disasters such as atomic bombs, acid baths and yes, even *cream pies!* Just push the button on your Multi-Dimensional Phase Generator and you and anything you are carrying will be transported to a random dimension. Price: \$7,500.

NEUROSTIMULATING VIBRONIC RAY

As we all know, whenever you find out about a Giant Mutant/Alien Invasion/Catchoolu Cult or some other threat, you then have to race against time to stop it! Wouldn't it be nice to have more time in which to ready your brilliant counterplan? Of course it would be, so Ace Industries has invented something to really get you moving! Our Neurostimulating Vibronic Ray will cause any creature exposed to it to move at Incredible Speed *and* get *three* actions per turn instead of one! That should let you get your Monster Trap/War Plan/Counter

Spells ready in record time! So don't be a slowpoke, order from Ace today! Price: \$4,000.

Note: If this device suffers any shock damage (say, from being dropped or banged around), it *might* work differently. Examples of this would be slowing the subject down to one action every three turns or causing the subject to move so fast that they burst into flames. *Please* handle the Neurostimulating Vibronic Ray carefully! (Carefully? In *Toon?* You've gotta be kidding!)

PIETONIUM BOMB

Have you ever wondered what kind of bomb it is that creates all those Giant Mutant Creatures when it blows up? Well, this is it! Pietonium bombs are the most powerful weapons toonkind has ever created. Any creature caught in a Pietonium Bomb blast will take $2d \times 100$ points of Kiss Yourself Goodbye Damage. Of course, this means that they Fall Down. If the total damage exceeds 500 points, that creature (or character) will change into an enormous mutant. Sometimes, the mutation wears off or can be cured, but don't count on it. Price: \$1,000,000.

PLOT POINT DETECTOR

First engineered by Duck Doom, Ace was happy to learn the secret of this technology. When a cartoon is *very* close to doing or saying something *very* hilarious, the Detector will begin to light up and vibrate (this makes it perfect for relaxing sore muscles!) However, this valuable timing information makes the player *twice* as likely to weasel out a Plot Point from

A SHORT HISTORY OF THE SCHWEMP FAMILY

BY MARK DENMAN AND DOC CROSS

As nearly as can be determined by scholars, the Schwemp family started out in the small English village of Fnordington. The first mention of a Schwemp occurs in the 7th century. It was then that a young village boy named Arthur (or "Art") Schwemp, while walking through the forest, found a sword embedded in a stone. With the greatest of ease, he pulled it out and hefted it. He decided that carrying it around would be too tiring, so he placed it back in the stone and went home to take a nap. This was just the first of the Schwemp family's many brushes with greatness. Fortunately, from the Schwemp's point of view, they always avoided actually becoming involved in historical events due to their amazing combination of laziness and stupidity, as the vignettes below will demonstrate.

In 1075, Newt Schwemp took his mother's cow into the local village with the intent of selling it. Instead, he traded it for some magic beans. He was on his way home when his neighbor Jack offered him *his* cow for the beans. Newt decided it was a fair deal, so he traded with Jack. The next day, Newt was heading back to the village to sell the new cow, and Jack was climbing a beanstalk to fame and fortune.

While trying to sail from England to Ireland in May of 1250, Willy Schwemp and 22 other members of the family got lost in a dense fog. The next day, when the fog lifted, they had no idea where they were. Willy then decided to keep sailing west since "Ireland has gotta be pretty close." Several weeks later, the Schwemps' boat ran

aground in what is now known as Boston Harbor. Being too lazy to fix it, they moved in with a friendly tribe of Native Americans. Within a few decades, the Schwemps had so tainted the native gene pool that the entire tribe was wiped out by neighboring tribes who thought they were driving down property values.

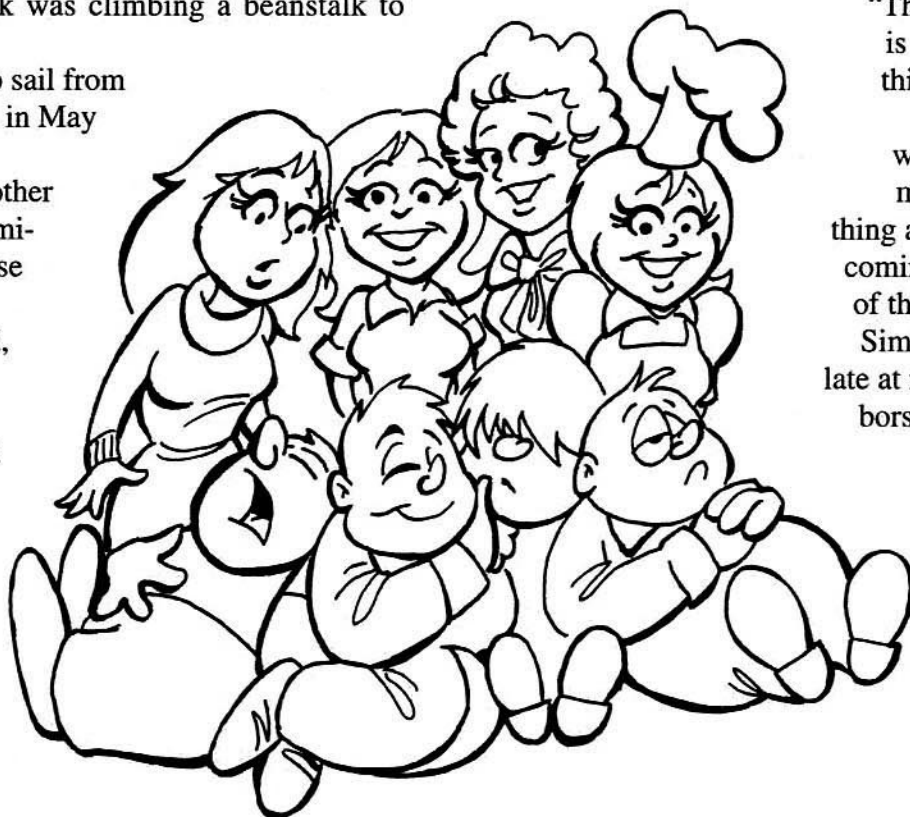
In 1600, William Shakespeare asked Ollie Schwemp if he could write a play about the Schwemp family. Ollie told him no because, "Us Schwemps is simple folks who don't put on airs." Shakespeare decided to write *Hamlet* instead.

The first Schwemps to come to America *intentionally* arrived in the late 16th century. They would have arrived sooner, but they lost everything in the Great London Fire of 1666. Actually, Ben Schwemp could have put the fire out while it was still small, but he was a professional fireman and didn't want to waste his time on a *little* fire.

It is a little known fact that Simon Schwemp was Paul Revere's assistant! In fact, Simon often

went on practice rides on Paul's horse, shouting "This is a test! This is only a test! Had this been an actual emergency, you would have heard me yelling something about the British coming!" After a few of these rides, which Simon always made late at night, his neighbors took a vote and locked him up.

That was, of course, one of the first democratic actions taken in America!



In 1850, Fred Schwemp got hold of a blueprint for Charles Babbage's "Analytical Engine" (a mechanical computer) and actually built one! However, Fred thought it was supposed to be a musical instrument and soon destroyed it because "Nobody could tune the darned thing!"

Lou Schwemp got a job in 1930 as Doc Savage's janitor, but soon quit because Doc's headquarters were never quiet enough to take a nap. Besides, Doc and his five pals were always wanting Lou to travel around with them!

On a spring day in 1959, Elmo Schwemp was working at a gas station in Barstow, California, when a flying saucer landed. The aliens, who were searching for intelligent life, took one look at Elmo and left, never to return.

In 1966, young Barney Schwemp wrote a fantasy roleplaying game called *Dungeons, Dragons and*

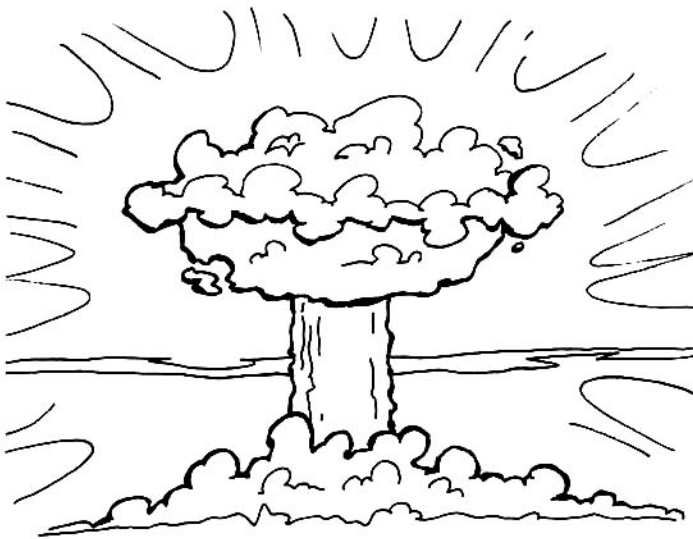
Other Neat Stuff, but decided not to publish it because it would be too much work and "Nobody would want to play it anyway."

From June 1990 to September 1993, Elvis Presley rented a room from Pete and Nadene Schwemp of Ishpeming, Michigan. They never mentioned it to anyone because, "We didn't figure it was anything special"!

It should be noted that, although the *men* of the Schwemp family are lazy and dumb, the *women* are hardworking and smart (well, except for Nadene). Many scientists believe that this is the only reason that the Schwemps have made it to the present day.

By the way, the Schwemp family motto is "Us Schwemps may be simple folks, but at least we got our names in print." The Schwemp family's *other* motto is "I'm gonna eat lunch and then take a nap."

the Animator. (Note: Repeated use has been known to cause 5d of Explosive Quit Weaseling Damage to the character, and any others nearby – including pizza delivery guys! Price: \$5,000.



RONALD RAY GUN

One hit from this baby can bring the tallest buildings and monuments down under the force of Who-Do Economics. Animated structures take 4d of Crushing Debt Load Damage if they fail to Dodge. Normal buildings are not so lucky. The effects can be stopped with a Shield of Frozen Property Tax. Price: \$6,000.

SUBQUANTUM PSYCHOACTIVATION SHADES

The single biggest danger to Investigators of the Catchooloid Mythos is the loss of insanity you take when you look at Slurping Horrors, Cursed Texts or Occult Artifacts! (Actually, getting eaten is pretty dangerous, too.) Now, thanks to Ace, you can look at those nasty things without losing more than 1 point of insanity! Our Subquantum Psychoactivation Shades look just like normal sunglasses (except that they weigh 7 pounds), and they adjust your brain patterns to allow you to gaze upon Catchooloid Stuff with no problem (aside from losing a point of insanity). It should be noted, however, that on rare occasions (a roll of 6 or less), the Shades will adjust your brainwaves *too* well. That means that you will become *convinced that you are Mighty Catchoolu!* You will attack your friends, try to boss other Unspeakable Things around and generally act like Catchoolu would. Fortunately, simply removing the Shades will *probably* get you back to normal. Price: \$1,000.

TACHYONIC LIQUIDIFIER BEAM

OK, so the Alien Invaders are absolutely invulnerable to anything you throw at them. How tough are their spaceships? Ace's nifty new Tachyonic Liquidifier Beam will cause *any* solid nonliving substance to turn into a liquid for 1d+3 turns! That spells *BIG TROUBLE* for the alien invasion fleet! Imagine

the look on their faces (if they *have* faces) when their ships turn into chunks of slag! Even better, imagine the look on their faces (or whatever) when they meet *Mr. Airless Space* and his pal, *Mr. Explosive Decompression!* Yessir, it's goodbye to Alien Invaders, thanks to Ace! Price: \$8,000.

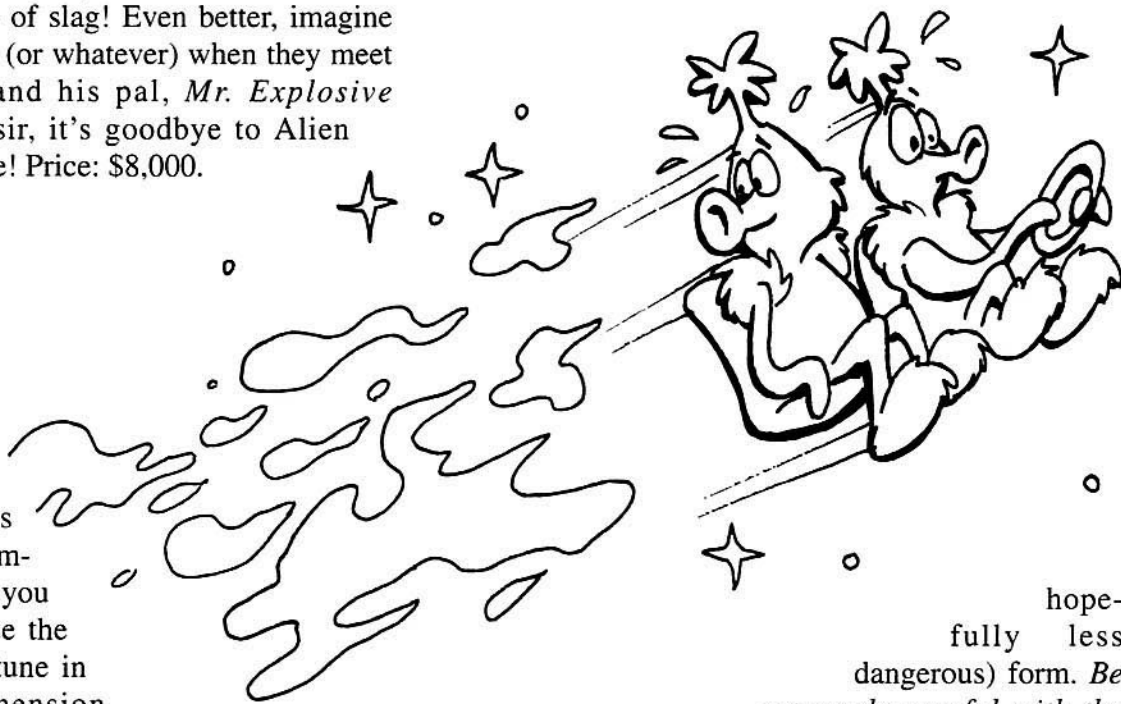
TRANSDIMENSIONAL QUADROPHONIC TELEVISOR

This device is about the size of a big screen television (which it basically *is*), and has lots of wires running from it to a computer keyboard. Once you turn it on, you can use the keyboard controls to tune in on any alternate dimension you want. But beware! At the Animator's whim (and Animators have *lots* of whims) the Televisor can actually become a portal into or out of the dimension you are watching (or both)! This isn't so bad if you're peeking in on the Dimension Of Cute Little Bunnies, but if you're checking out the Dimension Of Face-Eating Slime Creatures, you could be in *big* trouble! Smashing the controls *might* shut off the portal. Then again, it could make things even *worse!* Price: \$3,000.

TRANSNUCLEONIC EVOLUTIONARY REVERSIFYING BEAM

The Transnucleonic Evolutionary Reversifying Beam (or TERB for short), comes in two parts. The first part is the actual device itself, a house-sized machine that has to be mounted in an area several miles from any inhabited dwellings. It's covered with lots of blinking lights, digital displays and satellite dishes. The second part of the TERB looks like a large flashlight connected to the main machine by a 2 ½-mile-long electrical cord. It has two switches that are marked "On" and "Off." (Animators should require a Read roll to tell which is which.)

To use the TERB, just point the flashlight at the target and press the "On" switch. Once you've done that, a purple beam will shoot out and cause whatever it touches to devolve into a more primitive (and



hopefully less dangerous) form. *Be extremely careful with the beam!* The TERB's effects last 3d+3 turns, if not longer. There *may* be a way to reverse the beam, but you'd need the Weird Science Shtick to do it. Price: \$5,500.

TRI-PHASE CONTAINMENT FIELD GENERATOR

So you've lured a huge, ugly, incredibly dangerous creature into the right place and now you need a trap to spring on him! Well this is your lucky day, because Ace has exactly the trap you need! Just set the 15 handy relay units in a circle around the creature and throw the switch on the master control unit. In seconds, an absolutely impenetrable circular wall of energy will spring up, trapping the rampaging beast! It can pound all it wants . . . the wall won't take the slightest bit of damage! A great way to contain Giant Mutants, Alien Armies or Catchooloid Horrors! Some restrictions apply to use. Price: \$10,000.

(The Restrictions: The relay units weigh 1,500 pounds each and must be placed exactly 33.5 yards apart. The master control unit is the size of a shoebox, weighs 900 pounds and *must* be kept clean and dry! The Tri-Phase Containment Field Generator requires 1,000,000 volts of electricity to operate. Should any of the above requirements not be met, you'll be in big trouble! Even if everything is perfect, the TPCFG will overload and shut down on a roll of 4 or less after 4 turns. After 6 turns, it fails on a 6 or less. Animators should roll every turn.)

TWO-D GLASSES

Need to *thin out*? Then do we have the item for you! Just don these special Moo-V glasses and you'll be paper thin. You can still see the rest of the world in 3d, but can slip under doors, turn sideways in combat (adds +3 to Dodge), and generally have a *lot* of fun! Price: \$800.

VIRTUALLY REAL GLASSES

These glasses will allow the wearer to interact with any two-dimensional figure. You can talk with pictures of people in books or on TV or movie screens. Our Virtually Real Glasses allow you to project your image into the picture that you wish to visit. Others in the area can see you in the picture as if you were actually a part of the original image. While in the picture, you can see only what is happening in the picture. Any damage you take while in the picture affects your body outside. We hope you enjoy these glasses, but remember to use caution, as Ace is not responsible for any damage caused by you or to you while using this product. Price: \$1,300.



TOP 25 REQUIREMENTS FOR BEING ABLE TO WRITE A 204-PAGE TOON SOURCEBOOK OR COOK SPAGHETTI SAUCE

- 1 A Strange Sense Of Humor (*that's* an understatement!)
- 2 One Large Yellow Onion
- 3 A Word processor (as part of your computer)
- 4 A Weird processor (as part of your brain)
- 5 Lots Of Silly Friends (stressing "silly")
- 6 Two Large Cans Of Tomato Sauce
- 7 A Wacky Family (including nieces and nephews who like playtesting your ideas)
- 8 An Obsession With Classic Cartoons
- 9 One Pound Of Italian Sausage
- 10 Incriminating Photographs Of The SJ Games Staff
- 11 224 Bandannas (with no two being identical)
- 12 One Large Bell Pepper (red or green)
- 13 Assorted Spices (oregano, basil, thyme, etc.)
- 14 An Uncontrollable Urge To Poke Fun At Movies, Roleplaying Games, Television and Life In General
- 15 The Chance To Try Out Your Nutty Ideas At Game Cons
- 16 Several Large Cloves Of Garlic And A Cup Of Good Red Wine
- 17 A Current Subscription To *Alarums & Excursions*
- 18 Invisible Cartoon Friends
- 19 A Large Frying Pan And A Large Pot
- 20 A Well Developed Sense Of The Absurd (you bet!)
- 21 Half a Pound of Sliced Mushrooms and a Large Can of Tomato Paste
- 22 Plenty of Free Time (and if married, an understanding spouse)
- 23 No Inhibitions At All
- 24 Olive Oil (Extra Virgin) and Grated Parmesan Cheese
- 25 An Absolutely Out of Control Imagination

SCIENTIFIC BOOKS, CURSED TOMES AND OTHER LITERATURE

Here they are! The books *you* want at the prices *we* like! The following is just a small listing of the huge number of books available from Ace! When you need a book to help you Tamper With Things Best Left Alone, think of Ace!

100 DANGEROUS SCIENTIFIC DEVICES YOU CAN BUILD IN YOUR BASEMENT

Ace knows that not all mad scientists get huge government grants and ultra-modern laboratories! Some of you have to get by on a budget, and that's why we sell this book! Learn how to build a Tissue Reanimation Chamber, a Severed Head Life Support System or any of the other 98 devices in this book from things you probably have lying around your house. Lavishly illustrated and chock full of blueprints and schematics. Price: \$15.

THEY CALL ME MISTER CATHOOLU

The memoirs of the Big Guy himself! Read (at a cost of 3dx5 Insanity Points) about Catchoolu's humble birth, his struggle through the ranks of the Unspeakable Horrors (he started out as a Sub-Assistant Minor Horror) and his eventual rise to the

top. Learn about his plans for the future (which don't, by the way, include any of *you*), his stormy marriage to Slapstikka, and why he wants to reduce Yuk to a gooey smear on the ground. Contains 30 color photographs, which you'd be a fool to look at. Price: \$25.

ATOMIC MUTATIONS FOR FUN AND PROFIT

If you have some mutagenic nuclear waste sitting around, why not put it to use creating Giant Mutations? This book tells you all you need to know about creating, feeding, housing and not getting eaten by Atomic Horrors. It also tells you where to sell them or, if they escape, how to sell the movie rights! Price: \$15.

A FIELD GUIDE TO GIANT CREATURES AND ALIEN INVADERS

Are you embarrassed because you can't tell Buzzilla from Slugasaurus? Have a hard time identifying the latest bunch of Aliens to attack Earth? If so, then you really need this book! It covers not only the most common Creatures and Invaders, but many that are seldom seen. When was the last time *you* spotted a Three Headed Wombatasaurus or a Bagel Man from Pluto? This book should be on everyone's bookshelf (mostly because we have 2,630,115 copies of it on *our* shelves!). Price: \$20.



MESSING AROUND WITH TIME AND SPACE: A BEGINNER'S MANUAL

Now you too can warp the space/time continuum and have fun doing it! Written by Professor Stephen Ducking, this book is designed with the beginner in mind! Learn about time travel, teleportation, space warps and dimensional rifts in simple and easy to understand terms. In the final chapter, Professor Ducking gives detailed instructions for building a Transdimensional Time Distorter. Just think how impressed your neighbors will be when you bring Abraham Lincoln or Jack the Ripper to a backyard cookout! Even better, imagine spending your summer vacation in scenic Pompeii or 1906 San Francisco! This book should sell fast, so buy your copy now! Price: \$20.

FIFTY THINGS TO KNOW BEFORE YOU BATTLE THE ELDERLY GODS

Did you know that, when running after an Investigator, some minions of the Elderly Gods have been clocked moving as fast as 200 miles per hour? Did you know that Father Dorgong and Mother Hydrant can be banished from our dimension for 1,000 years if you cover them with creamed corn? Those are just some of the things you'll learn if you read this book! Best of all, the book will restore 2dx3 Insanity Points to any one who reads it! Price: \$25.

YUK: AN UNAUTHORIZED BIOGRAPHY

As cursed books go, this baby is a real mind roaster! However, if you can spare the 2dx5 Insanity Points that it will drain, you'll learn an awful lot about Yuk and his worshipers. Find out about his feud with Catchoolu, his shaky relationship with his worshipers (he tends to eat them) and his many failed attempts to create the *perfect* Slobboth! Please note that 10% of the profits from this book will go to the surviving members of the late author's family, assuming there are any (Yuk wasn't all that pleased with an *unauthorized* biography). Price: \$25.

ANCIENT ARTIFACTS AND OTHERWORLDLY ITEMS

Ace Industries urges its customers to use *extreme* caution when using, looking at, touching, standing near or even *thinking about* any of the items listed below. We cannot be held responsible for any loss of insanity, life, body parts, friends, entire civilizations or planets that may occur as a result of using these items. Have a nice day!

THE MASK OF MUKKYMUK

Although all of the Catchooloid Horrors are terrible to look at, Mukkymuk is by far the ugliest! Even other Catchooloids look at him and say, "Yow! He's *UGLY!*" In an attempt to keep the other Unspeakable Things from making fun of him, Mukkymuk created a mask that made him look absolutely handsome (by Catchooloid standards) when he wore it. However, Mukkymuk *lost* the mask

about 2,500 years ago and hasn't found it yet! He would be *very grateful* to the person who returned it – and *you* can be that person! Just buy the Mask, summon Mukkymuk and the rest will be easy! Price: \$25,000. (Note: Before summoning or dealing with Mukkymuk, you may want to read about him in the *Monsters R Us* section of this chapter. Also, remember that "very grateful" to a Catchooloid means that he



will eat your face quickly instead of slowly!)

THE EMERALD CROWN

This potent magical item was carved from a single emerald and is so old that the word "old" didn't even exist when it was carved! It looks sort of like a green crystalline party hat with arcane symbols on it. (that must have been *some* party!) Any character who puts the crown on will suffer no insanity loss while wearing it! No matter what they see, hear, read, taste, smell or touch, *it won't bother them!* Now *that's* a useful item to have! Buy it now, before one of your enemies does! Price: \$500,000.

(Note: Once in a while, (say, 50% of the time) the person wearing the Emerald Crown will not actually *avoid* insanity drains so much as *delay* them! This means that the Animator should keep track of all the insanity-shattering things that happen . . . and then, when the character finally removes the Crown, *roll all the dice needed to make up the total insanity drain!* This will mean that most characters will go instantly sane, which is truly a terrible fate! Remember, this doesn't happen *all* the time, just *half* the time.)

SCROLL OF PROTECTION FROM HOUNDS OF TIN BALLOONS

After completing the reading of this scroll, no Hound of Tin Balloons (see p. 81) can come within 13 feet. Price: \$500.

THE RINGS OF TSAGGYWAHAHA

It is a well known (but insanity draining) fact that the Unfunny One has been married 173 times (9 of those times he was married to Slapstikka). What is less well known (but still insanity draining) is the fact that each time he got married, he bought a new wedding ring for himself! At great risk of danger, Ace has gotten hold of *all* of these rings and is offering them for sale! Each ring will give you *complete* protection from Tsaggywahaha as well as *partial* protection from the ex-wife whose ring you own! All rings have been shrunken to a "one size fits all" size. Buy yours today! Price: \$30,000 each.

(Note: *Complete protection* means that Tsaggywahaha can't *physically* harm you. He can still bore you with bad jokes or drain insanity. *Partial protection* means that you only take half the normal *physical* damage from an ex-wife attack. Animators will have to create any ex-wives other than Slapstikka. They should all be really, really horrible looking and bad-tempered. (Wouldn't *you* be bad-tempered if *you'd* been married to Tsaggywahaha?)

OCTOPIAN MINDWARPER

During their most recent attempt to conquer Earth, the insidious Octopians used a weapon that warped the minds of anyone caught in its beam. What the Octopians hadn't considered is that *Toon* characters are *all warped anyway!* All the ray did was make them loonier than normal! Not so great for

a weapon, but excellent for shifting a game into Maximum Weirdness! The actual device looks like a silver and gold bazooka. It shoots a yellow and pink ray that gives everyone it hits the following Shticks and Skills, all at a Skill Level of 10! Price: \$300 (and we have hundreds in stock).

Shticks: Bag of Many Things, Incredible Luck (alternates between good and bad luck), *Uncontrollable* Change Shape (every time they get boggled) and Cosmic Shift.

Skills: Fast-Talk, Pass (but *not* Detect) Shoddy Goods, Set (but *not* Disarm) Traps, Fire Gun, Throw and Sneak. (Note: If the above looks to you like a ticket to Chaos City and *you think that's great*, you are definitely a world class toonster!)

THE ZAZZOOM SHOES

They look like orange cowboy boots with blue polka dots, but these incredible alien shoes possess strange powers! Any character who puts them on will instantly grow to a height of 60'! Next, the shoes will give him any Toon-Fu abilities he chooses while also adding 15 hit points to his total. Finally, the character will become convinced that he is a being called Zazzoon and must destroy any monsters he can find. The problem is, if he can't find any monsters he'll start attacking nearby cities! Of course, removing the shoes *will* reverse the process, but finding somebody to do it won't be easy! Price: \$25,000 per pair. (Note: On a die roll of 2 or 12, the Zazzoon Shoes will cause the wearer to *shrink* to 6" tall! All the other effects will happen as described above, but no monster is going to be very afraid of a 6" monster hunter.)

Q-VIAN VEGGIE GUN

Not only were those asparagus-headed Q-vians thwarted in their attempt to conquer the world (Blatant plug: see "Annoy All Monsters!" in *Toon Tales*), but they left behind a powerful weapon! One shot from the Veggie Gun will turn any living creature into an animated vegetable. Animators will be choosing the type of veggie randomly, so you could end up as an anthropomorphic artichoke or a sentient squash! The effects of the ray last 3d+3 turns and yes, you *can* be shot and changed from one veggie to another! Price: \$15,000.

MONSTERS R US

Ooooh, do we have some scary monsters for *you!* Some of them come from the Catchoolu Mythos, but many of them are straight out of late night cable TV! One of them is even a member of the legendary Schwemp family! (He's one of the few Non-Catchooloid monsters that drains insanity.) All monsters are guaranteed to be evil, hungry, insane, radioactive, intent on stealing our women, undead or some combination of the above. Have fun destroying them, or if that isn't possible, *running* from them!

GIANT AUNTS

If you think Squidzilla, King Krabby and Clamera were scary, just wait until you see Aunt Zelda, Aunt Mildred and Aunt Eudora! Cheek pinches that can flatten your whole head! Knitted sweaters that can engulf an entire city block! *The overpowering aroma of cheap floral perfume!* These are just a few of the horrors that these enormous old ladies are capable of! The army can't stop them! The air force is helpless! Heck, even the Giant Uncles can't do anything to slow them down! This is truly the ultimate in monstrous mayhem! Sold only in sets of three. Price: \$50,000 per set.

THE WALKING FALLEN DOWN

What happens when a character loses all his hit points, but *doesn't Fall Down*? They become one of the Walking Fallen down, that's what! These ghoulish creatures slowly shamle around in search of living characters to eat. They're pretty slow, but don't stumble or you'll become Today's Special! If you get bitten by one (but not eaten up), you'll soon become one of them! Oh, the horror of it all! (pretty dramatic, huh?) On the plus side, they make excellent security

guards for a mad scientist's secret lab. And since you don't have to feed or pay them, they're economical, too! So don't delay, be the first lunatic on your block to own one or more of these cannibalistic cutups! Price: \$500. (Note: Since they have no hit points, you can't make The Walking Fallen Down fall down! In fact, the only way to stop them is to Maximum Boggle them. This isn't easy, since it takes a Maximum Boggle roll of 5 or less to do the job! Once they've been boggled, they will turn back into normal characters.)

HOUNDS OF TIN BALLOONS

Heck Hounds not nasty enough? No problem! Ace has found some new nasties that we're *more* than happy to summon up for you. Created by an Evil Force From the Other Side, these hounds are bulbous, with metallic skin. They can float in the air at a Speed 3, or Teleport (Shtick level 7) to or from any place with an edge (the corner of a room, the fold of a wallet, or even a doorjamb!) The sight of one or more Hounds causes a loss of 1d-1 sanity points. They attack by jumping up onto the victim's face(s), an act which Boggles on a 6 or less. If suc-



THE PAINFUL TALE OF COSMO CAT

PART 3

After using Incredible Speed and a Bag of Many Home Repair Items, Cosmo has his master's kitchen looking as good as new. After a short nap, Cosmo is ready to catch Mack The Mouse and show him who the boss is around here! Quickly placing an order to Ace, Cosmo begins to build what he hopes will be the mother of all mouse-traps.

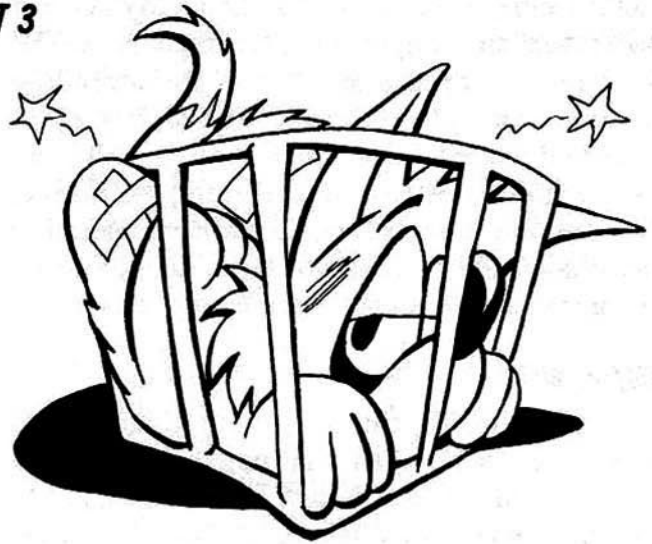
Not wanting to risk trashing another room, our hero decides to build *this* trap outside. Soon, the backyard is filled with the sound of Cosmo working. Of course, there are a few *minor* mishaps, such as when Cosmo glues his hand to a board, or allows an electric sander to run amok on his leg, or gets electrocuted while unplugging the sander, but all great inventions require *some* sacrifice! Don't they?

Finally, Cosmo steps back (into a bucket of paint) to admire the finished product. The trap looks like an amusement park ride from hell. First, there is a skateboard that has been equipped with a jet engine and set onto tracks. A seat with 14 locking seatbelts has also been installed on the skateboard. Down the track (which loops and crisscrosses the whole backyard) are six mechanical arms with boxing gloves instead of hands. Past them is a shower head that is spraying out glue instead of water.

The next section of track has several boxes of itching powder, sneezing powder and rotten eggs stacked right in the skateboard's path. After that comes a lightning rod, a weed whacker and a brick wall. On the other side of the brick wall is a trampoline. Finally, a small cage has been placed about 20 feet away from the trampoline. "Yes indeed," thinks Cosmo, "another monument to my creative genius!"

Now Cosmo places a sign next to the trap. It reads "Cozmic Race Car Ride! Mice ride for free!" Cosmo quickly dons a carnival barker's outfit and awaits Mack's arrival. Sure enough, the rascally rodent walks up a few seconds later and asks for a free ride.

"Why, certainly, my little fellow!", says Cosmo in his best W.C. Fields imitation. "Just sit down right here and put on the seatbelts!"



Mack sits down and tries several times to buckle the belts, but can't seem to get the hang of it. "Gee, mister, I can't figure these out! Can't you show me how it's done?"

"Why of course I can!" replies the flea-brained feline, "It's quite simple." With that, Cosmo sits down in the seat and quickly buckles all twelve belts. "See? Nothing to it!"

About then, Cosmo notices that Mack is standing at the control panel with his finger on the "ON" button. The cat's eyes expand to the size of dinner plates, his tongue turns blue and stretches 3 feet out of his mouth, and he emits a sound that is part scream and part klaxon horn. Before he can do or say anything else, Mack presses the button and Cosmo's ride of terror begins!

Whappity, Whappity! The boxing gloves pummel him! *Splooosh!* The glue shower sprays him! *Fwoosh! Fwisch! Spltatatat!* Cosmo is covered in itching powder, sneezing powder and rotten eggs! *Whack! Zzzap!* The lightning rod gets stuck to Cosmo and he gets zapped by a bolt from the blue! *Whirrrrr!* The weed whacker gives Cosmo the closest shave of his life! *Wham! Crash!* Cosmo and the skateboard crash through the brick wall! *Boiiiiinnnnnggg!* The now tenderized tabby is bounced 100 feet into the air! *Wham! Slam! Click!* Cosmo lands in the cage (which is way too small for him) and the cage door closes and locks. A minute later, using his tail to push the cage along, Cosmo heads toward the house in search of a lock-pick and some pain pills.

cessful, they bound away, causing the victim to fall over (*not* Fall Down). The fall does 1d of Falling Over While Boggled By Demonic Canine Damage. They will attack repeatedly until the victim *does* Fall Down. Rumors abound of a giant black dog, Mother Hound, the Iron Dirigible. She is rumored to have an entrancing song, but our R & C Team hasn't been able to confirm this. Price: \$500.

DISEMBODIED BRAINS

Very few things will scare someone as badly as a throbbing brain floating in a tank of chemicals! Well, ok, maybe a throbbing brain floating around *outside* a tank of chemicals is scarier. Regardless, when confronted with disembodied brain, almost anyone will leap right out of their skins! (Which is, in itself, a darned scary thing to see!) Ace has a fine collection of disembodied brains, and all of them are set up in state-of-the-art life support tanks. We've got big brains, little brains, mad scientist brains, alien brains and maybe even the brains of game company editors! (Which are, of course, hardly used.) In addition, all of our brains have the Mind Control shtick at a skill level of 7 or better and a Range of 1 mile! Set one up in the basement of your high school and watch the fun as your fellow students (and many of the teachers) become mindless slaves to the evil gray matter! Order now and get two free eyes so your brain can see! Price: \$2,500.

ATOMIC FREAKS

Sometimes radiation creates enormous monsters that eat large cities and terrorize the whole world! Other times, it creates really hideous mansized creatures that eat small villages and terrorize the local folks! For the first time, Ace has these Atomic Freaks for sale! Each Freak is guaranteed to be mean, smelly, horribly scarred by radiation, very tough and highly radioactive. As a bonus, no two Atomic Freaks look exactly alike! So, if you need just a few Atomic Freaks or a whole Freak army, Ace can fill the bill! Price: \$3,000.

THE AMAZING COLOSSAL JANITOR

Once, he was plain old Gus Schwemp, a hard working and not too bright janitor. (Being "not too bright" puts Gus in the genius category as far as Schwemps are concerned.) Now, after falling into a vat of growth hormones mixed with household cleaner and just a touch of plutonium, he's the *Amazing Colossal Janitor*! Oh sure, he's still not too bright and he's pretty lazy, but he's also *80' tall and always hungry!* Just think of the terror he'll inspire when he walks into a town and says "Uh, ya got anything to eat around here?" just before he chows down on the local burger joint or pizza parlor! Like all members of the Schwemp family, Gus has Cosmic Shift and Incredible Luck at a *minimum* skill level of 8. Other Mutant Schwemps available are: Lou (The Amazing Colossal Gardener), Ernie (The Amazing Colossal Security Guard), Al (The Amazing Colossal Gas Station Attendant), Sam (The Amazing Colossal Garbage Man) and Pete (The Amazing Colossal Chicken Farmer). Price: \$10,000 per Schwemp.



SWINEOSAURS

As seen in the hit movie *Jurassic Pork!* Ace is very proud to announce its all-new line of swineosaurs, creatures that haven't walked the Earth in 65 million years, give or take a year. Now you can create your own incredibly dangerous theme park in practically no time! We have all the popular swineosaur species, from Tyrannosausagus Rex and Baconosaurus to Stegosowus and Triceraporkchops. We grow them in our clone vats and send them to you along with complete care and feeding instructions. Prehistoric creatures are always popular, so get yours today while the supply lasts! Price: \$25,000 each or \$250,000 per dozen. That's like getting two for free!

(Note: Ace recommends that you get your swineosaurs spayed or neutered, if you can find a veterinarian brave (or foolish) enough to do it. Failure to do this might lead to more swineosaurs than you can safely control. Of course, since even *one* is probably more than you can handle, this is pretty much a waste of words.)

EYEBALL MEN FROM VENUS

An Ace exclusive! In our quest to bring you the latest in Alien Threats, Ace has discovered *The Eyeball Men From Venus!* (OOOOoooooEEEEEEEE OOOooooo!) These are also some of the strangest looking Aliens we've ever offered! (Even stranger than the Ear Men From Saturn that we sold last year!) Basically, they look like humans who have a huge eyeball instead of a head! YOW! The Eyeball Men hate all other sentient lifeforms and will soon be ready to attack Earth in their huge spaceships (which look like enormous pairs of sunglasses). Now is your chance to be in control when they do! (Admit it, you've always wanted to be an Evil Alien Mastermind, haven't you?) Sold in groups of 10 only. Spaceships available for an extra charge. Price: \$10,000 per group. For spaceships, add \$100,000.



SPACE AMAZONS

Most Alien Invaders who come to Earth want to steal our women, but the Space Amazons want to steal our *men!* These big blonde space babes travel from planet to planet in search of good-looking guys, who then become their mindless love slaves. (Which, when you think about it, is a heckuva lot better than getting zapped by a Eyeball Man From Venus.) Space Amazons are very strong and very tough. They stand about 7 feet tall and look like female wrestlers in silver miniskirts. Their weapon of choice is a raygun that does 3d+2 of Big Time Zap Damage to females and reduces a male's Resist Fast-Talk score to 2. Once a male has been zapped, he'll do whatever the Space Amazons say. Space Amazons are sold in groups of 6. Price: \$30,000 per group.

A WORD FROM ACE ON CATCHOOLOID CREATURES

On the advice of our attorneys (Dewey, Cheatham and Howe), Ace does not sell Catchooloid Creatures. We do, however, have all the latest information on newly discovered Slurping Horrors, Pretty Great Old Ones and Unspeakable Things. We advise

all of our customers to read the following information *very carefully* in order to avoid great bodily harm or, if you aren't so lucky, a screaming descent into the twisted and horrific maelstrom of mundane sanity from which you have almost no hope of escaping. (that is, until somebody finds a cure)

SLAPSTIKKA (SHE WHO KONKS)

The Queen of the Pretty Great Old Ones is Catchoolu's wife, Slapstikka. She is incredibly powerful and has a bad temper (even *Catchoolu* tries not to get her mad). Physically, Slapstikka looks like a 75-foot-tall humanoid chipmunk with huge, pupilless red eyes and long arms that end in huge flat paddles. Oh yeah, she also has a mouthful of sharp teeth and a 30-foot-long tentacle instead of a tail! Seeing her drains 1dx6 insanity points the first time and 1 point each time after that. Getting *konked* by Slapstikka does 4d Really Big Konk Damage and has a 50 percent chance of boggling the victim. Slapstikka is invulnerable to everything except magic and a rare flower that is only found growing on the north slope of Mount Burbank, a mountain in the Peruvian Andes. One whiff of that flower and Slapstikka will leave our dimension for 999 years. It is rumored that Yuk hates Slapstikka even *more* than he hates Catchoolu. This is because Slapstikka used to be *Yuk's girlfriend*, until she was lured away by the suave, debonair Catchoolu. Slapstikka, in turn, hates both Yuk *and* Tsaggywahaha. She has been married to Tsaggywahaha 9 times in the past and each divorce was messier than the one before.

THE BUTTER OUT OF SPACE

This malevolent dairy product is *definitely* one of the strangest creatures in the Catchoolu Mythos! Most of the time it looks like 3 tons of not quite melted butter, but it *can* form itself into a huge cube of frozen butter if it needs to. Seeing it will cost you 4d insanity points. The Butter Out Of Space doesn't seem to have any real intelligence and will attack anything that comes near it, *including other Catchooloids!* Its only attack is a tidal wave of butter that does 4d+2 of Hot Buttered Damage. This creature avoids extreme cold or extreme heat, the two things that can really damage it. The Butter Out Of Space can be slowed to a Speed of 2 by dumping several thousand cubic yards of popcorn in its path, but it won't be stopped. Magic, science and boggling have no effect on it. Maximum Boggling it only causes it to vanish for 2dx5 years.

WALTER (HE WHO GETS LAUGHED AT)

Many families have a black sheep in them, or at least a nerd who embarrasses everybody else. Amazingly enough, even the *Elderly Gods* have a relative who just doesn't fit in! His name is Walter and he looks just like a normal human who happens to be 40 feet tall. Seeing him causes no loss of insanity and he won't try to hurt you. In fact, Walter is a heck of a nice guy! Walter doesn't like any of the other Elderly Gods, Pretty Great Old Ones or Unspeakable Things. This is because they have teased him and beat him up all of his life. It doesn't take much to convince Walter to help a group of Investigators stop a Cult or a Catchooloid. If he decides to fight another Catchooloid, Walter can do 2dx3 of Whacked On The Head Damage, but he may chicken out if the Catchooloid is really powerful. Walter can also Maximum Boggle most Lesser Foul Terrors From Beyond on a roll of 8 or less. To do this, he just says "I'm not afraid of you, you slimebucket!" Since none of them have ever seen Walter act tough, it Maximum Boggles them! Then it's Walter's turn to kick some tentacle!



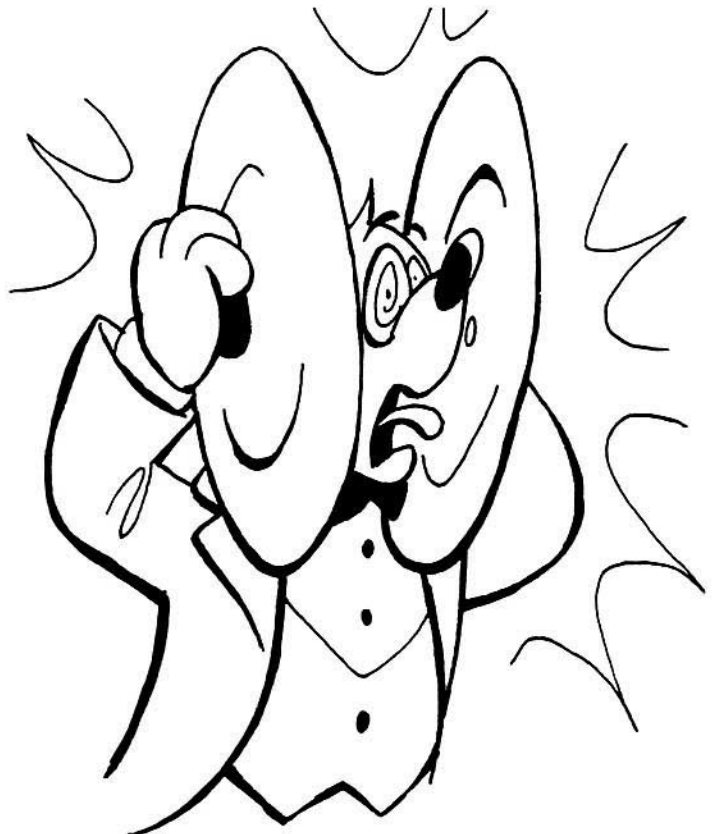
TOP 25 ALL NEW BOGGLE EFFECTS

- 1 Face melts off
- 2 Ears grow to huge size and begin flapping
- 3 Head unscrews and goes spinning off into space
- 4 Head unscrews, little blue men crawl out of neck
- 5 Body rapidly inflates until it explodes
- 6 Split into identical twins and start fighting
- 7 Shrink to tiny size and scream
- 8 Turn inside out and run away
- 9 Fall on the ground and flop around like a fish
- 10 Arms and legs tie into knots, head pops off
- 11 Grab tongue and pull it out until there is a large pile of tongue on the ground
- 12 Begin tapdancing
- 13 Turn into a living slice of Swiss cheese
- 14 High pressure water shoots out ears, nose and mouth
- 15 Act like an ape (unless you *are* an ape, in which case you'll act like a chicken)
- 16 Pull off head and dribble it like a basketball
- 17 Head turns into computer monitor that reads "Input Error"
- 18 Turn into smoke and blow away in the wind
- 19 Act like a deranged duck (if you *are* a deranged duck, see 15 above)
- 20 Hair falls out and bald head lights up
- 21 Eyes fly out and orbit head like satellites
- 22 Body splits in two and top half chases bottom half around
- 23 Pull large mallet out of back pocket and pound self into the ground
- 24 Slam head between cymbals repeatedly
- 25 Start crying a river and then row away in a small boat

MUKKYMUK (THE UGLINESS FROM BEYOND)

If ugliness has a name, then that name must be Mukkymuk! How ugly is he? We're glad you asked! He's so ugly, he could make a freight train take a dirt road! He's so ugly, he has to sneak up on a glass of water to get a drink! He's so ugly, ugly people ask him to hang out with them so they'll look better! You get the idea. Besides being ugly, (really, *really* ugly) Mukkymuk is also 70 feet tall and covered with scales. He has three arms that end with big clawed hands and big ugly three-toed feet. Have we mentioned that he's so ugly that if you call him "ugly," he'll take it as a compliment? (After which he'll eat you, of course.)

For the last 2,500 years, Mukkymuk has been looking for his mask (see *The Mask Of Mukkymuk*, above) and will probably not kill you too slowly if you find it for him. If you try to hide it from him, things could get very ugly (although not as ugly as Mukkymuk). Anyone who casts a Summon Mukkymuk spell is in for a big surprise (a big, unbelievably ugly surprise), because being Summoned really ticks Mukkymuk off. Since he can only be Controlled on a spell roll of 4 or less, this means that the summoner had better be a fast runner or have Mukkymuk's mask! Once Mukkymuk has his mask, he will leave the Earth for at least 3,000 years (unless he loses it again).



SUPER-TECH

CHAPTER FIVE



You guessed it . . . this chapter is all about stuff for *Supertoons* adventuring! First, we've got a lot of dangerous, expensive SuperGadgets for you to buy. Then we've got Capsule Descriptions of New Superheroes and Supervillains for you to try them out on!

SUPERGADGETS FOR HEROES AND VILLAINS

Faster than a speeding pie . . . that's how fast Ace Industries can deliver any item in this chapter! We have tons of new gadgets for both heroes *and* villains, all backed by our usual guarantee. Don't give your opponent the advantage, stock up on SuperGadgets from Ace!

ANTI-HYPNOTISM GOGGLES

Are you *sick* of being hypnotized into doing things you don't want to do? Then these goggles are just the thing for you. While wearing these Anti-Hypnotism Goggles you are completely immune to the effects of hypnotism from any source. They also increase the probability of hypnotism backfire for the person trying to hypnotize you to a roll of *10* or better. These goggles also increase your Resist Fast-Talk skill by 2. Price: \$500.

AUTOPROGRAMMING LIVING METAL REPLICANT

Hey, Villains! If *you* are searching for the perfect weapon to clean some Superhero's clock, look no further! Our Autoprogramming Living Metal Replicants can shapechange to look like anything (including the superhero in question), are incredibly strong and fast, are very hard to boggle, will follow your orders to the letter and are almost indestructible! Sic one of these babies on your favorite superchump and he'll be too busy running to worry about *you!* Another fine product from Cyberdyne Robotics. Price: \$100,000.

(Note: An ALMR has Change Shape at a skill level of 9 or better. When shapeshifting, they turn into a silvery liquid resembling mercury for a few moments between shapes. ALMRs have Incredible Strength and Incredible Speed at 10 or better. They have Toughness vs. Mental, Physical and Boggle Attacks. Magic affects them normally. All ALMRs have 50 hit points. Once given an order by its master, an ALMR will do whatever it takes to succeed. However, once the order has been carried out, the ALMR will start thinking for itself. Generally speaking, its first thought is to go pulverize its former master. After that, the ALMR will do whatever the Animator can think up.)



THE BOUNCING BALLS OF DESTRUCTION

Beat superheroes to a pulp with rubber balls? Impossible, you say! *Very Possible*, we say! Our brand new Bouncing Balls of Destruction will KO all but the toughest supers. Made of a secret blend of rubber, steel and nanotech computers (nanotech means incredibly tiny), these slamming spheroids will lock onto the nearest superpowered being or beings and attack them until they Fall Down! If the supers run, the balls will just follow them and attack them when they stop! So get your own "foul balls" today from Ace, the Home of Creative Carnage! Sold in boxes of 12, with each ball a different color. Price: \$5,000 per box. (Note: Each ball does 1d+2 of Slammed By A Killer Ball Damage every time it hits. Only three successful Incredible Speed rolls in a row will allow a victim to escape. Each ball has 25 hit points. A successful Weird Science roll will let a character figure out a way to gain control of the balls. How long he *keeps* control is up to that rascally old Animator.)

COBALT 600 SUPER BATTERY

Just insert these newly developed batteries into any device and double the power of the device. These batteries never lose their charge. *Caution:* do not drop these batteries in fire or any other substance that is over 500 degrees or they will explode doing 2dx50 of Cobaltcadmium Explosive Device Damage to

TOP 25 SUPERPOWERS AND HOW THEY CAN GO HAYWIRE

- 1 *Absorption* won't shut off and no electrical devices in the area will work. Affected character eventually shorts out and Falls Down.
- 2 *Animal Control* lets the animal control you!
- 3 *Animate* keeps animating more and more inanimate things, none of which will obey you!
- 4 *Body of . . .* keeps changing at random to different substances. None of them are what you need.
- 5 *Catfall* causes 2d+4 angry alley cats to fall on you!
- 6 *Chameleon* power makes your tongue long and sticky, causes your eyes to bug out and makes you eat insects.
- 7 *Clinging* gives you the worst case of static cling in history! Even things like bricks and anvils will cling to you.
- 8 *Density Control* misfires and you go back and forth between superdense and insubstantial!
- 9 *Duplication* creates dozens and dozens of you, all of whom insist that they are the original.
- 10 *Energy Blast* won't shut off. Fires from both hands, both feet, your nose and your mouth.
- 11 *Force Wall* keeps appearing at random and, since it's invisible, you keep running into it.
- 12 *Growth* activates only when you go into a room with a low ceiling!
- 13 *Illusion* works incredibly well, but *you're the only one affected!*
- 14 *Instant Change* goes off at the worst possible times, leaving you in either your costume or secret identity clothes.
- 15 *Link* will cause one or more of *your* powers to be linked to one or more of *somebody else's* powers!
- 16 *Maximum Boggle* will boggle every living thing within 100 feet of you (including you), but won't have any effect on your intended target.
- 17 *Multiple Forms* will have you changing back and forth between forms. You can't control it, so don't even try.
- 18 *Plant Growth* will either shift into overdrive or work in reverse, which won't make you very popular with gardeners.
- 19 *Speak Underwater* causes you to have to stick your head into a bucket of water every time you want to talk!
- 20 *Superleap* now works 20 times better than before, *if* you survive the first leap.
- 21 *Telekinesis* becomes very powerful and totally (and *dangerously*) uncontrollable! (Actually, the Animator will control it. Which is even worse!)
- 22 *Telescopic Vision* becomes "Always On" and causes everything to look a lot closer than it really is!
- 23 *Toughness* turns into *Wimpiness* and just about anything can hurt you.
- 24 *Vibrate* works normally, but you can't turn it off. It's great for making milkshakes, though!
- 25 *X-Ray Vision* won't shut off and zaps everything you look at with 2d+2 of Cartoonish Radiation Damage! Plus, you get slapped a lot.

everything within 1 mile. Batteries must be used daily or they will begin to leak radiation. If batteries leak there is a 1% chance per day (since their last use) of a random mutation to anyone who stays within 100 feet of the batteries for more than 5 turns. Available in all common and uncommon battery sizes. Price: \$750 per 2 pack.

LUCKY PENNY

Have you ever wondered how superheroes and supervillains always manage to escape from death-traps or prison, survive explosions, walk away from flaming reentries into the planet's atmosphere and generally come back from the dead time after time? Well, Ace knows! *It's because they carry a Lucky*

TOP 25 UTTERLY GOOFY THINGS THAT A SUPERTOON CHARACTER MIGHT BE VULNERABLE TO

(choose one or two per character)
(or more, if it would be funny)

- 1 Doorknobs (especially *antique glass* doorknobs)
- 2 Teddy Bears
- 3 Serious Roleplaying Games (specify genre)
- 4 Hercules Movies
- 5 Shiny New Pennies
- 6 Bad French Accents
- 7 Burnt Toast
- 8 5¼ Inch Floppy Disks
- 9 White Mice (but not mice of other colors)
- 10 Pineapple Pies
- 11 Snake Sweat
- 12 Tabloid Newspaper Stories About Elvis
- 13 Small Round Paisley Things That Go Poing, Splork, Fwizz or Ka-Chunk
- 14 8-Track Tapes
- 15 Pet Rocks
- 16 Penguin Mating Calls
- 17 Vegetarian Sandwiches
- 18 Red Cowboy Hats
- 19 Butterscotch Pudding
- 20 Turtles
- 21 Schwemps
- 22 Movie Critics (triple damage if they work as a team)
- 23 Copies of the *Toon Ace Catalog*
- 24 Spiderwebs
- 25 Dinosaurs



Penny with them! That's right, a *Lucky Penny!* And now, for the first time anywhere, you can buy these same Lucky Pennies! Rigorously tested in our labs, these Lucky Pennies are guaranteed to bring you incredible luck when things look really bad! Now you can laugh in the face of mortal danger just like those famous supers in the comics! Limited quantities available, so act now! Price: \$25,000.

(Note: Lucky Pennies give their owners Incredibly Good Luck on a roll of 9 or less, but only when they are trapped, jailed or in imminent danger of Falling Down in a dramatic manner. (Nuclear explosion, earthquake, volcano eruption, shoved out a spaceship airlock, etc.) Animators should be aware that at *other* times, Lucky Pennies give their owners Incredibly Bad Luck on a *secret* roll of 6 or less. Don't tell the character *or* the player what's causing their bad luck.)

ENDLESSLY REPEATING PORTABLE HOLE TRAP

If you want to make a clean getaway from the law, here's the trap for you! It consists of two large (10' wide) portable holes. Simply place one on the floor of a dark corridor and the other on the wall right next to it. Anyone who falls into the hole on the floor will, after one turn of falling through darkness, come out of the hole on the wall. Naturally, *they fall right back into the hole on the floor!* This will go on and on until the victim is rescued or can think of a way out. For even *more fun*, order *two* traps! Put the second pair of holes on the opposite wall and the ceiling for *real* random falling madness! Just be sure not to step into your own trap! Price: \$10,000 per trap.

(Note: Characters will need to make a See/Hear/Smell roll to notice the trap. In bright light, they get a +4 to their roll, but in darkness they get a -4. Any character caught in the trap will only be able to attempt to escape every other turn (as they come out of a hole). If two traps have been used, the Animator should decide which one the victim (or victims) comes out of every other turn. They might emerge from the same one they fell into last time!)

IQ-REDUCING COLOGNE OR PERFUME

At last, the answer to one of the greatest mysteries of the superhero genre: *How come nobody recognizes a super in his secret identity/super identity, even though all he or she does is put on a pair of glasses or a dinky little mask?* Come on, lots of you

wear glasses! If you take 'em off, do your friends suddenly not recognize you? Will big, bucktoothed, red haired, freckled Mr. Fnordowski the Shop Teacher suddenly be unrecognizable if he puts on tights and a little mask? *Of course not!* So how do all those supers pull it off? *With IQ Reducing Cologne or Perfume, that's how!* Just splash some on when you switch identities and everyone around you will suddenly have *ZERO Smarts* when it comes to recognizing you! Amazing, ain't it? Available in a variety of scents. Price: \$100 per gallon.

GAS IMPERVIOUS SUIT

Ace has developed a new suit that is totally impervious to all forms of gas. This suit will allow you to ignore those pesky clouds of deadly substances that supervillains (or even sometimes *superheroes*) throw in your way. This suit is also watertight, so you can now travel underwater or through other liquids without trouble. Due to the nature of this suit, you must have a source of oxygen (or whatever else it is you breathe) within the suit. Just send us a picture of your supersuit along with appropriate measurements and we will tailor the suit to your special identity. Price: \$5,500 without breathing apparatus, \$7,500 if equipped with oxygen breathing system.

GOON REPLICATOR

This is where supervillains get their endless supply of thugs, goons, musclemen, crooks, servants, slaves and bootlicking lackies. Just insert a few thugs (it can hold up to 6) and press the *blue* button. That scans the original thugs and allows you to make unlimited copies every time the *red* button is pressed! You can't get much simpler than that! Not recommended for use on superheroes, villains or anyone who isn't a goon. Price: \$30,000. (Note: We haven't got the

slightest idea what will happen if the buttons are pressed in the wrong order, but it should be something horrible, dangerous and hilarious.)

CUSTOM POWER ARMOR

Are you one of the many heroes or villains who either have no superpowers or wimpy superpowers? Tired of having those musclebound supers kick you around? Then get a suit of Custom Power Armor and fight back! Our new armor gives you Incredible Strength, Toughness vs. Physical Attacks, Toughness vs. Energy Attacks and any two additional superpowers you want. It's custom fitted for your comfort and contains both heating and cooling units so you can wear it year round. Best of all, we can make it in any style and combination of colors you choose! Another exclusive from your friends at Ace! Price: \$50,000 per suit.



EXPLODING ROBOTIC BABY DUCKS

Beyond a shadow of a doubt the most fiendish gadget we've ever seen! Once released, these lifelike little robots will lock onto the target and walk to within inches of it before they explode. Each explosion does 4d+1 of Exploding Robot Duckling Damage. The great thing about these walking bombs

TOP 25 UNEXPECTED THINGS A TOON CHARACTER COULD FIND IN HIS BACK POCKET

- 1 2d+1 Live Snakes
- 2 7,261 Feet of Rope (takes 4 turns to pull it all out)
- 3 A Hand Grenade with the Pin Pulled (explodes in 2 turns)
- 4 3 Pounds of Melted Bubblegum
- 5 1d+1 Tarantulas
- 6 A Mousetrap (snaps shut on their fingers for 1d of Unexpected Mousetrap Damage)
- 7 A Bill From Ace Industries for 3d × \$10,000!
- 8 The Animator (and you can bet he won't be happy)
- 9 2d Hot Coals (NOT TO BE TAKEN INTERNALLY!)
- 10 A Cream Pie (any flavor)
- 11 A Large, Very Annoyed Wild Animal (Animator's choice)
- 12 Another Character (not necessarily from *this* game)
- 13 A Big Slimy Tentacle (tries to pull him into his own pocket)
- 14 A Lit Stick of Dynamite
- 15 A Robot Named "Speedy Sid"
- 16 A 2-Gallon Bottle of Glue (50% chance that the top has come off)
- 17 A Bottle of Vanishing Cream
- 18 2 Mexican Jumping Beans
- 19 A Jar of Low-Fat Mayonnaise
- 20 A 10-Pound Bag of Flour
- 21 An Antique Saltshaker (full of antique salt)
- 22 Mighty Catchoolu (Aaarrrrgghh!)
- 23 A Glow-in-the-Dark Cowboy Hat (possibly attached to a Glow In The Dark Cowboy)
- 24 224 Assorted Bandannas (takes 4 turns to pull them all out)
- 25 3d+3 Little Green Men (And Women) from Mars



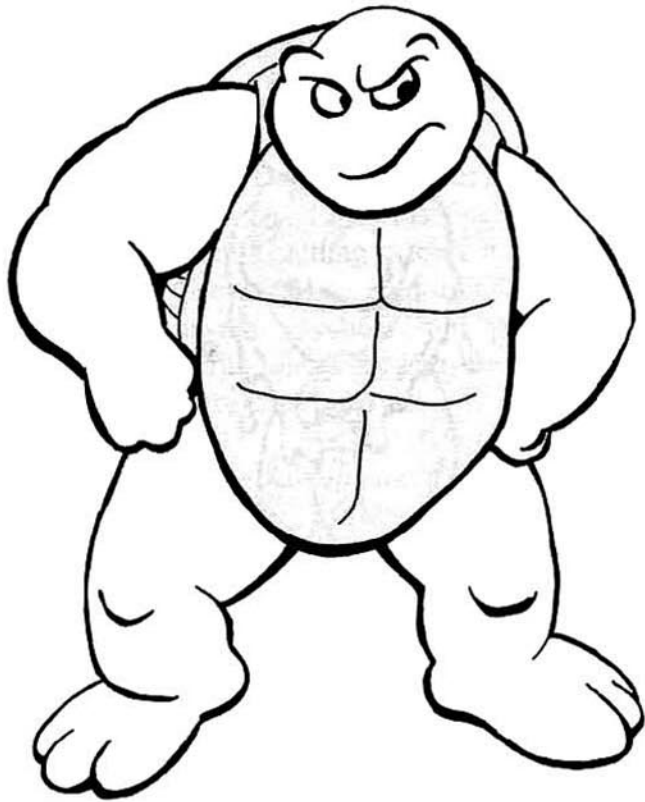
is that *no* kind-hearted hero can bring himself to destroy them! *They're just too cute!* If a hero does smash a few, the public will be outraged and his career will be over! ("UltraPig Massacres Baby Ducks! Film At Eleven!") Yessir, these fuzzy yellow bundles of plastic explosives are a supervillain's dream come true! Sold in 12-packs. Price: \$2,000 per pack.

TEMPORARY SECRET HIDEOUTS

Does your hideout/secret fortress/inner sanctum get trashed on a regular basis by your enemies? Are you tired of having to work out of a motel room while repairs are being made on your headquarters? If the answer to these questions is *yes*, then you need one of our Temporary Secret Hideouts! They're easy to assemble (Set Traps roll at +2), and are designed to look like abandoned houses, small hills, mothballed battleships or any of a dozen ordinary structures. All our Temporary Secret Hideouts are equipped with a small power source and built-in wiring and plumbing. Just move your equipment in and relax! Please specify what you want the Temporary Secret Hideout to look like. Price: \$40,000. (Note: If a user fails a Smarts roll, they might set up the Temporary Secret Hideout in a totally inappropriate place. If that happens, someone just might notice it. "Gee, Dave, was there a mothballed battleship in that field yesterday?")

CAPSULE DESCRIPTIONS OF NEW SUPERHEROES AND SUPERVILLAINS

The following descriptions cover the character's name, secret identity, origin, powers, vulnerability and a brief description. We're leaving it up to you to figure out their Beliefs & Goals, Natural Enemies, attribute, skill and shtick scores. Naturally, you can alter any of the following characters in any way you like. But if *they* don't like it, don't blame *us* . . .



TURTLE MAN

Secret Identity: Joe Hardshell

Origin: Bitten by a radioactive turtle.

Powers: Instant Change into a humanoid turtle, Incredible Strength, Amphibious, Toughness vs Physical, Animal Control (turtles only)

Vulnerability: Cooked rutabagas

Description: As Joe Hardshell, he looks like a big, tough human construction worker. As Turtle Man, he is still big, but has green skin and a shell. Turtle Man has a humanoid turtle's face and a short tail. He only has three toes on each foot.

THE BEFUDDLER

Secret Identity:
Myron Squidge

Origin: Was bogged by an Alien Invader from Pluto

Powers: Confuse, Illusion and Superleap

Vulnerability: 70's Disco Music

Description: Myron Squidge is a 4-½-foot-tall humanoid cat. He

wears very thick glasses and looks pretty wimpy. His Befuddler costume consists of a set of white tights, white boots, a white cape and a white motorcycle helmet with a reflective plastic bubble that covers his face. His entire costume is covered with neon purple polka dots of varying sizes.



MS. MUSCLE

Secret Identity: Betty Benchpress

Origin: Born with her powers.

Powers: Incredible Strength, Invulnerability vs Physical Attacks, Toughness vs Energy Attacks

Vulnerability: Dirty Motor Oil

Description: Betty Benchpress is a 7-foot-tall zebra with long black and white striped hair. As Ms. Muscle, she wears a red one-piece bathing suit, a red domino mask and red athletic shoes.





CAPTAIN RANDOM

Secret Identity: Rex Lexington

Origin: Was trapped for three days in a radioactive bingo parlor.

Powers: Any superpower from the *Tooniversal Tour Guide*, but he never knows which one he'll have until he tries using it.

Vulnerability: Mirrors or Hardboiled Eggs

Description: Rex is a humanoid aardvark (stop laughing!) He is 5 feet tall and has short dark hair. In his Captain Random guise, Rex wears a sky blue business suit (with red tie), black shoes, a sky blue hat and a red mask.



STICKYMAN

Secret Identity: Charlie Snrznofski

Origin: Drank milk after the expiration date.

Powers: Body of Tar, Matter Blast (tar balls), Clinging, Stretching

Vulnerability: Taco Sauce (double damage for *Extra Hot Taco Sauce*)

Description: As Stickyman, Charlie looks like a 6-foot-tall humanoid blob of tar. He doesn't wear a costume because he'd go broke paying cleaning bills. As Charlie Snrznofski he is a middle-aged humanoid pig with thinning brown hair and a mustache. He normally wears brown suits.



WATER WOMAN

Secret Identity: Penny McPond

Origin: Got soaked with mutagenic water.

Powers: Instant Change to Body of Water, Matter Blast (high pressure water stream), Invulnerability to Physical Attacks (water form only), Area Affect Matter Blast (tidal wave)

Vulnerability: Sponges

Description: Water Woman is a humanoid shaped water being. Penny McPond is a 5-foot-tall, red-headed human housewife and mother. She probably dresses a lot like *your* mom.



THE POLITICIAN

Secret Identity: Henry Porkbarrel

Origin: Read *The Congressional Record* from cover to cover while bathing in toxic waste.

Powers: Energy Blast (hot air), Drain (drains Smarts from anyone who hears him speak), Multiple Forms (one liberal, one conservative and one middle of the road), Extra Hit Points

Vulnerability: Investigative Reporters or Paintings of the Founding Fathers

Description: Henry Porkbarrel is a fat 6-foot-tall bulldog. He wears gray suits with black ties. The Politician dresses exactly the same, but puts on a mask that covers his whole head. The mask closely resembles whatever former (or existing) politician the Animator thinks it should.



SUBZERO SUE

Secret Identity: Susan Snow

Origin: Ate 3½ gallons of alien ice cream in 20 minutes.

Powers: Flying, Energy Blast (intense cold), Matter Blast (snowballs), Instant Change to Body of Ice

Vulnerability: Hot Water Bottles or Electric Blankets

Description: Subzero Sue looks like a 4-foot-tall woman carved from ice. She wears a black bikini. Susan Snow has blonde hair, blue eyes and wears dresses. She is a humanoid squirrel.



STRETCHO

Secret Identity: Rodney Reptilosi

Origin: Played poker with a strange, godlike alien and won superpowers.

Powers: Stretching, Gliding, Toughness vs Physical Attacks, Change Shape, Bouncing

Vulnerability: TV Game Shows

Description: Rodney is a humanoid lizard. He doesn't have any hair. He stands 5½ feet tall, not counting his long tail. He wears jeans and western shirts. As Stretcho, he wears a pair of green gym shorts and a small green mask.



CANDYDUDE

Secret Identity: Benny Goodbar

Origin: Was given his powers during an experiment conducted by Doctor Gloom. (*Tooniversal Tour Guide*, p. 158)

Powers: Incredible Speed, Matter Blast (chocolate), Matter Blast (chewy nougat), Bind (red or black licorice whips), Alter Matter (into different kinds of candy), Mental Screen

Vulnerability: Toothpaste

Description: Benny Goodbar is a 6-foot-tall bear who usually dresses in sweatsuits and sneakers. When he changes to Candydude, he puts on a set of yellow tights, blue gloves, green shoes, a purple cape and a red mask. The tights have a big pink "C" on the chest. Candydude has no sense of style, but he sure is colorful!

DOCTOR DICE

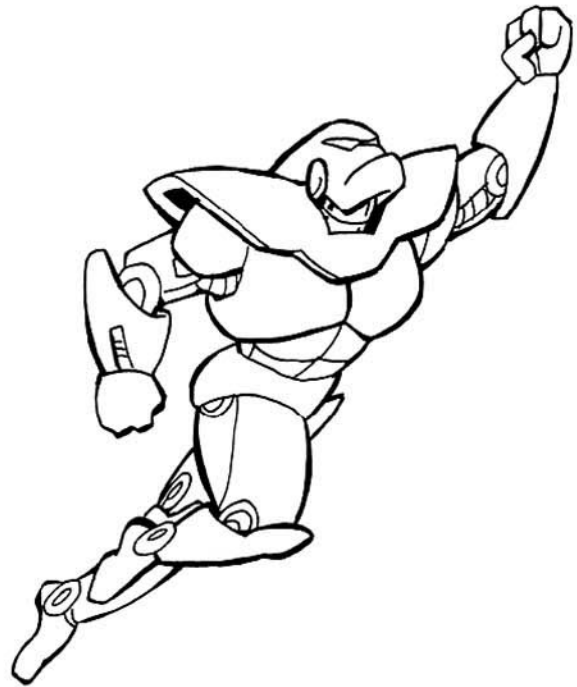
Secret Identity: Rosie Chan

Origin: Went to one too many gaming conventions and bought one too many dice.

Powers: Doctor Dice has no powers of her own, but she carries a dicebag full of trick dice. They might explode, alter reality, create dense clouds of smoke, turn into wild animals or monsters, give off strange rays or anything else the GM can think of.

Vulnerability: Radioactive bananas render the dice powerless.

Description: Rosie is a short (under 5 feet), Chinese elf. Her hair is very long and black. She wears it in a braid. As Doctor Dice, she wears a suit that covers her from head to toe. The suit is silver and has pictures of all kinds of dice on it. Her dicebag is black.



THE GREEN MACHINE

Secret Identity: Unknown

Origin: Found a suit of green power armor in the ruins of a secret government lab.

Powers: Incredible Strength, Flying, Energy Blast (laser beams), Energy Blast (lightning bolt), Toughness vs Physical Attacks, Toughness vs Mental Attacks, Maximum Boggle

Vulnerability: Chinese food or Magical attacks

Description: The Green Machine is 8 feet tall and made of green metal. His basic shape is humanoid, but robotic looking.



THE PAINFUL TALE OF COSMO CAT

PART 4

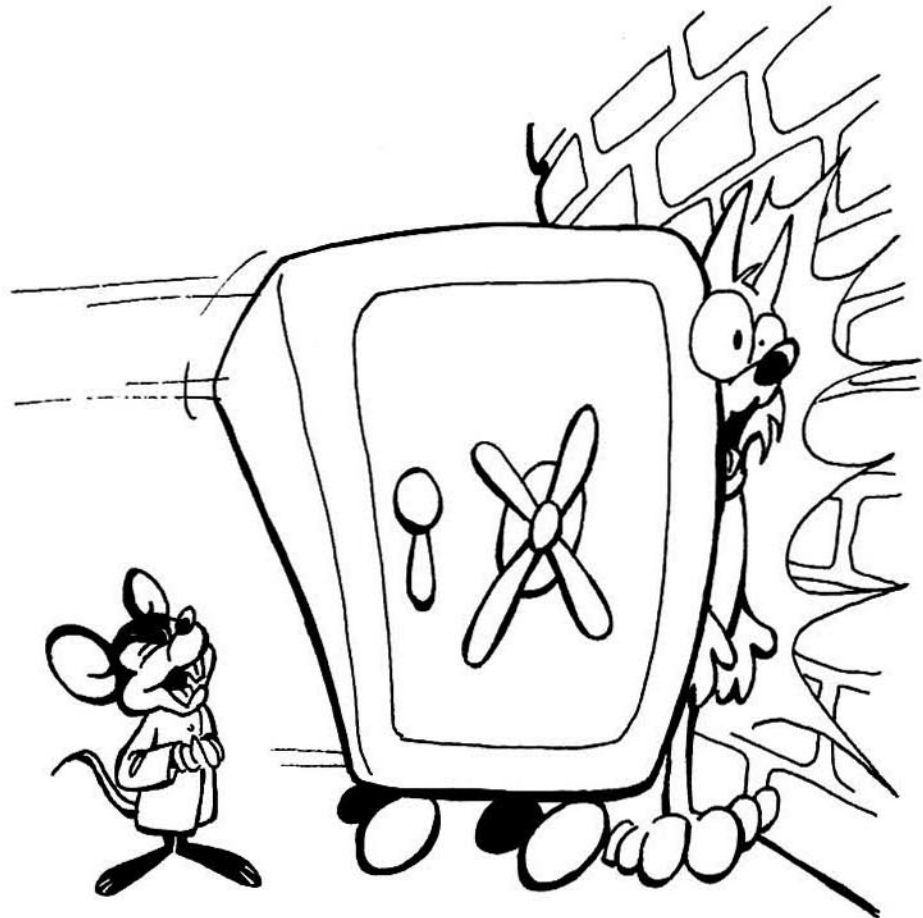
Look! Up in the sky! It's a bird! It's a plane! It's . . . *crashing into the side of a building!* Yes, superhero fans, it's none other than *UltraCat*, super-powered defender of right and part-time mouse hunter!

As our story opens, UltraCat is answering an alarm at the LaFromage Cheese Factory. Using his X-Ray vision, UltraCat spots his mortal enemy, Dr. Mack, in the act of heisting several tons of camembert. It's a pity that using X-Ray Vision while flying at 200 mph is so dangerous, because UltraCat might have avoided crashing into the side of the building and taking Not Watching Where He Was Flying Damage.

Due to his remarkable recuperative powers, UltraCat is quickly conscious again, though he is not feeling as perky before. With a cliché-filled cry of "Halt, you dastardly villain, in the name of Justice!" he leaps through a door to confront Dr. Mack face to face. Pointing an accusing finger at the vile miscreant, Ultra Cat tells him that he is under arrest. Dr. Mack laughs and grabs the pointing finger. Before UltraCat has time to react, Dr. Mack stretches the finger back about 48 feet and ties it around an Ace Industries Safe. Naturally, the moment he's done tying the knot the finger begins to snap back to its proper length, taking the 900-pound safe with it! With a heroic cry of "AAAAIIIIIEEEE!", UltraCat attempts to stop the flying safe with his face. The results are mixed since, although the safe has indeed been stopped, UltraCat's face and head have been smashed flat as a sheet of paper! With an evil

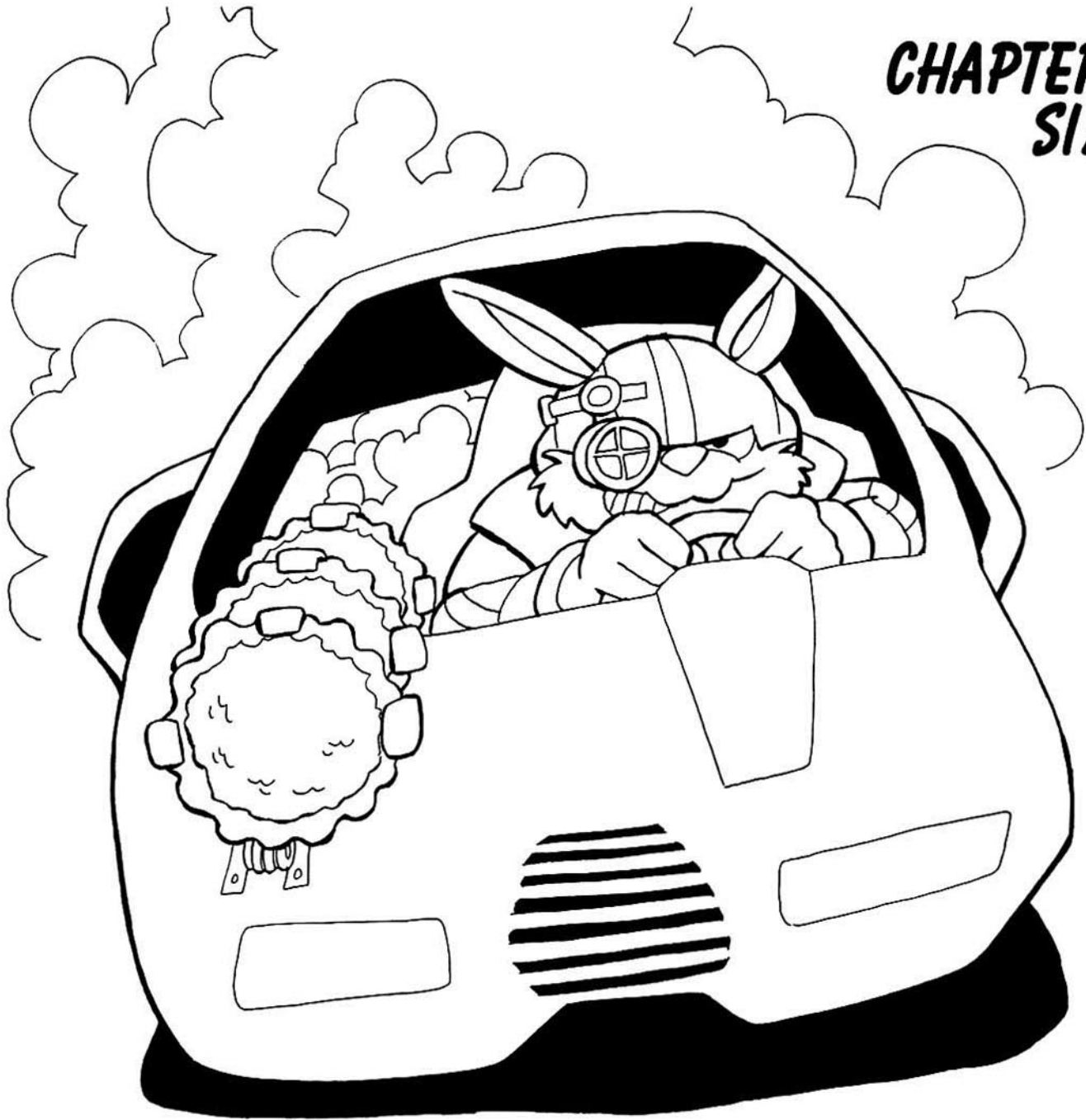
mousey laugh, Dr. Mack leaps into his getaway truck and speeds away.

Quickly shaking his head back to normal, UltraCat begins chasing the truck. Thanks to his Incredible Speed, UltraCat soon catches up with the cheese-laden vehicle. He is just pulling up alongside the drivers door and getting ready to nab Dr. Mack when the villain holds up a 100-pound bag of "Slip-O Banana Peels"! UltraCat's eyes fly out of his head and bang together at the realization that Dr. Mack is about to trip him up. Sure enough, the tiny terror dumps the banana peels right in front of the crime-busting cat. For the next 19 miles (until he slams into an oncoming dump truck), UltraCat slips, slides, bounces, scrapes, rolls, bumps and generally flounders helplessly. Fortunately for him, the dump truck was passing near a hospital. Dr. Mack goes back to his hideout and eats cheese fondue. UltraCat eats creamed spinach through a tube.



CARTOON-TECH

CHAPTER SIX



I yes front, autoduellists! We've got everything you need here for hours of fun and mayhem, both in the arena and on the road! And there's more . . . we know you've always driven as if you owned the road, and now you can! We've got everything you need to build your very own arena or dueltrack. Plus, the latest low-mileage pre-owned vehicles in perfect (well, nearly perfect . . . OK, most of them still run) condition. So buckle up and place your order now!

NEW VEHICLE TYPES

Size	Speed	Passengers	Spaces	Hit Points	Price
Bicycle	(Zip+3)	0	1	1	\$100
Moped	30 ft.	0	1	3	\$200
Pickup					
Truck	80 ft.	6	5	15	\$3,000
Van	80 ft.	6	10	18	\$4,500
Bus	60 ft.	30	20	30	\$7,500

(Note: Bus armor costs *twice* what normal armor does, and requires six tires that cost double the normal amount.)

ARMOR

REALLY HEAVY ARMOR

Okay, so you just need *more* armor. Uncle Spud provides it for you! Remember, the best defense is *really* thick armor.

Really Heavy Armor – Costs \$400 and adds 25 Hit Points to vehicle's total. Reduces maximum speed by 35 feet.

SPECIAL COATING

NO-SHTICK COATING

And they thought they had *you* at a disadvantage. Ha! Uncle Spud's R & C Team has the coating for

you. Bothered (or boggled(??)) by those pesky tricks? *Shtick it to 'em!* Now, Amazing ArmadilloCo Coatings, Inc. can even the odds. No shtick will affect your lovely vehicle. Not even a scratch. No more Maximum Boggles! No more Hypnosis! Guaranteed for 100,000 miles or one round of combat.

No Shtick Coating – Costs \$250. *Until damaged*, this coating prevents any Shtick (or Shtick-like) effects from affecting the vehicle. However, *after* the armor has been damaged, the coating will only resist shticks on a 1 or 2 on a six-sided die roll. Sorry, cannot be combined with other coatings!

DROPPED WEAPONS

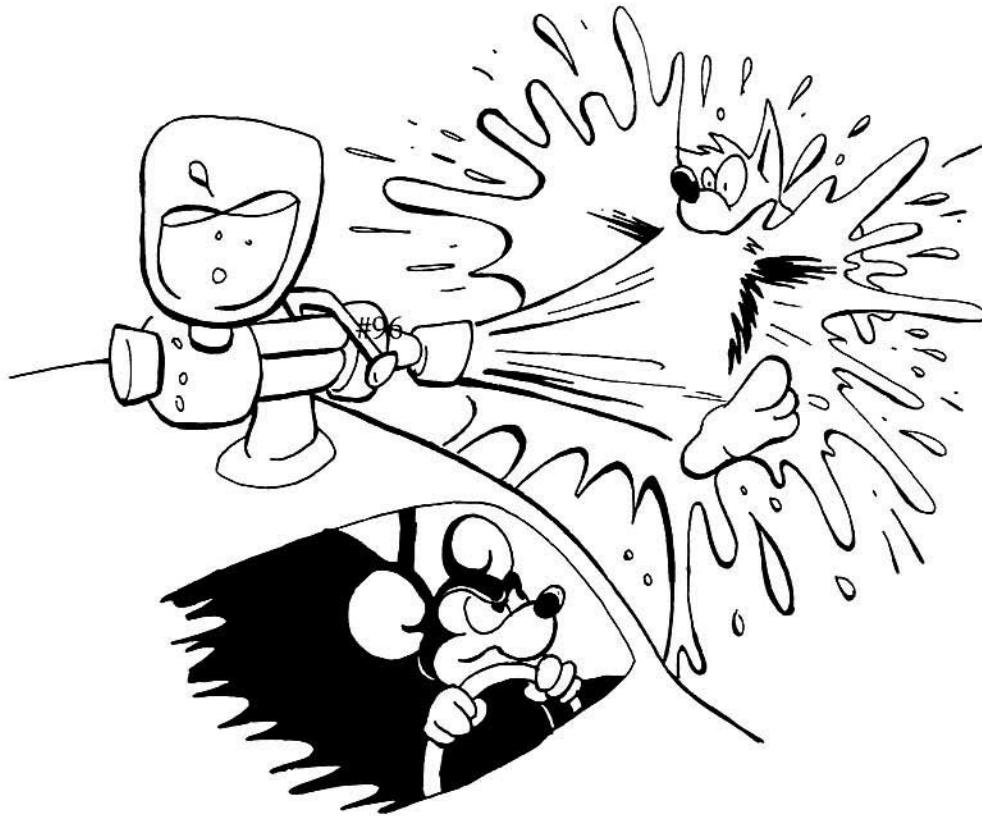
LICE DROPPER

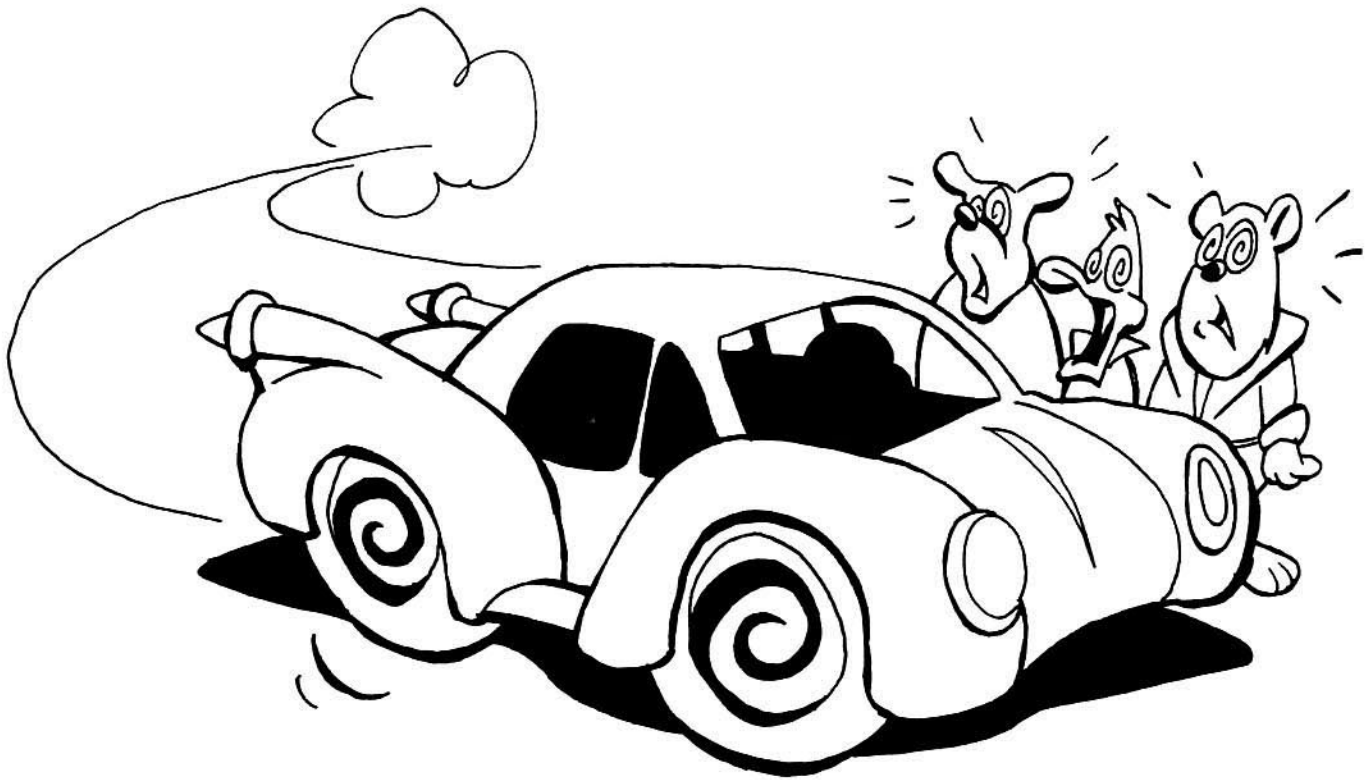
Are those furries not your fine friends? Then give 'em an itchin' they *need* to scratch. Just one squeeze of the trigger (or punch of the button) releases the most vicious hair lice in the known Tooniverse.

Lice Dropper – Costs \$500. Holds 5 shots. Any character with hair who is hit with this weapon stops everything and scratches, inflicting 2d of Itchy-Scratchy Damage to themselves, and loses 2 actions in the process. Any character can only be affected twice; after that, they become accustomed to the condition. (Of course, being lice-ridden may have other repercussions, but that's the Animator's prerogative!!)

SOOPER-DOOPER SOAKER 1,000,000

Want to make fire trucks envious? Use Uncle Spud's latest in water delivery technology. Using the latest storage technology, this *severe* water gun can deliver a blast of 1,000 gallons of water in one turn. This weapon is especially effective against wicked witches, who take 3d of Melting Into The Floor Damage.





Sooper-Dooper Soaker 1,000,000 – Costs \$250. Holds five shots. A hit with this weapon does 1d+2 of Soaked By The Biggest Water Gun Damage. Will also extinguish most small or medium-sized fires.

VEGETABLE DROPPER

Just load this device with vegetables sprayed with our new patented Ultra-Lure vegetable spray and anyone behind you will come to a stop to get at these treats. Characters must make a Smarts roll at -2 to ignore this trap. Anyone whose beliefs and goals have anything to do with eating gives into temptation automatically and does not get a roll.

Vegetable Dropper – Costs \$350. Includes Ultra-Lure filtration system for your vehicle. Holds 5 shots. Ultra-Lure spray costs \$100 per case. Sold 4 cans per case. One can will spray 25 shots. Only a complete air filtration system with a special Ultra-Lure filter will stop the effect of this spray; regular gas masks are not effective against Ultra-Lure.

NEW TIRES

HYPNO TIRES

Uncle Spud has developed a new tire that will hypnotize any character who looks at them unless they make a Resist Fast-Talk roll. Anyone hypnotized in this fashion will feel an uncontrollable urge to drive their vehicle off the road at high speed.

Hypno Tires – Costs \$50 per tire. Each tire has 7 Hit Points. Driving by a shiny surface will hypnotize the driver of a vehicle with Hypno Tires on a roll of 12.

INSTA-FLATE TIRES

With our new Insta-flate Tires, pesky rivers and lakes will no longer slow you down! Just push the activation device and your Insta-flate Tires will inflate to 21 times their original size, allowing you to drive on water or any other surface that normally would not support your vehicle (including quicksand and chocolate pudding!). Due to the stretching of the tire, these tires will burst if they take 3 points of damage when in their inflated state. (Warning: the loss of one or more tires while afloat will negatively affect a vehicle's buoyancy – can you say “Davy Jones’ Locker”?)

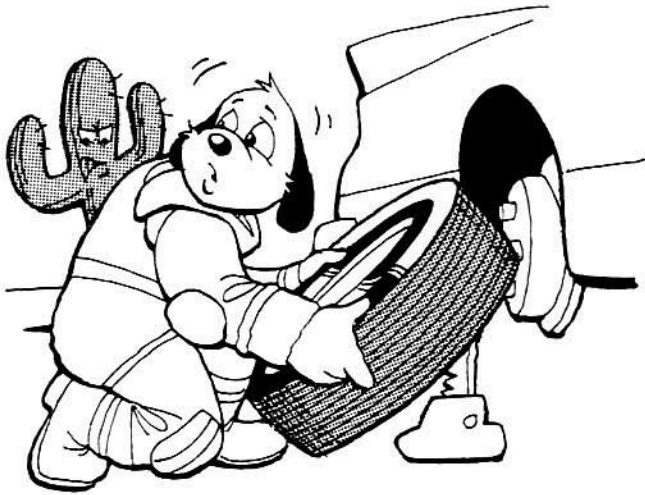
Insta-flate Tires – Costs \$100 per tire. Each tire has 8 Hit Points when in regular size but only 3 when inflated. After 25 inflations there is a possibility of explosion upon inflation. Tires will explode on a roll of 11 or 12 after this time. Explosion causes 1d of Rapidly Flying Rubber Bits Damage to anyone within 10 feet of the tire.

SOLID PINK RUBBER (ERASER) TIRES

Tired of your wheelies, doughnuts and peel-outs meaning nothing? Enemy gun fire leave you burned? Is severe wear leaving you flat? New Pinko Tires

solve the problem. Tough, durable, and, best of all, lethal to enemies, these tires are actually molecularly-bonded eraser composites! A great offense *and* great defense!

Solid Pink Rubber Tires – Costs \$300 per tire; 14 Hit Points per tire. A successful Drive roll at -1 will cause excessive tire spin that does 3d of Giant Spinning Eraser Damage to an opponent adjacent to the vehicle. Unfortunately, each spin-out causes one point of damage to *each* tire.



INSTANT SIGNS

Uncle Spud is proud to announce *new* Instant Signs! They still fit in the All Purpose Dropper, but we've given you two purchase options: one for \$30, or buy a six-pack for \$150 and get one free! We aim to please!

Instant Signs – On a successful Smarts roll -1, victims will ignore the sign(s). A failure means the sign has affected them. To overcome the sign's effects, a Smarts roll -1 must be made. Our *new* signs include:

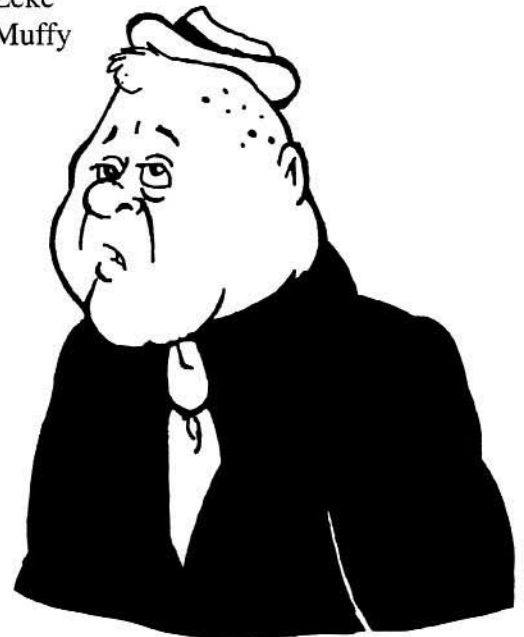
No U Turn: On a regularly failed roll, the victim can't turn around (until a successful Smarts roll -1 is made). *However*, if the roll is failed by 3 or more, the victim makes an immediate U-turn, and then waits to be cited by the authorities.

Curves Ahead: Gets 'em in an imaginary slalom! On a failed roll, the victim starts making *severe* turns, as if they were on a windy mountain road. This driving style penalizes both the victim and any would-be attacker -1 on the Fire Gun skill.

Yield: Yo! Hold up! On a failed roll the driver *must* stop and wait until another character passes them (on foot, in a vehicle, etc.).

TOP 25 REAL NAMES THAT ARE FUNNY ENOUGH TO GIVE A TOON CHARACTER

- 1 Percy
- 2 Esmerelda
- 3 Spike
- 4 Vern
- 5 Hildegard
- 6 Quincy
- 7 Zelda
- 8 Penelope
- 9 Earl
- 10 Newt
- 11 Elroy
- 12 Chester
- 13 Buffy
- 14 Wilhelmina
- 15 Smedley
- 16 Montague
- 17 Flora
- 18 Doc
- 19 Iggy
- 20 Skippy
- 21 Horace
- 22 Agnes
- 23 Bubba
- 24 Zeke
- 25 Muffy



PERSONAL ITEMS

ACTIVE LASER RESTRAINT SYSTEM

Tired of those tight seat belts? With our new Active Laser Restraint System, seat belts are a thing of the past. Just switch on the power and you are held in place by laser beams directed at sensor plates on your armor. When properly used, this system will prevent all damage to the driver from rollovers or collisions. *Warning*, do not use this system without the sensor plates on your armor. Turning this system on without the sensor pads will result in the driver taking 3d of Laser Laceration Damage. Price: \$750 for control unit and driver system. \$250 for each additional passenger package.

BAWDY ARMOR

Tired of running around in big chunks of plastic, just trying to be safe? Wouldn't you *rather* wear your favorite bikini or boxers? Now from BodyCo comes Bawdy Armor. Drive offensively in comfort. The patented material will stop most attacks and leave

you looking *cool*! And let's face it, in today's arena, *image is important*!

Bawdy Armor – Stops 6 hit points of damage. Weighs one pound (or less). Price: \$450.

CHOIR-PROOF SUIT

Not only does this suit protect from the "Fires of Hell," it also keeps you safe from those *Holier-Than-Thou* types. You *can* have it all.

Choir-Proof Suit – Stops 4 points of flame damage and confers complete immunity to Televangelical attacks. Price: \$300 (or your soul, whichever is cheaper).

LIAR-PROOF SUIT

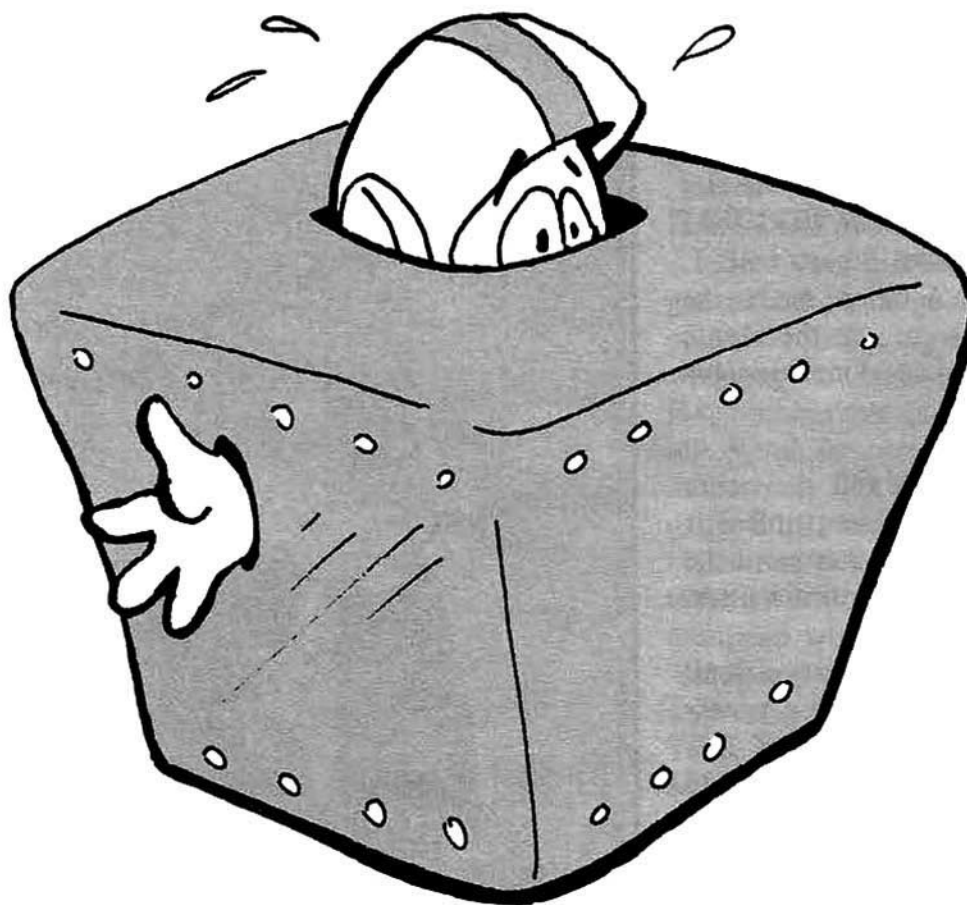
Another Ace breakthrough! Increased defense versus slick-talkers and those vicious sign-holders! Why follow bad advice – or directions?

Liar-Proof Suit – Wearer gains +4 of Smarts rolls versus Instant Signs, as well as +4 on their Resist Fast-Talk. Price: \$600.

TOTAL PERSONAL SAFETY SUIT

With this new suit of armor you'll never take any damage from anything short of a major nuke attack, and even then only on a direct hit! Sound too good to be true? Well there is one *minor* drawback. The suit itself is 42 feet thick, making any movement or actions while inside totally impossible.

Total Personal Safety Suit – Stops all damage except direct nuke attacks. There has been some rumor that really gooey cream pies can penetrate the suit on a roll of 2. Price: \$500 plus \$1,500 S&H.



TRACKS, TRAPS AND OTHER STUFF

If you are an avid autoduelist, you already own copies of *Uncle Spud's Auto Stop & Comedy Shop Catalog* and *Uncle Spud's Spring Update Catalog (Tooniversal Tour Guide and Toon Tales, respectively)*. Since Ace has no intention of trying to outdo The Spudster at selling dueling supplies, we've decided to sell autoduel track supplies! Yes, we have everything you need to construct a first-class arena! We have all sorts of track sections, booby-traps, track walls, pit areas and obstacles! All you need to do is add the bleachers, the concession stand and the ticket booth! What could be easier? (Note: If you're using miniatures, we recommend using track sections from *Car Wars*. Of course, for some of the loonier track sections, you'll have to label the section of track and use your imagination.)

BASIC OVAL TRACK SETUP

Just what the name says it is. This track is wide enough for three cars to run abreast, or four abreast if the cars are really skinny. Price: \$5,000.

EXTRA STRAIGHT OR CURVED TRACK SECTIONS

Use 'em to improve the Basic Oval or to make something entirely new! Each straight section is 10 inches long and each curved section makes a 45 degree turn. Price: \$500 each.

INTERSECTIONS

We have 4-, 6-, 8- and 10-way intersections available for instant delivery. If you need something larger (up to a 240-way intersection!), we can deliver it in *two* turns. Price: \$150 per way (so a 4-way, for example, would cost \$600).

LOOPS

These big 360-degree loops are real crowd pleasers! Put 'em anywhere on the track you like, including turns! Put several in a row! The public likes 'em and duellists fear 'em! Please note that any



car doing less than a Speed of 6 will not make it through the loop. Cars that fall inside the loop will suffer 3d+3 of Upsidedown Crash Landing Damage. The car's occupants will take 2d of Should Have Been Flooring It Damage. Price: \$1,000.

OVERPASSES AND UNDERPASSES

All the best dueltracks have these and so should you! Put them wherever you like, but remember that if someone drops a portable hole on an overpass, the cars that fall through it will land on the road below! Dropping a portable hole in an underpass just creates a hole. Price: \$1,000.

RAMPS

Make no mistake about it, spectators just love to see a car jump from one ramp to another! Actually, they like it even better when a car *fails* to jump from one ramp to another. Anyway, Ace Industries has ramps in three popular styles: Low, Steep and Very Steep. Put them wherever the crowd can get a good view. For real fun, set four ramps up as a four-way jump! Price: \$1,500 per pair.

Note: To successfully make a jump between two ramps, a vehicle must be going at a Speed at least 10 inches greater than the distance between ramps. If the ramps are 30 inches apart, you need to be going 40 inches per turn to make the jump. You also need to make a Stunt Driving roll at -2 or a Drive Vehicle roll at -4. If other duellists are hitting you with weapons fire, your old pal the Animator will take that into consideration, too!

BRIDGES

If you have lakes or rivers running through your track, you need a bridge! (Well, actually, you don't. *Not* having bridges can be very funny.) Our bridges are sold in 10-inch sections and we can make 'em as long as you want. Sorry, all bridges are either 1 or 2 lanes wide. If you have a 4 (or more) lane track, things are going to get really interesting on the bridge! Price: \$500 per 10-inch section.

DRAWBRIDGES

Regular bridges are fun, but *drawbridges* are fun and *dangerous*! They look just like a regular bridge, until they start to open up! Combine the best qualities of bridges and ramps with an Ace Drawbridge! Price: \$700 per 10-inch section.



TUNNELS

Our tunnels are sold in 10-inch lengths and are guaranteed to be dark and dangerous! They can be one or two lanes wide, and can be bent into all sorts of nifty shapes, including hairpin turns and loops! You can put lights in them if you want to, but only so the drivers can see a really dangerous trap. Price: \$3,000 per section.

TRACK WALLS

Despite the fact that everyone comes to a race hoping to see a car crash, no spectator wants it to crash into *them*! That's why Ace Industries has come

up with not one, not two, but *three* kinds of track wall! First off, we have good old fashioned Concrete Walls. Any car that crashes into this wall takes 4d+2 points of Instant Scrap Metal Damage. If you want something a lot funnier, try our *Rubber Walls*! Hitting this type of wall only does 4 points of damage to the car, but then the car bounces back into the race at full Speed with a -2 to the driver's Drive Vehicle roll! Yow! Big laughs, big thrills and big safety all in one package!

For something *really* weird and *very* high tech, you'll want to get our *Teleporting Walls*! Cars that hit this wall don't take *any* damage *or* slow down! Instead, they just come out of the track wall at some other, Animator-chosen, point. Talk about thrilling! Why, you'll be able to hear the drivers' screams of

terror all the way to the bank! Price: Concrete Walls cost \$1,000 per 10-inch length. Rubber Walls cost \$5,000 per 10-inch length. Teleporting Walls cost \$10,000 per 10-inch length. (Note: You can mix different types of track wall. One popular thing to do is have the walls alternate between the three types. You might also set up the inner track wall (around the pits) so it's different from the outer track wall.)

PIT AREAS

In a *normal* race, the drivers can pull into the pit area and have their cars repaired and refueled by top-notch mechanics. In a *CarToon Wars* race, getting that sort of treatment would be so unusual that the driver would probably be boggled! Our pit areas are full of tools (some of which are actually designed to be used on cars), fuel (most of which is so dangerous you wouldn't believe it) and helpful mechanics (stupid, clumsy and inept helpful mechanics). In fact, the pit areas are so chaotic that it takes a roll of 2 or 3 to get your car out in as good a shape as you brought it in! On a roll of 4-8 your car will run, but not very

well (your weapons might also be less than perfectly functional, too). On a roll of 9-11, your car is stuck in the pit until your next turn, and you must roll again then. No good can come of *that!* On a roll of 12, you'll need to get a new car (or maybe steal another character's car)! Price: \$5,000 per pit area (each area can hold only one vehicle).

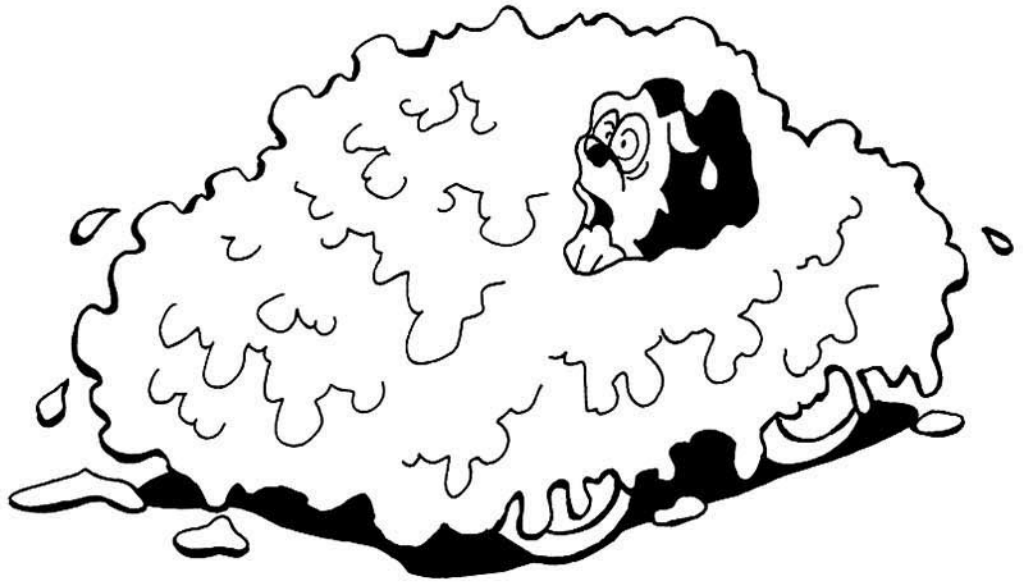
CREAM PIE MINEFIELD

Fans really love this trick section of track! Drivers aren't too keen on it, but what do they know? For every turn that a vehicle is in the minefield, the Animator should roll the dice. Any roll over 6 means that the vehicle has hit a mine! Cream pie mines do 1d+2 of Sticky Exploding Pie Damage and boggle the vehicle's occupants. Interestingly enough, the minefield resets itself after the last vehicle leaves it. That means that the last lap is just as boggle-filled as the first one was! These 10-inch sections of track can be laid over any other kind of track section. Price: \$6,000.

POP-UP OBSTACLES

Any race becomes more exciting if the cars have to dodge lots of dangerous obstacles! The problem is that most obstacles just sit in one place. After a couple of laps, the drivers know when to swerve and avoid them easily. Well, your pals here at Ace have solved that problem! After months of testing on the Los Angelfood freeway system, we are proud to announce our new line of Pop Up Obstacles! These obstacles can look like *anything* the Animator chooses and can appear *anywhere* on the track at any time. Just wait 'til a driver has to swerve around a moose, or a semi truck, or a pyramid! Yipes!

But wait, there's more! Ace Pop Up Obstacles come in three varieties: Normal Damage, Explosive Damage and Weird Damage! Normal Damage Obstacles do 2d+1 damage to anything that runs into them. Explosive Damage Obstacles do 4d+2 of Exploding Obstacle Damage *and* hurl whatever hit



them 100 feet through the air in any direction the Animator feels like. When the vehicle (or whatever) hits the ground, it takes 3d of Sudden Stop Damage. Weird Damage Obstacles do something different to you every time you hit them. It could be damage, it could be a transformation, it could even be something totally bizarre. It's all up to the Animator, so you should expect the worst. Price: \$50,000 to do the whole track with *unlimited* obstacles of one type. For \$75,000, you can mix the three types of obstacles.

AUTOMATIC RANDOM WEAPONS FIRE UNITS

This ought to stir things up! Just place one of these little black boxes anywhere around the track and at random intervals a weapon will pop out and fire (with a Fire Gun skill of 9) at the nearest vehicle or pedestrian! You can load the box with any weapon from any *Toon* book. Damage is by weapon type. Place lots of boxes around your track for lots of fun and danger! Price: \$250.

MOBILE AUTOMATIC RANDOM WEAPONS FIRE UNITS

These are just like the above mentioned boxes, but they have wheels, a Speed of 80 and 100 points of Rubber Armor! Both their Dodge and Fire Gun skill levels are at 9. As a bonus, these boxes are programmed to say rude things to the drivers whenever they get near them! With a few of these on the track, big laughs and big destruction are only minutes away! Price: \$500.

“HONEST” TATER’S USED DUELING VEHICLES

Hi there, little buddies! “Honest” Tater Potatowski (Uncle Spud’s nephew) here with some great deals on used duelling vehicles! I’ve got cars, pickup trucks and motorcycles of all sizes! Most of these vehicles have only had one owner and are in really great shape! Come on down and visit our lot! We want your business! Why, if you aren’t satisfied with the vehicle you buy, I’ll wrap myself in tinfoil and crawl into an oven! Yes folks, just come on down and let me show you why they call me “Honest” Tater! Now here are just a few of the fantastic vehicles we have waiting for you!



FNORD MOTORS “OUTLAW” PICKUP TRUCK

Folks, it doesn’t matter if you’re hauling firewood or firing at the other cars on the dueltrack, you just can’t buy a better truck than this one! It has low miles, a big engine and some really great weapons! Come down and give it a test drive!

Size: Large
Passengers: 3
Weapons: 6
Speed: 60 ft. due to armor
Armor Type: Heavy Teflon
Total Hit Points: 38
Tire Type: Off Road
Tire Hit Points: 10 each

<i>Weapons & Accessories</i>	<i>Location on Car</i>
Twin Bubblegum Bazookas.....	Front
All Purpose Dropper.....	Rear
Helping Hand	Right Side
Pop Gun Rifle.....	Top
Flamethrower.....	Left Side

Custom Add Ons: 50-gallon aquarium full of goldfish, stained glass sunroof, foot massager, gun rack, Confederate flag, cookie jar full of cookies.

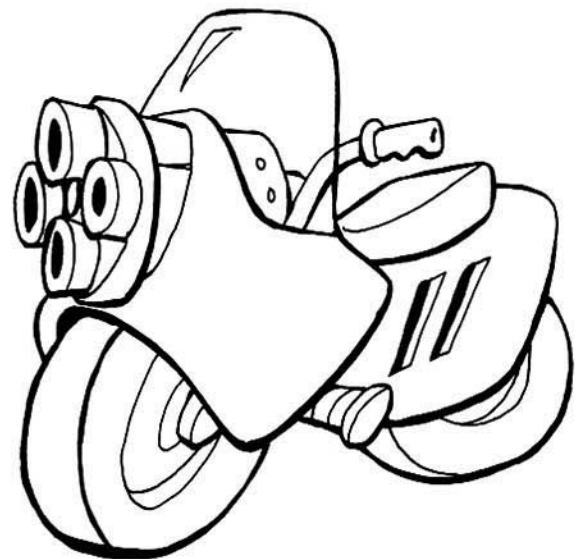
HARDLY DANGEROUS “ELECTRIC GLIDE” MOTORCYCLE

If you’re the kind of person who likes a bike with some *muscle*, then “Honest” Tater has the bike for you! It’s big, it’s black and it was previously owned by a little old biker lady who only drove it once a year from her house in Alaska to Daytona Beach, Florida for “Bike Week.” This bike runs like a dream and is priced to sell.

Size: Big Bike
Passengers: 2
Weapons: 2
Speed: 60 ft.
Armor Type: Light
Total Hit Points: 10
Tire Type: Normal
Tire Hit Points: 4 each

<i>Weapons & Accessories</i>	<i>Location on Car</i>
Ping Pong Ball Cannon	Front
Spray Gun (filled with glue).....	Rear

Custom Add Ons: Stereo, milkshake dispenser.





YAMAHAHA "OFFROAD OFFENDER" DIRT BIKE

If offroad duelling is your cup of tea, try out this bike! It's fast and ready to race! Although it only has one weapon, we think you'll agree that it's a good one. We've priced this baby low, so get down to our lot before it sells!

Size: Dirt Bike

Passengers: 1

Weapons: 1

Speed: 70 ft. due to armor

Armor Type: Medium Invisible

Total Hit Points: 21

Tire Type: Off Road

Tire Hit Points: 10 each

<i>Weapons & Accessories</i>	<i>Location on Car</i>
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Cream Pie Cannon with Heat-Seeking Super Boggle Pies	Front
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Custom Add Ons: Cellular phone, AM/FM radio.

NOSSAN MOTORS "MICRO NINJA" SEDAN

No one builds small cars like the Japanese, and no Japanese automaker builds *duelcars* like Nossan! This small (*very small*), yet roomy (if you're under 3 ft. tall, that is) sedan gets great gas mileage and is tough enough to slug it out in the wackiest of duels. Makes a great family car, too (*if you only have a family of two!*)

Size: Small

Passengers: 1

Weapons: 2

Speed: 40 ft.

Armor Type: Light Rubber

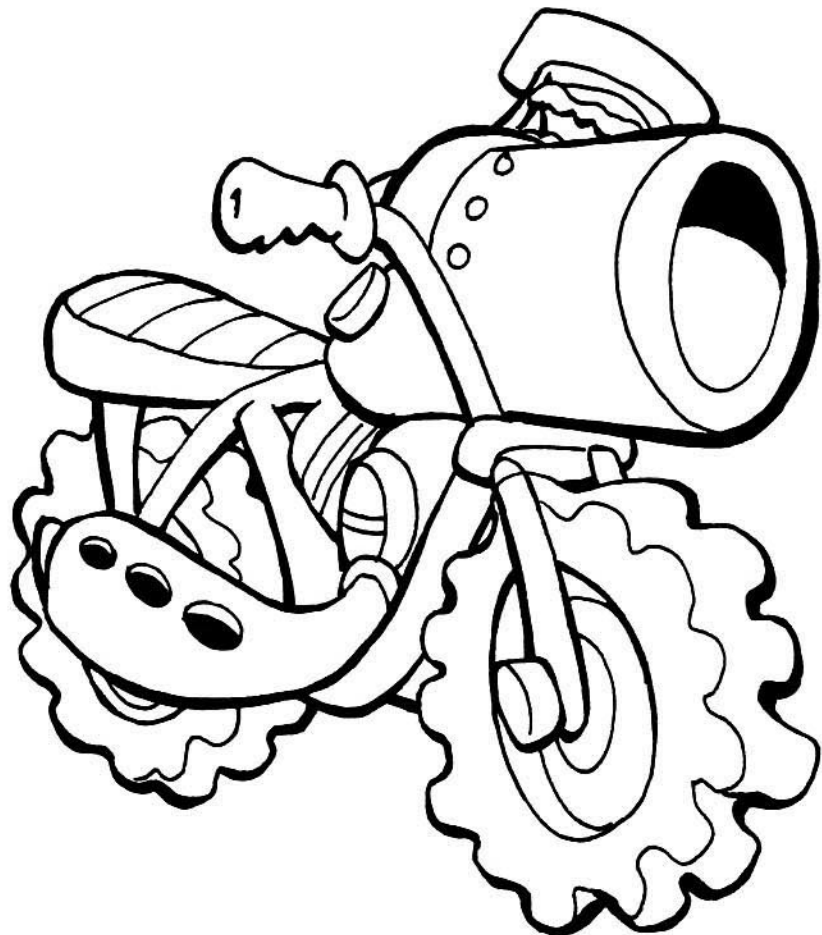
Total Hit Points: 16

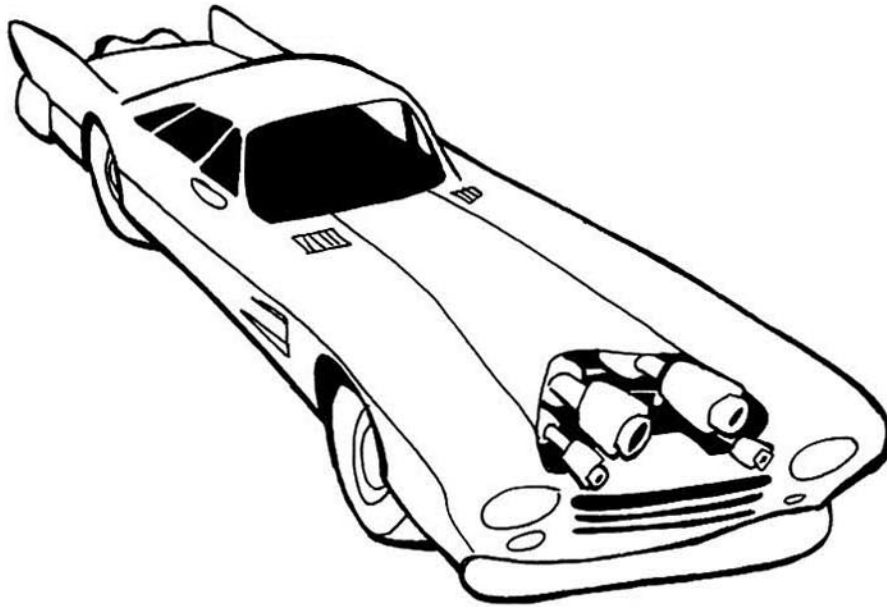
Tire Type: Puncture Resistant

Tire Hit Points: 8 each

<i>Weapons</i>	<i>Location</i>
Helping Hand	Top with Samurai Sword
Machine Gun	Front

Custom Add Ons: Color TV, VCR, collection of Japanese animation tapes, zen garden.





**CROSS MOTORS "DOCTOR
DESTRUCTO SPECIAL" SEDAN**

To be honest, folks, we aren't quite sure how to describe this one! It was built by a factory in Northern California and it breaks all the rules of duelcar construction! It's a medium-sized car, but it has the engine and speed of a luxury! It carries more weapons than a car its size normally has, and the armor is a combination we've never even heard of! If you want a one of a kind car, this one sure fits the description!

Size: Medium

Passengers: 2

Weapons: 6

Speed: 90 ft. due to armor

Armor Type: Lightweight Heavy Invisible Rubber

Total Hit Points: 35

Tire Type: Steel Belted Offroad

Tire Hit Points: 10 each

CATTLEYAK MOTORS "LETHAL LUXURY SPECIAL"

OK, so maybe you *don't* want to shoot it out down at the dueltrack. Maybe you just want to be able to drive from Dogtown to Twisted Ridge in safety and comfort! Well have we got the car for you! This car has all the amenities and weapons you could ever want. Come on down and let us take you for a spin in it! This is luxury you can afford (if you have lots and lots of money).

Size: Luxury

Passengers: 4

Weapons: 8

Speed: 80 ft. due to armor

Armor Type: Heavy Invisible

Total Hit Points: 38

Tire Type: Steel Belted Radials

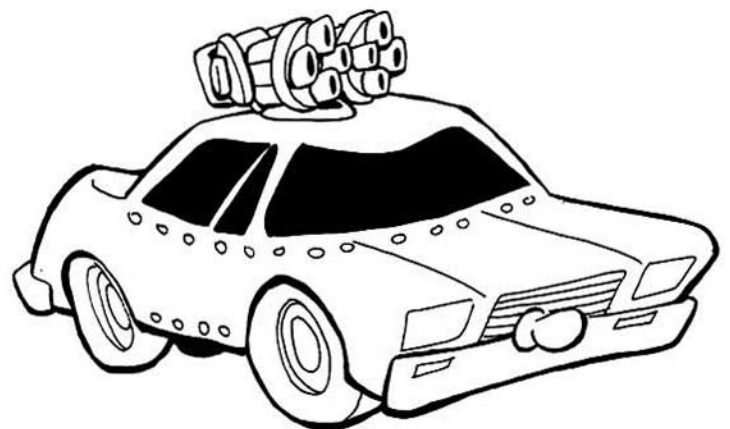
Tire Hit Points: 10 each

<i>Weapons & Accessories</i>	<i>Location on Car</i>
Twin Fist of Doom Missiles	Front
Twin Flamethrowers	Rear
All Purpose Dropper	Rear
Battering Ram	Front
Twin Spray Guns (filled with axle grease)	Right & Left Sides

Custom Add Ons: Wall to wall carpet, wet bar, formal dining room, tennis court, swimming pool, butler, maid, king sized bed, ballroom, kitchen, hot tub, barbecue.

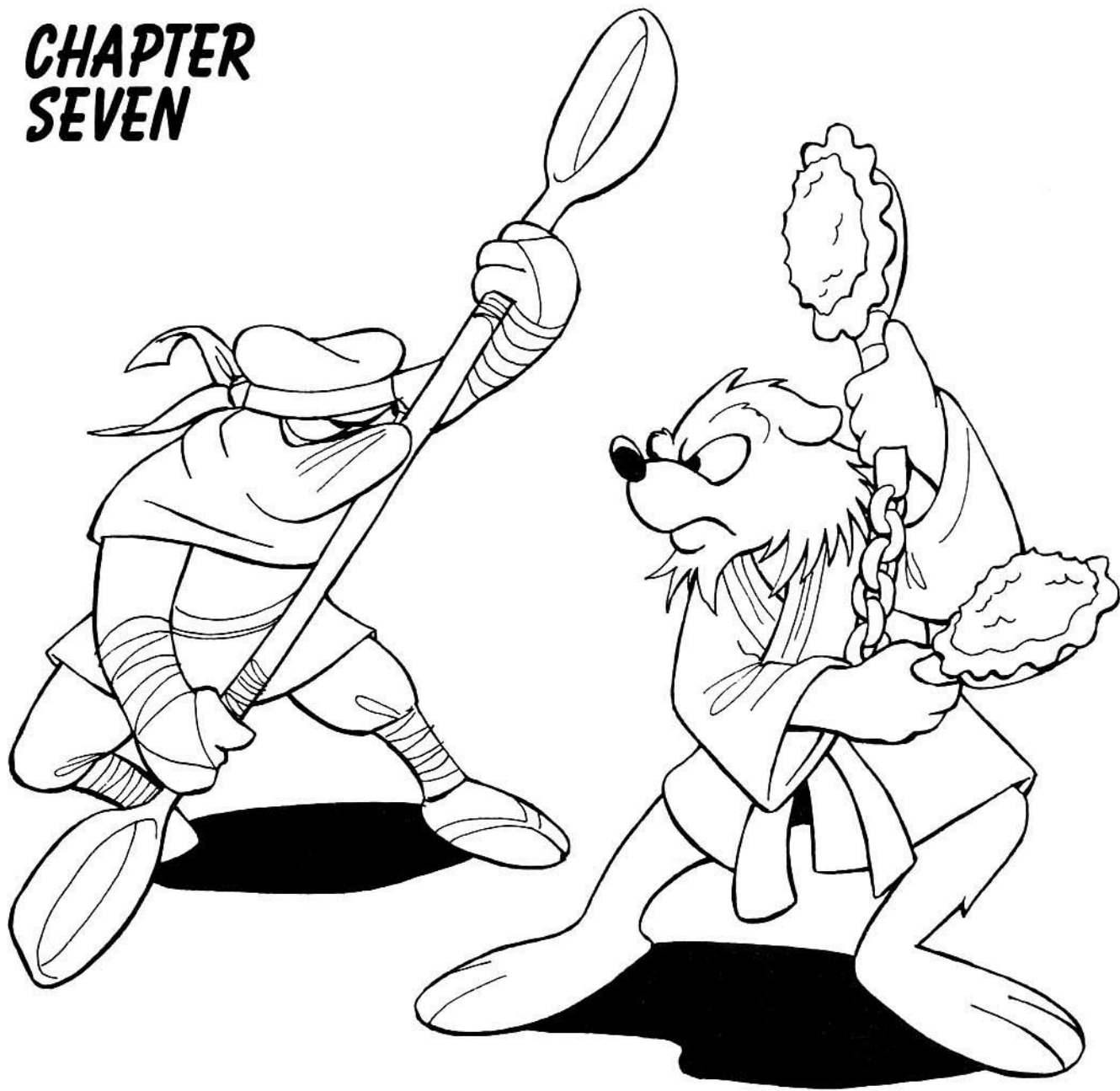
<i>Weapons & Accessories</i>	<i>Location on Car</i>
Nose of Doom Missile	Front
Itchy Ray	Top
Twin Ping Pong Ball Cannons	Right & Left Sides
Helping Hand (with Giant Mallet)	Rear
All Purpose Dropper	Rear

Custom Add Ons: Laptop computer, 35 bookshelves full of paperback books and RPGs, complete kitchen, 1,843 cartoons on videotape, VCR, TV, iced tea dispenser, stereo, bed, 2,746 assorted bandannas, cellular phone.



O'THER-TECH

CHAPTER SEVEN



O'THER-TECH? WHAT'S THAT?

Actually, Other-Tech is just a stupid name we made up for the items that fit the *Way-Out West*, *Masters Of Toon Fu* and *Crime and Toonishment* settings. It's our way of lumping them together while still making them sound neat. But then, those of you who made your Resist Fast-Talk rolls already knew that!

WAY OUT WESTERN ITEMS

FARM & RANCH ITEMS

Howdy, pardners! Welcome to the Farm & Ranch section of this little 'ol catalog. We reckon y'all can find pert near anything you might need to keep yer spread runnin' smooth as butter on a biscuit and keep the laughs comin' fast as an outlaw headin' fer Mexico! So just let yer eyes mosey on through these pages and then place yer order with us. We'll deliver the goods faster'n a greased roadrunner on a frozen pond!

COW CATCHER

For those of you who are having trouble getting the cows to come home, or who are just too lazy to go out and get them, this is what you have been waiting for. This robot horse will go out and bring up to 25 cows back to the corral. Now you can have more



time to stir up trouble at the local saloon or to just sit back and watch the cows come home. Price: \$1,500.

EJECTOR SEAT SADDLE

What a swell joke to play on your cowboy pals or the head bad guy! Its operation is simplicity itself: two turns after someone sits in the saddle, a large spring will shoot them 2d_x10 feet into the air! Upon impact, the poor varmint will take 2d+2 of Digging A Posthole With Your Head Damage. Western practical jokers are advised to load their victim's guns with blanks before pulling this gag. Price: \$150.

FAKE RATTLESNAKE

Nothing livens up an evening around the old campfire (or clears out a crowded saloon) like tossing one of these Fake Rattlesnakes into the middle of things! Although they're only spring operated, they look and act just like the real thing. If you've ever wanted to see a cowboy come out of his bunk at 300 miles per hour, just put one of these in it! Price: \$20.

HIGH-SPEED HAY

Thanks to a miracle of modern science, any animal that eats some of this hay will be able to move at a Speed of 100 for 3d+1 turns! Let's see those bad guys (or good guys or the posse) catch you now! Unfortunately, when the effects of the hay wear off, the animal will collapse into an exhausted heap and won't move for 3d+3 turns. PCs and NPCs *can* eat this and get the same effects as horses, but they're gonna be pretty full after eating half a bale of hay! Price: \$25 per bale.

STAMPEDE STOPPER

This gadget is so simple, we wonder why nobody thought of it before! It's just a big sign on a 20-ft. tall pole that



reads "No Stampeding Allowed Between The Hours Of 12:05 am and 11:55 pm! Violators Will Be Fined \$500!" Now since most stampeding animals are pretty law-abiding *and* don't have \$500, they will immediately stop as soon as they see the sign! Another example of pure genius from Ace! Price: \$50.

(Note: Ace is not responsible for damage or injuries that may occur during stampedes that take place during the 10 minutes between 11:55 pm and 12:05 am. If you want someone to blame, try the Animator.)

PORTABLE POSTHOLES

Why bust your tail all day digging postholes when you can buy em' pre-made? Here at Ace, we recently got a good deal on several hundred thousand feet of used oil well holes. We cut 'em up into handy lengths that are just right for postholes and now we're selling 'em to you at rock bottom prices! Just drop 'em on the ground and stick the fencepost in! While other poor saps are sweating, you'll be taking it easy! Sold in boxes of 24. Price: \$75 per box.

TOON FU MARTIAL ARTS ITEMS

MARTIAL ARTS WEAPONS

Ah so, student, you seek new and silly weapons to train with. Look no further, young one, for Ace has the best and silliest! To look elsewhere would be as fruitless as the mouse calling the tiger a wimp. Ah so.

BUTTERFLY KNIFE

This knife is one of the nuttiest martial arts items we've ever heard of! It looks like a large dagger with big, colorful butterfly wings! When thrown, this knife will flutter around the target and stab it for 1d+1 of Stupid Knife Joke Damage. Once the knife is in the air, the thrower may do anything else he wants, because the knife will keep on stabbing and jabbing for 1d+2 turns. Price: \$125.

CHOPSTICKS OF THROWING

These specially weighted needle-sharp chopsticks each do 1d+2 of Gooshy Sushi Damage when

TOP 25 CREATURES A WAY-OUT WESTERN COWBOY MIGHT RIDE INTO TOWN ON AND WHAT IT SAYS ABOUT HIM

- 1 Armadillo (Texas cowboy)
- 2 Chicken (Silly cowboy)
- 3 Pink Elephant (Intoxicated cowboy)
- 4 Dragon (Chinese cowboy)
- 5 Turtle (Slow cowboy)
- 6 Yak (Tibetan cowboy)
- 7 Roadrunner (Fast cowboy)
- 8 Cow (Confused cowboy)
- 9 Porcupine (*Very Tough* cowboy)
- 10 Butterfly (California cowboy)
- 11 Skunk (Congressional cowboy)
- 12 Walking Catfish (Florida cowboy)
- 13 Praying Mantis (Religious cowboy)
- 14 Dolphin (Hawaiian cowboy)
- 15 Hog (Biker cowboy)
- 16 Walrus (Eskimo cowboy)
- 17 Sea Serpent (Scottish cowboy)
- 18 Moose (Canadian cowboy)
- 19 Stork (Baby cowboy)
- 20 Platypus (Australian cowboy)
- 21 Snake (Skinny cowboy)
- 22 Hedgehog (British cowboy)
- 23 Newt (Nerd cowboy)
- 24 Aardvark (Strange cowboy)
- 25 Poodle (French cowboy)



thrown. They have a range of 30 feet + 10 feet per level of Muscle of the thrower. Throwing both chopsticks at once requires a Throw roll at -2 to Throw skill. If these chopsticks are used for eating, a failed Zip roll (at +2 to Zip skill) will result in 2 points of Stuck By Your Own Sticker Damage. Available in gold- and silver-plated versions for double the price of stainless steel. Price: \$50 per set.

KATANA OF THE TEENAGE TURTLE

Truly a devastating weapon, this sword not only does 3d Slice And Dice Damage, it gives its owner several strange powers. First of all is the ability to summon a licorice, sausage, herring and jalapeno pepper pizza from out of nowhere. Since the sight and smell of a licorice, sausage, herring and jalapeno pepper pizza will gag most anyone for 1d turns (if they fail a Chutzpah roll at -3), this is a pretty handy power! Less handy is the ability to attract a crowd of small children no matter where you are. Finally, anyone using the sword will use such mystic words as "Radical," "Awesome," "Bogus" and "Dude." No one knows what these words mean, but they sound pretty cool. Price: \$500.

PIECHACKU

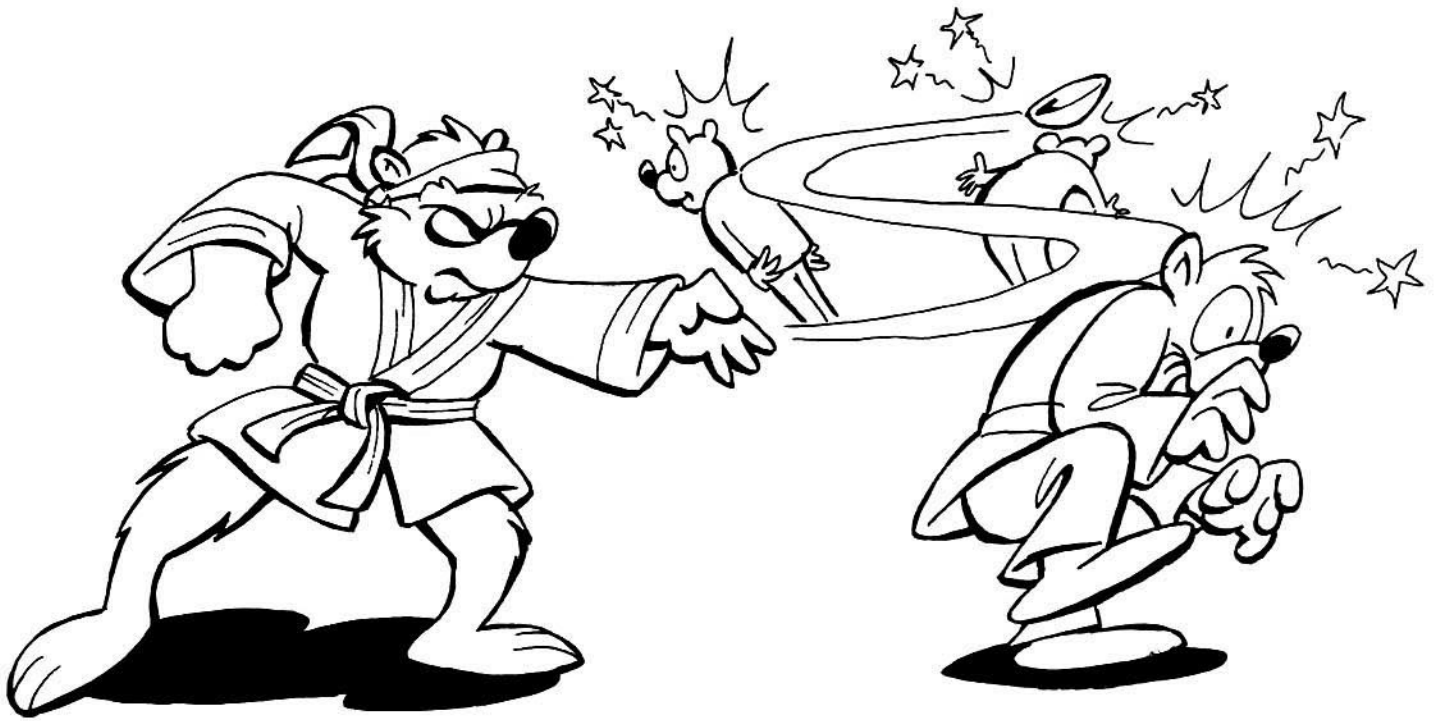
This is the most feared of all the chakus! As you've probably guessed, it consists of two cream pies connected by a piece of chain. To make things even worse, both pies are *Maximum Boggle Pies!* Hit somebody with this weapon and they'll be maximum boggled as well as taking 1d+1 Piechaku Upside Your Head Damage! Many evil martial artists will beat themselves to a pulp rather than get hit by a Piechaku. Price: \$100.

THROWING WOK

Invented in the 7th Century by an angry cook at the Sho-Lee Temple, this weapon does 2d+2 of Deadly Flying Wok Damage. They have a range of 40 ft., and a Master of Wok Fu can make one ricochet off of several opponents for a multiple attack. If thrown while filled with hot Chinese food, the weapon does 3d+1 of Wok And (Egg)Roll Damage. When a Throwing Wok hits somebody, it makes a loud *BONNNGG!* noise. Price: \$100. Hot Chinese food not included.

SPLANG STAFF

If you want a staff weapon that can really flatten your enemies, look no further than this! A Splang



Staff is a six-foot pole that has a 10-inch frying pan on each end. It gets its name from the loud “Splang!” sound it makes when you smack someone in the kisser with it! Masters of this weapon can wipe out a whole temple full of opponents in nothing flat. This weapon does 2d+2 of Splanged In The Kisser Damage. Price: \$150 each.

CRIME AND TOONISHMENT ITEMS

ASSORTED COPS & ROBBERS STUFF

It doesn't matter if you're a cop, a P.I. or a gangster, the following items can be very handy in the dark and gritty world of *Crime and Toonishment*. Best of all, we've priced this stuff cheap so you'll save plenty of money! (Oops! We mean Green, Bucks, Simoleons, Gelt, Jack, Dough, Loot!)

CLUE MAGNIFIER

This specially-designed magnifying glass enlarges only those things which are useful as clues. Don't waste your time searching through every little thing at the scene of a crime! Just use our new Clue Magnifier and your search time will be cut to just minutes. Now you can be off to chase down the bad guys in record time. No Police Detective or PI should go to a crime scene without one of these. Price: \$50.

TRENCHCOAT OF MANY THINGS

Yep, you guessed it, this is a trenchcoat that has dozens of pockets and acts just like a Bag of Many Things! It has a Skill level of 8, so you have a pretty fair chance of getting what you want when you reach into a pocket. Of course, there is one pocket that only contains the usual trenchcoat pocket items (notebook, flask of whiskey, pack of cigarettes), and you don't need to make a Skill roll to pull them out. Available in brown, gray or beige only. Price: \$75.

NEW GUNS (OOPS! WE MEAN PIECES, GATS, ROSCOES, RODS, EQUALIZERS, IRON, HEATERS!)

Ace is very proud of this new line of weapons. We think that mobsters and lawmen both will be using these guns in violent and funny ways! All of these guns are made especially for Ace by the Big Bang Weapons Company in Hollow Point, Texas. As an added bonus, every gun (Oops! We mean *blaster!*) comes with an *unlimited* supply of ammunition!

BOOZEGUN

Hit 'em with a couple of blasts from this and they'll soon be bouncing off of the walls! Each successful shot will hit the target in the mouth with a double shot of “Old Flamethrower” brand whiskey. Not only does each swallow lower the victim's Attributes and Skills by 1 point, but on a roll of 6 or less, they'll be *boggled* as well! Accurate up to 50 ft. Price: \$75.



BOXING GLOVE PISTOL

Pull the trigger and out flies a full-sized, lead-filled boxing glove! When it hits, it does 2d+2 of KOed In The First Round Damage. Accurate up to 60 ft. Price: \$75.

DUM DUM PISTOL

As you've probably figured out, this pistol fires Dum Dum bullets. Dum Dum bullets are *big* and do 5d damage every time they hit. *If* they hit! As the name implies, Dum Dum bullets are really stupid and they give a -4 to the gun user's Fire Guns roll. Even worse, if the Animator rolls a 6 or less, the bullet will get lost and head back towards the gun to ask directions! Accurate (if you can call it that) up to 60 ft. Price: \$75.

HANDCUFF GUN

This Iron flings out a set of handcuffs that will lock a perpetrator to a nearby post or tree on a successful Fire Gun roll at -1. The handcuffs also read the crook his rights so that you don't have to waste the time yourself. Available only to Lawmen. Price: \$75.

GREASEGUN

This Roscoe fires globs of grease that will make their target (or anything else) extra slippery. It also does 2 points of Hit By A Glob Of Grease Damage. Wiping off the grease takes 1d turns. Accurate up to 30 ft. Price: \$75.

INSTANT RAINY STREET PILL

Nothing will ruin the mood of a crime drama quicker than having the P.I./Cop/G-Man walk/run/chase a hood down an absolutely dry street! Streets in mysteries are *always* supposed to be wet from a recent rain! If you happen upon a dry street, just toss one of these pills onto it and watch as up to a mile of street gets nice and wet! NOT TO BE TAKEN INTERNALLY! Price: \$50 for 6 pills.

GENERIC VITALLY IMPORTANT CLUE

You've seen it a thousand times. In the last 20 minutes of the movie, just when it looks like the P.I. is at a dead end, he suddenly remembers a scrap of paper or matchbook in his pocket that he found in the *first* 20 minutes of the movie! Sure enough, the paper/matchbook has some vital clue written on it

(usually the address of the murderer) that lets the shamus crack the case! Now Ace is selling these important items to you at low, low discount prices! (Of course, they only have a really *useful* clue on a roll of 9 or less. A failed roll means that you get a false clue, an advertisement or complete gibberish.) Price: \$200 per clue.

CONCRETE APPAREL

Hey, gangsters, are you tired of having to make do with concrete galoshes or concrete overcoats when you dump somebody in the river? Sure you are! That's why Ace has commissioned this great new line of concrete wearing apparel! We have concrete business suits, formalwear, sportswear, casualwear, dress shoes, athletic shoes and boots. For the ladies, we have concrete evening gowns, business wear, pants, blouses, dresses, skirts, lingerie and plenty of concrete shoes and accessories. Please send victim's measurements when ordering. Price: \$10-\$500 each.



TOP 25 TOTALLY BIZARRE GANGSTER NICKNAMES

- 1 Nick the Eyeball
- 2 Gooley Sam
- 3 Twisted Ear Waldo
- 4 Oscar the Carpet Installer
- 5 Bob the Bandicoot (look it up)
- 6 Infinitesimal Iggy
- 7 Exploding Lou
- 8 Bob for Apples
- 9 Desmond Who Looks Kinda Like An Eel
- 10 Big Wally the Amoeba
- 11 Tap Dancing Tony
- 12 Fat Ears Phil
- 13 Frank the Catslapper
- 14 Luigi the Banana
- 15 Stickboy Steve
- 16 George the Doormat
- 17 Hairy Burping Vern
- 18 Fat Slim
- 19 Pete the Podiatrist
- 20 Redundant Roscoe
- 21 Sal the Editor
- 22 Really, *Really* Humongous Ed
- 23 Pierre the Donut
- 24 Floyd the Little Piece of Green Wire
- 25 Twenty Seven Arms Max



TOP 25 THINGS THAT AN ANIMATOR CAN INSERT INTO THE BLANK IN THE FOLLOWING SENTENCE: “WHEN A MAN’S PARTNER IS _____, HE’S SUPPOSED TO DO SOMETHING.”

(Note: Naturally, whatever the Animator fills the blank in with will actually happen to the Private Eye’s partner.)

- 1 Dropped into a vat of hot goat milk
- 2 Run over by a stampeding herd of wildebeests
- 3 Repeatedly bounced on his head on concrete
- 4 Glued to the underside of a dinosaur’s foot
- 5 Pushed through a keyhole face first
- 6 Stretched until he’s as thin as spaghetti and then tied into a bow
- 7 Fired from a cannon into a brick wall
- 8 Rolled out flat, folded into a paper airplane shape and tossed off a skyscraper
- 9 Blown into tiny little pieces and sucked up by a vacuum cleaner
- 10 Stuffed into an empty soup can and beaten with a hammer
- 11 Run through a sausage grinder
- 12 Thrown into a cage with insane, starving giant weasels
- 13 Forced to watch the All Commercials Network
- 14 Mashed flat by a falling ocean liner
- 15 Dropped off the edge of the Grand Canyon into a pit full of rattlesnakes and grizzly bears
- 16 Whacked in the face with a 15-inch frying pan full of hot bacon and eggs
- 17 Beaten up by a midget moose from Toronto, Canada
- 18 Locked in a room for 16 hours with 9 five-year-olds and a purple dinosaur
- 19 Trampled by giant chickens
- 20 Shredded by 10 big guys with cheese graters
- 21 Blasted by 259 pistols, shotguns and tommyguns (and maybe a percygun or two)
- 22 Slammed between two freight trains
- 23 Attacked by angry electric eels
- 24 Maximum Boggled while being konked on the head by an Albanian goatherd named Boris
- 25 Baked into a giant cheese danish by an insane chef named Lars
- 26 Used as a punching bag by half the hoodlums in The Big City
- 27 Crushed by 173 falling anvils and a teapot
- 28 Forced to drink a gallon of nitroglycerin and then thrown out of an airplane over Moscow, Idaho
- 29 Stuffed into a blender set on “Liquefy” and poured into a milk bottle
- 30 Dragged behind Santa’s sleigh on Christmas Eve
- 31 Dipped into sugar and then tossed to giant ants
- 32 Flattened by a steamroller and then stepped on by an entire pro football team
- 33 Sucked down the bathtub drain
- 34 Compressed into a small cube only a half-inch square and put into a cup of hot coffee
- 35 Beaten up by little old ladies armed with baseball bats
- 36 Tied to a large round rock that is then rolled down a hill, through a snake-infested swamp, across a gravel road, through a patch of poison ivy, over a cliff and into a toxic waste dump
- 37 Beaten up by a book editor for counting to 37 instead of 25



THE PAINFUL TALE OF COSMO CAT

PART 5

Through the miraculous powers of Freelance Game Writers Whim, Cosmo and Mack have been transported to the Mektoon universe. Mack is up to his usual tricks, stealing food and annoying cats, so Cosmo is determined to stop him. Strutting confidently across the hangar floor, Cosmo heads for his 60-foot-tall *Titan*-class BattleMek. Climbing into it, our hero runs through a check of all its systems.

Jump Jets? Ready! Short Range Teleporter? On standby! Telescopic vision, radar sense, heat sense, night vision and super hearing and super smell? Activated! Targeting computer? On! Heavy metal missiles, boggle ray, anvil launcher and pie-seeking missiles? Locked and loaded!

"Prepare to be blasted to atoms, you little pain in the tail!" thinks Cosmo as he fires up the Mek and starts walking from the hangar. "Captain Cosmo, Mekpilot Extraordinaire, is on the job!"

As the Mek leaves the hangar, Cosmo sees Mack (who is piloting a mouse shaped MiniMek) duck behind a pile of old Mekparts. Using his Jump Jets, the feisty feline leaps over the pile gracefully and lands . . .



. . . on a bunch of bowling balls that Mack had waiting for him! Arms flailing, Cosmo tries to keep his balance, but ends up falling flat on his back. In his radio speakers, he can hear Mack laughing. Painfully, but quickly, Cosmo gets up and starts chasing Mack.

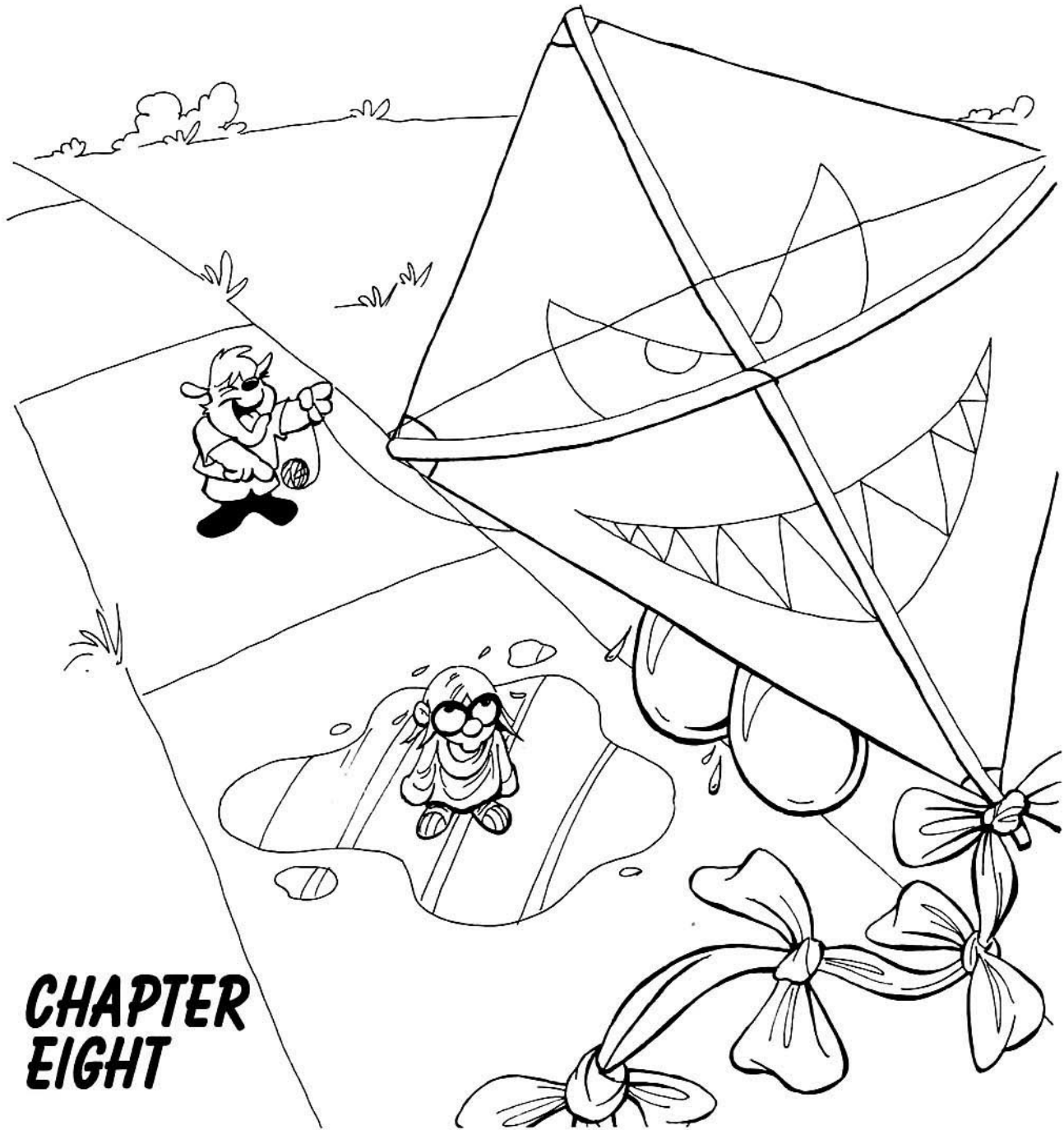
As the two enemies run across the countryside, Cosmo gets the mouse in his sights and fires an anvil at him. Looking over his shoulder, Mack sees 500 pounds of steel screaming through the air at him. Thinking fast, the wily rodent drops a giant magnet on the ground. The anvil shoots past the magnet, but does a tight U-turn and goes back to it. Seeing this, Cosmo growls and runs after Mack with even more speed than before!

Suddenly, Mack stops! Cosmo runs past him, but manages to come to a screeching stop just before he would have gone off a cliff. With a smile on his face, our favorite feline turns to face Mack just in time to get hit in the breadbasket by a Fist of Doom Missile!

WHAMMO! Cosmo's Mek is knocked 100 feet back and has a huge, fist shaped dent in its middle. For a second, it hangs there in mid-air. Then it starts to fall and Cosmo starts to scream. What will our hero do? Why, *use his Short Range Teleport to return to the top of the cliff, of course!* With supreme confidence (and a hastily uttered prayer), Cosmo activates the device. POOF, the Mek appears on top of the cliff!

Unfortunately, the teleport circuitry was damaged in the missile attack and Cosmo didn't teleport with the Mek! With a Heroic Mekpilot Scream, Cosmo falls the remaining 200 feet and slams into the ground. A few seconds later, as he is crawling out of a Cosmo shaped hole, his Mek falls off the cliff and WHAMMO, crushes him flat. A few seconds after *that*, part of the *cliff* falls on our Mouse-hating Mekpilot. Later, Cosmo will sell what's left of his Mek for scrap, to help pay his hospital bill.

KID-TECH



CHAPTER EIGHT

Hey, Kids! Are you tired of the adults getting all of the really neat stuff, like guns and missiles and destructor beams? Sure you are! Well, your pals at Ace have done something about it! This section of the catalog is just for Toony Tykes like you. It's full of really cool gadgets, neato keeno vehicles and totally radical weapons! Just remember to use mommy or daddy's credit card number when ordering and you can get a whole *bunch* of things!

KID 'TRANSPORTATION

Is your bike just not good enough anymore? Do you need something cooler to get around in, something that will hold a few of your friends *and* their pets? Well take a look at these incredible vehicles! All of them are neater than your big brother's car and some of them have *weapons!* There's even one that *flies!* (Sort of.) Be the most radical kid on your block with transportation from Ace!

DELUXE PIRATE RAFT

Yo Ho Ho and a bottle of orange soda! It doesn't matter if the nearest body of water is a pond, a lake, a stream or a river, you'll have tons 'o fun on this radical raft! It's big (nine feet long and six feet wide) and has a mast, sail, rudder and an anchor. On the top of the mast are a crow's nest (sorry, no crows are included) and the Jolly Roger! Arr, maties, there are even spots along both sides where you can mount weapons! Order now and we'll throw in a gangplank, some rubber cutlasses, a couple of eyepatches and a parrot! Well, OK, the parrot is actually a chicken dyed green, but the other stuff is pretty real looking. So set sail and raid those fishermen and skiers for all the booty they have! Price: \$750. (Note: Little pirates should be careful when showing their families their pirate tattoos, even if they are just drawn on with marker pens. Moms have been known to faint when seeing them!)

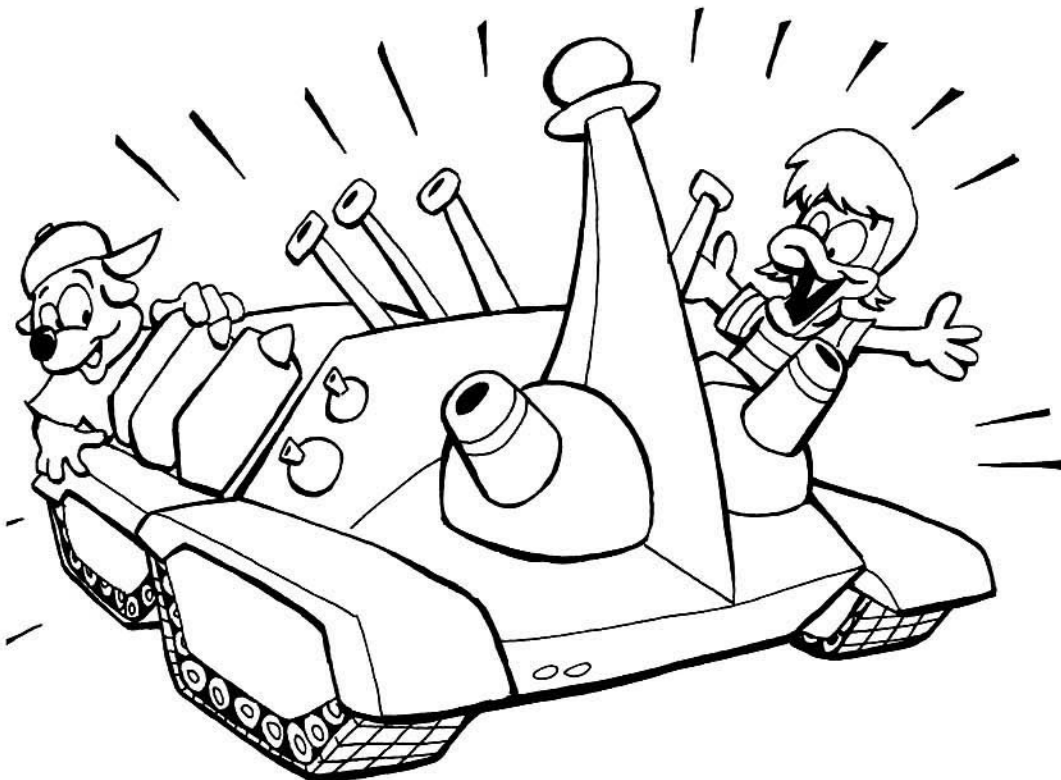
EAGLE 5 FLYING CART

This totally neat cart was created for Ace Industries by that famous Kid Inventor, Smitty (*Tooniversal Tour Guide*, p. 197). It looks like a normal coaster cart, except it has wings on the sides, a propeller stuck out the front, and it is suspended underneath 732 helium-filled balloons. It will hold up to three kids, who must pedal like mad to make it take off. The cart will only go about 30 ft. into the air, and it will only stay up as long as everybody is pedaling. The cart can be steered while in the air. It moves forward at about 10 miles per hour, unless a strong wind comes up. If that happens, the cart could move *much* faster! When the kids stop pedaling, the cart will come down very quickly and could be damaged if the Animator rolls a 4 or less on 2 dice. Kids should avoid letting their parents see them flying around, since parents tend to react badly to such things. Price: \$1,000.

OGRE JR.

If you and your pals have been getting some serious harassment from Big Kids, Older Siblings or Adults, then it's time to declare war! And when it comes to Kid military technology, the Ogre Jr. is the cream of the crop! Imagine a computer-operated tank the size of a moving van that carries enough firepower to wipe out a high school football team *and* several mean teachers! That's what the Ogre Jr. is! You

program it with simple commands like "Trash my big brother and his dweeby friends!" and then it does what it's told. Each Ogre Jr. has the following weapons: 2 Long Range (100 ft.) Mudpie Launchers, 2 High Pressure Water Cannons, 1 Rotten Tomato Cannon, 4 Bubblegum Bazookas and a 360 degree Stinky Perfume Sprinkler! If you want, you can order the Ogre Jr. Mk II, which has all of the above weapons plus a smarter computer and an All Purpose Dropper



loaded with Portable Holes Filled With Garbage. Price: \$2,500 for the Ogre Jr. or \$4,000 for the Mk II.

At any time the Animator chooses, the Ogre Jr. will become self-aware and decide to do things *its* way! However, since the Ogre Jr. has a Kid computer brain, it won't be as dangerous as the real thing. In fact, it will probably want to hang out with the kids! How they explain being followed around by a tank the size of a moving van should be pretty interesting.)



one kid? If you are, then get one of our Twelve Kid Coaster Carts! These big, roomy carts can easily hold a dozen kids and/or pets! Look at all of these features: real second-hand bus seats, brakes that work almost all the time, two hood-mounted flashlights for nighttime coasting, a handy tow rope for pulling it back up hill and 6 (not 4) high quality used lawnmower tires! Buy today and we'll throw in a free rear view mirror! Price: \$350.



SECRET AGENT GIZMOBIKE

This bike is so awesomely bodacious, we shouldn't even sell it to kids! (But we do.) With a bike like this, you'll never have to worry about being chased by bullies again! Here are some of the great gizmos that you'll find on every bike: thumb tack dropper (gives your pursuers flat tires), superbright headlights (for blinding oncoming bikes), a jar full of angry hornets (for *really* slowing up your enemies), tires that fall off if anybody tries to steal the bike, twin water pistols with handgrip triggers (each pistol does 1 point of Annoying Water Damage) and super-bouncy springs to let you safely jump over ditches or across streams. As if all that weren't enough, it also has a really cool paint job and chrome spokes! Price: \$500.

TWELVE-KID COASTER CART

Are you tired of trying to cram 7 kids, 4 dogs, 3 cats and a gerbil into a coaster cart that was made for

WEAPONS

Kids have lots of enemies, so Kids need lots of weapons to fight them! At Ace, we've invented some great weapons to help you win the war against Big Kids, Older Siblings and Mean Dogs. All of these devices have been Kid tested under actual battlefield conditions! (Actually, it was a vacant lot where some Kids were fighting off some Big Kids who wanted their coaster cart. That was plenty real at the time.) If you need a weapon, this is the place to shop!

APPLE CORE REVOLVER

This six-shot revolver fires apple cores up to 100 feet. Now you can finally make use of all those rotten apple cores that stack up in your tree house . . . and make your mom happy when you start eating so many apples. We have equipped this gun with our new *William Tell* sights which add 2 to your Fire Gun roll when using this weapon. Apple cores do 1d of Assaulted With Fruit Parts Damage. Price: \$50.

APPLE GRENADE

This apple-shaped grenade sends apple juice flying 10 feet in all directions when detonated. The perfect item for practical jokes at school. The Apple Grenade can be detonated either by throwing or by remote control. Leave one of these babies on the teacher's desk, wait for the perfect moment, and *Splatt!* Not only do you get the teacher you also get the whole front row of the class (1 point of Sticky Juice Damage for everyone, plus a heck of a dry-cleaning bill)! Price: \$10. Remote control detonator costs \$25.

FOUR-WAY SUPERSQUIRTER RIFLE

You're surrounded by enemies and all you have is your trusty Supersquiter Rifle. The enemy knows you can only hit one of them at a time, so they think they have you, right! *Wrong!* This is no ordinary high powered squirtgun, it's an *Ace Four Way Supersquiter Rifle!* With one pull of the trigger, you can shoot up to 40 ft. in four directions! Right, left, forward & backward! Will the enemy be surprised or what? Each victim takes 1d-1 of Soaked By Surprise Damage. Best of all, you can fill this rifle full of soda or juice and do an extra point of Sticky Damage too! Price: \$50.

KITE-MOUNTED WATERBALLOON DROPPER

This device mounts on any kite and will hold three water balloons. Once the kite is in the air, just tug on the string three times and a balloon will be released. Now you can hit people with a balloon and they'll never know where it came from! (The balloons do 1d-1 of Soaked From Out Of Nowhere Damage.) The Kite Mounted Water Balloon Dropper has an anti-gravity system built in so that the balloons don't add any additional weight. Box kites can mount two of these devices. Price: \$50.

MUDPIE CANNON

Nothing is quite as satisfying as smacking your big sister and her boyfriend with a mudpie! Unfortunately, nothing is quite as *painful* as being beaten up by a mud-covered big sister and her boyfriend! But with an *Ace Mudpie Cannon*, you can hit 'em from up to 80 ft. away, giving yourself a generous head start when it's time to run! Each mudpie does 1d of Here's Mud In Your Eye Damage. You can fire one mudpie every other turn and, thanks to a universal mounting bracket, the cannon can be

TOP 25 THINGS YOU MIGHT FIND IN A KID'S POCKET

- 1 A live frog
- 2 A dead frog
- 3 A slingshot
- 4 1d+1 rocks
- 5 Unchewed bubblegum
- 6 Chewed bubblegum
- 7 34 feet of string
- 8 2d+2 marbles
- 9 Candy
- 10 Candy covered with pocket lint
- 11 A comic book
- 12 A magnifying glass
- 13 3d+3 pennies
- 14 An Official Splatman Decoder Pinky Ring
- 15 1d rubber bands
- 16 A videogame cartridge
- 17 1d+1 bottlecaps
- 18 A pair of dirty socks
- 19 A broken compass
- 20 Half of a peanut butter and jelly sandwich
- 21 Something completely unidentifiable, but really neat looking
- 22 A well-used handkerchief
- 23 A rubber snake
- 24 1d+2 little plastic soldiers, cowboys, spacemen or dinosaurs
- 25 A whistle



mounted in treehouses, forts or even on a bike or coaster cart! So go ahead, buy a Mudpie Cannon and start terrorizing your Older Siblings today! Price: \$100.

SHOTGUN SLINGSHOT

They said it couldn't be done, but with just a touch of Wild Imagination and some Weird Science, Ace did it: a slingshot that can fire four marbles (or rocks or dice) per turn! Each round of four shots does 2d of Incredible Slingshot Damage. The Shotgun Slingshot fits easily into your pocket and even comes with an ammunition bag! (which is identical to our Ace "Gamer's Special" Dice Bag) Face it, your old slingshot just isn't cool anymore, so buy a Shotgun Slingshot from Ace! Price: \$10.



SPRINGLOADED SPITBALL SHOOTER

This special Springloaded Spitball Shooter has a range of 2 classrooms and looks just like a standard number 2 pencil. Now you can get that teacher or school bully without worry. Does 1d+3 of Splattered With A Spitball Damage. A Fire Gun roll of 2 with this weapon results in a direct hit between the eyes and an automatic boggle. Price: \$25.

TENNIS-SHOE BOLA

This weapon looks just like a pair of tennis shoes tied together by their laces. But, in actuality it is a state-of-the-art weapon designed to *look* like a pair of tennis shoes (clever, huh?). These shoes are balanced for long range, close-to-the-ground throwing. Now you can trip up that big bully from clear across the cafeteria. Just wait for him to get a tray full of food then toss away, and the Tennis-Shoe Bola will wrap itself around his ankles and bring him down

every time. For those of you with large weapon budgets, we have a special model with ankle-seeking radar built in (+2 to Throw skill). A hit with this weapon will cause 1d+2 of Face Into The Floor Damage. If victim is holding a tray of food when hit, they are also boggled. Price: \$25 for the standard version and \$75 for the radar-guided version.

TOOTHPASTE GUN

Just load a tube of toothpaste in the magazine chamber and you're ready to blast your enemies with 2d of Sticky Goopy Pasty Substance Damage. With a regular tube of toothpaste you get three shots per tube. Jumbo family size tubes provide five shots, and travel or trial sizes give you only one shot (so you better make it count). We recommend that you also purchase our Emergency Excuse Generator before using this gun. Unless of course you can think of a good reason you went through three tubes of toothpaste *yesterday!* Price: \$25.

TWO-BOUNCE EXPLODING WATERBALLOONS

One of the facts of life in a water balloon fight is that once a water balloon hits the ground, it explodes. That means that if your enemy is beyond your throwing range, he's safe! But now your pals at Ace have changed that rule with our Two Bounce Exploding Waterballoons! When you throw one of these, it bounces once (traveling an extra 20 feet) and then once more. Halfway through the second bounce, it explodes! This not only means that you get an extra 30 feet of distance per throw, but the exploding balloon soaks everything within 15 feet with 1d+1 of Soaked When You Least Expect It Damage! Just think of the look of surprise on your big brother's face when he finds out you can lob a water balloon as far as he can! Sold in packs of 50 — *and* they come in 14 assorted colors! Price: \$20 per pack.

GADGETS

Hey, Kids, have we ever got some nifty gadgets for you! Our Kid scientists have been working overtime to come up with useful things that all kids need. We have gadgets from A to Z and everywhere in between. It's a big world out there, and almost everything is bigger than a Kid, but with gadgets from Ace, you can cut 'em down to your size!

ACE'S PORTABLE CLUB HOUSE

Now you can carry your club house around with you so that you can have secret meetings anywhere. Ace's Portable Club House folds up into a standard lunch box at the press of a button. Now you can sleep in comfort on family campouts and secret overnight expeditions with the gang. This portable club house has a built-in safety device that will not allow it to fold up if anyone is inside. Usually. Comes equipped with all the standard clubhouse features. Holds up to 11 kids for a secret meeting or will sleep up to 7 (and two dogs). Price: \$250.

BIG BROTHER/SISTER WARNING DEVICE

We at Ace have developed the ultimate kidtech early warning devices. This alarm will give you time to hide whatever you are doing before your older siblings enter the room. Now you can protect yourself from the bribes of older brothers and sisters. Never again will you have to hear: "I'm gonna tell MOM!" or "Wait 'til DAD finds out about this!" Your brothers and sisters will wonder how you seem to be

always doing your homework or cleaning your room whenever they come in. (Warning: This device is *not* effective against parents. Even Ace can't develop a system to detect parents sneaking into the area!) Price: \$25.

CARTOON OUTLOOK GLASSES

Whenever you wear these glasses everything will look like a cartoon. People, animals, trees, even houses will look just like they do on the TV. Now you can watch cartoons even when your mom won't let you turn on the TV. Be the tooniest kid in your neighborhood with these Cartoon Outlook Glasses. Price: \$25.

DISAPPEARING PENCIL LEAD

Loan this pencil out to someone for the *big test*, and when they turn in the test to the teacher all the answers will be blank! The writing disappears whenever a school bell rings. Make sure you don't give out the wrong pencil, or the joke will be on you instead. Looks just like any other pencil. Price: \$2.

EMERGENCY ESCAPE HOLE

When you need a quick getaway, this is the quickest one around! Our Emergency Escape Hole is actually *two* portable holes that are different ends of the same tunnel. Just put one end on the wall of your room/fort/treehouse and carry the other end folded up in your Back Pocket. Then, when you need to make an escape, just slap the hole on any flat (or not so flat) surface and dive through it! Bingo, you're safe and sound! Don't forget to reach through the second hole and pull the first hole in after you! Otherwise, whoever is chasing you will be able to follow you. Buy several, and you can escape to *lots* of swell places! Price: \$150 per pair.

EMERGENCY EXCUSE GENERATOR

Where's your homework? Why are you late? Who ate all the cookies? What do you mean, you *did* clean your room? Are you tired of thinking up quick answers to all these questions? When you have our new Emergency Excuse Generator, the perfect answer will be quietly whispered in your ear through the tiny receiver of this device. Answers generated by this device will always be believed, unless the person you are talking to makes a Resist Fast-Talk roll at -2. The most annoying questions that kids have to deal with have all been researched and pon-

dered by our top investigators, and their answers have been compiled into this miniature device which fits in any pocket. The receiver can only be spotted if the person looking makes a See/Hear/Smell roll of 2 or 3. Mothers get a +2 when looking to see if you cleaned behind your ears. Price: \$75.

FAKE SCHOOL BELL

Ring this Fake School Bell and everyone will think class is over. Teachers will only believe it if they miss a Resist Fast-Talk roll. Unfortunately, most teachers have high Resist Fast-Talk scores. (But most substitutes are still pretty easy to fool!) Price: \$35.

GHOST STORY AMPLIFICATION DEVICE

Now you can tell ghost stories that will scare even your toughest friends! When you mention a ghost in your story, the Ghost Story Amplification Device will provide the sound effects and project images in the distance that will scare even the bravest of listeners. Enjoy a new found popularity at campouts and late night club house meetings. Price: \$75.

HAT OF MANY TOYS

We knew that we had to come up with a way for kids to carry all their toys to school with them, so we invented the Hat Of Many Toys. Now you can just reach in and pull out the toy you want anytime. This hat works the same way as the Bag Of Many Things Shtick. Available in many styles and colors. Price: \$50.

INFLATABLE MONSTER DOG WITH REALISTIC SOUND

Do you need something to slow down pursuers, or maybe just scare the heck out of a bunch of Big Kids? Then our Inflatable Monster Dog With Realistic Sound is just what the doctor ordered. (The doctor being the guy who wrote this book, of

course.) All you have to do is set a small box on the ground, pull a string and stand back! In one turn, the contents of the box will inflate into a very real-looking (and very *angry*-looking) Pit Bull From Hell! It's roughly the size of a small horse, and the built-in sound chip gives off some really scary growls and barks! In our lab tests, this item caused a motorcycle gang to turn around and run screaming. You can't get much scarier than that! After using it, just pull the string a second time and the whole thing turns back into a little box! Price: \$200.



INSTANT SWINGING ROPE

Sometimes, for reasons that are too numerous to mention here, a Kid needs a rope to swing on! The problem is that you often don't have the time to climb up and tie one end of the rope to something. What do you do then? Well, with an Ace Instant Swinging Rope you just throw one end up into the air! Instantly, the rope will stretch itself out and fly to whatever you wanted it tied to. It then ties itself around the target and you are ready to start swinging! When you're all done, the rope unties itself and shrinks back to its normal ten-foot length. Another Kid-Tech triumph from Ace Industries! Price: \$50.

JOKE OF THE DAY MANUAL

This tiny electronic manual will suggest a new joke to play on someone every day. Never makes the

same suggestion twice. So if you are one of those who have a problem thinking up practical jokes, this Manual will help you get back at those who have bothered you in the past. The Joke Of The Day Manual will tell you everything you need to know to pull off the best practical jokes around. Price: \$125.

KITE RETRIEVAL DEVICE

This item will reel your kite in faster than ever thought possible. Yes, at a rate of 50 feet per second, you won't have to wait around so long that you don't want to fly your kite again for a month. The Kite Retrieval Device is great when used in combination with our Kite Mounted Waterballoon Dropper. This will allow you to quickly reload your kite for more splash-down action. Device is built into a standard kite reel which holds up to 5,000 feet of kite string. Price: \$25.

LEO'S LOONY LAUGHTRACK

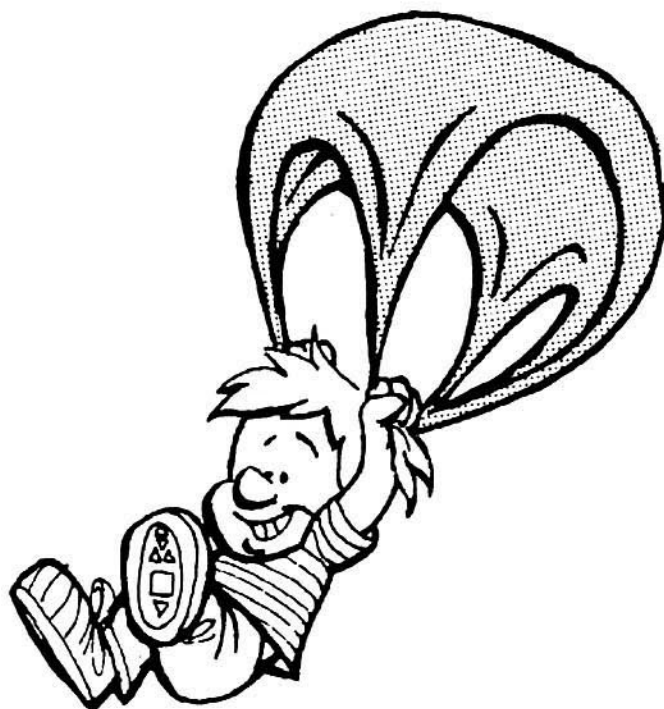
Is your party really dull? Do you have a hard time getting people to laugh at your jokes? Well, just play Leo's Loony Laughtrack, and everyone will be laughing in no time! This tape will cause anyone who hears it to laugh uncontrollably unless they make a Resist Fast-Talk roll at -5. Anyone who rolls 11 or 12 on their roll will laugh so hard they will be boggled! The best part is that because we have used special ultrasonic recording techniques, no one will know you are playing it! Price: \$10.

MOLECULAR INSTIGATOR RAY

Are you tired of being blamed for everything whether you did it or not? Just blast someone with this Molecular Instigator Ray, and they will be blamed for whatever happens in the area. Great for use in all sorts of situations when you don't want the blame to fall on you. So whether you don't want to be caught feeding your peas to the dog, or blamed for throwing that giant cream pie at the librarian, make sure you have Ace's Molecular Instigator Ray with you wherever you go. This device has been built into a handy pocket calculator for easy concealment. Price: \$125.

NEVER MISS BASEBALL GLOVE

Looks like an ordinary glove, but it has a baseball attraction device built into the leather. Now all you have to do is hold up the glove and squeeze the activation button, and the ball will travel straight to the



glove and close automatically. This is your chance to show up all the big kids who say you're too young to play baseball. Available in catcher's and fielder's versions. Price: \$50.

OIL OF ICE CREAM

A few drops of this oil, and you will enjoy ice cream flavor with any food you eat. This Oil Of Ice Cream is so strong it will even cover the flavor of *liver!* Great for school cafeteria food! Available in 213 flavors. State your choice of flavor with order. One tube will flavor 100 meals. Price: \$10 per tube.

PARENT/TEACHER VOICE DUPLICATOR

This new device allows you imitate the voice of a parent, teacher or other adult when talking on the phone. The device must be set by recording a five-minute conversation into its memory (just secretly record a lecture from a teacher or parent or whoever else you want to impersonate). Each device can imitate a maximum of 7 different voices. Great for use on special secret club outing nights. Just place an imitation call to each house with a friend's parent saying you can spend the night at their house. There are plenty of other devious uses for this item, of course, but we'll leave them to *you* to figure out! Price: \$75.



QUICK-RELEASE LADDER

Use this ladder on your club house, and if an enemy is climbing up, just hit the release button and down goes the ladder — bully and all! The fall will do 1d+1 of Look Out Below! Damage, more for really high falls. Always remember to keep a spare ladder in the club house so that you can get out safely. Specify length when ordering. Price: \$25 + \$1 per foot.

ROOM--CLEANING ROBOT

This robot does the chore that every sane child hates the most, and loves it. This robot is disguised like a stuffed Teddy Bear, so even parents won't be able to figure out how you keep your room so clean! You'll never miss your favorite TV show or a baseball game with the gang again! This robot can clean even the messiest room in just 15 minutes. The robot will not move if anyone over 9 years old is in the room. Every child should have one of these! Specify color when ordering. Price: \$250. This is more than a bargain when you think about all the time it will give you for fun!

SUBSTITUTE TEACHER REPLACEMENT ROBOT

Don't just scare away that new substitute teacher — replace her with a Substitute Teacher

Replacement Robot! This way, the principal won't replace her with an even *worse* sub. The robot will take on a disguise to look just like your substitute, but it will let you do anything you want in class. The Substitute Teacher Replacement Robot is equipped with a principal alert device so that you always know when the principal is in the area. Price: \$750.

TITANIUM KNEE & ELBOW PADS

Because we know that kids love to do all those fun things that parents hate to see, we now offer Titanium Knee & Elbow Pads. When you take your jet powered skateboard down those really big hills, or try riding your bike down the escape rope from your tree house, *backwards* and *blindfolded*, you'll know that you won't have to explain to your mom how you tore another pair of pants. So go ahead and try all those things they tell you to *never try at home*. Our Titanium Knee & Elbow Pads are guaranteed to protect from all types of injuries, including, skids, scrapes, cuts, BBs and all other projectile weapons, even *spitballs!* Due to their rugged construction, these pads will never rust, break or lose their shine. Guarantee covers replacement cost only. Ace is not responsible for injuries to users who, *in our opinion*, were trying to find the limitations to these protective devices. Price: \$75 per set. One set includes two knee and two elbow pads.

ULTRA-FAST KART WHEELS

We took the super-bearings from Ace's Frictionless Rollerblades and used them to produce the fastest kart wheels ever. Put these on your kart and you will win every race! Due to the high speeds your kart will be able to achieve, we recommend checking your brakes and wearing our Titanium Knee & Elbow Pads when using these wheels. Price: \$50 for 4 wheels.

VEGETABLE DISINTEGRATION RAY

This ray will disintegrate any green vegetable on contact. Make dinner more enjoyable by eliminating those *Yucky* peas, lima beans and spinach. Your parents will be happy that you don't complain about eating the stuff they say is good for you. Concealed in a ring for ease of use at the dinner table. Specify ring size when ordering. Price: \$25.

WILD IMAGINATION AMPLIFIER AND PROJECTOR

Oh sure, it *looks* like a football helmet covered with tinfoil, but it's *actually* a *Wild Imagination Amplifier And Projector!* That's right, by wearing this helmet you can cause *everybody* and *everything* within 500 ft. of you to be affected by *your* Wild Imagination! If you imagine that you're on the Planet Of The Living Toys, so will everybody else! Even better, things will actually alter their shapes to become whatever they should be in your imaginary world! Use this helmet around some adults and you'll laugh yourself sick as they run around in a panic! Use it at school and *you* can be in charge! This is *definitely* the neatest item in the whole catalog! Price: \$5,000.

(Note: This device will *always* activate as soon as the Kid wearing it makes his Wild Imagination roll. The problems start when the Kid tries to get things back to normal! On a Secret Animator Die Roll, any roll of 5 or less means that the helmet has returned things to normal. A roll of 6-11 means that the helmet isn't shutting off and everything is stuck the way the Kid imagined it for 3d+3 turns. A roll of 12 means that the helmet has shorted out and the world will change into someplace that the Animator chooses. That effect will last until either the helmet gets fixed or the Animator decides to make things normal again.)

X-RAY GLASSES

What catalog would be complete without a pair of X-Ray Glasses? Yes, we have the newest in X-Ray technology available to us. These glasses are guaranteed to work, *maybe*, some of the time. Then again, they might just be for show, we're really not sure. But what do

you expect for these prices? Just wearing them makes older siblings nervous when you are around, so they must be good for something! Price: Three boxtops from your favorite cereal plus \$1 S&H

YO-YO, ELECTRONIC

Amaze your friends with all the tricks you can do with our new Electronic Yo-Yo. This toy is able to do 213 separate tricks. Just open the side panel and punch in the tricks you want to do, and *presto*, a simple release will activate the gyros and perform even the most difficult tricks. We hope you have lots of fun with this item. Price: \$75. Please state color and design when ordering.

(Note: This Yo-Yo is not approved for use in any sponsored tournaments, unless you make your Fast-Talk roll.)

ZZZZZZZ!!!

This is the perfect soundtrack for fooling even the most suspicious parents. Now you can go to that middle-of-the-night secret clubhouse meeting without worrying if you will be discovered. Anyone who comes in to your room will believe you are in bed asleep . . . unless they make a Smarts roll at -4! Just put this tape in any player and turn it on, and you have two full hours of cover for your meeting or other secret project. Price \$10 (Player not included).



ANYTOWN

CHAPTER NINE



Thank you for purchasing (at the discount price of \$1,500,000) our Cartoony Town (and every *Toon* character's home), Anytown! Now, Animators and Players can keep track of where people, places and things are (a task that is often nearly impossible), *and* get a few more loony ideas for adventures, *and* have a bunch of new characters to use!

(Note to Animators: Don't feel trapped by the map when running your *Toon* episodes! If buildings that are on opposite ends of the town on the map need to be next door to each other, go ahead and move them! Always remember one of the most important rules of *Toon* – you can ignore the rules *at any time* if it will make something funny happen!)

Each building is completely furnished and ready to be used. The inside of each building is *not* detailed on the map. We've just shown you what they look like from the outside. Parks and other undeveloped land are fully landscaped! All you need to do is add Player Characters and an Animator! Now we ask you, what could be easier than that?

HOW TO USE THIS STUFF

First off, you'll probably want to photocopy all of the map sections (they're on pages 158-161). Of course, if you want to buy several copies of this book and cut the pages out, we won't complain. It's just that photocopying is a lot cheaper. Besides, you can draw things on photocopies and it won't mess up the originals. You'll also notice that we've done a separate map for the Anytown Mall (on page 162). If you think that your characters will be going there, make a copy of it as well.

Once that's done, you can either use the map key we've provided for Anytown or make up one of your own. Just remember to write a letter next to each building description so you know which place is which. If you need *more* buildings, just copy part of the map again! If you want the Mall to be larger, copy it again and think up some new stores! If you want a more colorful map, just get out your crayons or colored pencils and color away! Nothing like a full color map to impress the other gamers!

We've also included some hints on adapting Anytown to other settings besides A Typical CarToon Town. After all, a lot of you own the *Tooniversal Tour Guide* or *Toon Tales!* Naturally, you can mix and match buildings from different settings. After all, in *Toon*, it's OK (and suitably screwy) to have a Mek Repair Shop next door to The Dungeoneer's Inn and across the street from The Temple Of Great Catchoolu!



OFFICER O'PANDA

Officer O'Panda is the Desk Sergeant at the Anytown Police Station. He is a 6-foot-tall panda. He is also pretty chubby, which is why his shirt won't stay buttoned in the tummy area! Officer O'Panda has been a cop for a long time and has seen just about everything. That makes him very hard to upset, annoy or boggle. If anyone attacks him, he will pull out his billy club and whack them upside the head for 2d of Attitude Adjustment Damage. Officer O'Panda speaks with an Irish accent, naturally.

Beliefs & Goals: Don't be lettin' anyone into the Station House unless they have a pass. Be keepin' yer log-book up to date, yer coffee hot and yer shirt buttoned. If some scallywag should hit ya, be givin' him a tap on the skull with yer billy club! Don't be lettin' things upset ya.

Hit Points: 13 **Speed:** 5

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

Zip: 4
Dodge: 4
Drive Vehicle: 4
Fire Gun: 4
Jump: 3 (too fat)
Ride: 4
Run: 3 (see "Jump")
Swim: 6

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

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

Shticks:
Incredible Luck: 9





MAYOR HARVEY HIPPO

Anytown's Mayor is Harvey Hippo, a 5-foot-tall humanoid hippo who always wears a gray suit (except when he's out stumping for votes, in which case he may be wearing *anything*). He is constantly puffing on a huge cigar. Harvey is a perfect example of the smiling, double-talking, always trying to get another vote politician. Listening to Harvey answer a question will confuse most people so much that they become dizzy for 2 turns. And windbags like Harvey *love* to hear themselves speak! Harvey has 3,951 "Re-elect Mayor Hippo" buttons and an endless supply of cigars in his Back Pocket.

Beliefs & Goals: Get out there and get the votes! Never hesitate to answer a citizen's question, but don't actually take a position on the issue until you see the polls! Don't run out of cigars or campaign buttons. Stay out of trouble, especially when reporters are around!

Hit Points: 15 **Speed:** 4

Continued on next page . . .

ANYTOWN MAP KEY

A: THE ANYTOWN POLICE STATION

Like the police in any other town, the Anytown Police Department tries to keep the peace. *Unlike* most other police, the Anytown cops usually wind up helping to *disturb* the peace! Their motto isn't "To Serve and Protect," it's "To Chase and Try To Lock Up!" In true cartoon fashion, most of the cops speak with an Irish accent, even the ones who *aren't* Irish!

The Anytown Police Station (called "The Cop Shop" by almost everybody else) is a two-story building. The bottom floor contains the front desk, the dispatcher's radio room, the squad room, a locker room and the police labs (which look a lot like a cartoony mad scientist's lab). The second floor has two interrogation rooms (interrogating a cartoon character is a real talent), a dozen cells (keeping them in a cell is even *more* of a talent) and several offices (for the Police Chief and various detectives). Boxes of donuts and coffeepots full of very strong coffee are found at several places on both floors.

There is a parking lot full of squad cars and paddy wagons in back of the station. Most of the cars have the keys left in them. As a result of this, squad cars are forever being stolen. In fact, whenever you see a cop car go racing by with lights flashing and siren screaming, there is only a 50% chance that it will be driven by a cop!

ALTERNATE WORLDS

Atomic Monster Theater – Small Town Police Station. They *never* believe the monsters are real.

CarToon Wars – Highway Patrol HQ. They shoot out your tires to stop you. If that doesn't work, they shoot you!

Crawl of Catchoolu – Police Precinct 13. They're all *Catchoolu Cultists!* AAIIEEE!

Dungeons and Toons – Town Guard & Jail. These guys carry *big* swords and are very tough.

MekToon – Mek Police. They pilot *Titan* class BattleMeks with lots of armor and weapons.

Star Toon – Confederation Space Police. Blasters instead of guns, space cruisers instead of squad cars.

SuperToon – Downtown Police Station. Basically, these guys just lock up the criminals that the supers bring in.

Toonpunk 2020½ – Serious Police HQ. A high-tech cop shop with grouchy cops.

Toony Tyke Adventures – The Police Place. Most of the cops are really friendly, until you paint their cars purple and yellow.

Masters of Toon Fu – Imperial Guard HQ. These guys work for the Emperor, so don't make them mad.

Way Out West – Sheriff's Office & Jail. The jail only has three cells, but the Sheriff is a former punslinger.

Crime and Toonishment – "The Precinct." Full of tough cops and weary private eyes.

B: ANYTOWN CITY HALL

This large, imposing and more or less dignified building is where you'll find the Mayor's Office, the Anytown Criminal Court, the Hall of Records and a whole bunch of other offices. The building is four stories tall and *very* easy to get lost in. Anyone who has to deal with the bureaucrats here will begin to lose insanity points at the rate of 2 per turn.

ALTERNATE WORLDS

Atomic Monster Theater – Town Hall. This is where the townsfolk come to find out what the mayor is going to do about those Giant Skinks.

CarToon Wars – Courthouse. This is where the Highway Patrol bring you after they arrest you.

Crawl of Catchoolu – City Hall. A big creepy building, especially at night. Lots of information about the town's history is kept here.

Dungeons and Toons – The Baron's Castle. A small-sized castle occupied by a greedy and corrupt baron and his equally greedy and corrupt family and friends.

MekToon – Government Building. Where all the desk jockeys and politicians are. No Meks allowed inside because the scuff up the floors.

Star Toon – Administration Building. Home to the local government and the local Spacefleet Recruiting Center.

SuperToon – City Hall. This is a favorite target of Supervillains who are trying to kidnap the mayor.

Toonpunk 2020½ – Central Control Dome. Home of the Main Memory Banks and the Central Processing Unit for the whole townsector.

MAYOR HARVEY HIPPO (CONTINUED)

Muscle: 6

Break Down Door: 6

Climb: 6

Fight: 6

Pick Up Heavy Thing: 6

Throw: 6

Zip: 3

Dodge: 4

Drive Vehicle: 6

Fire Gun: 3

Jump: 3

Ride: 4

Run: 6

Swim: 8

Smarts: 5

Hide/Spot Hidden: 7

Identify Dangerous Thing: 6

Read: 7

Resist Fast-Talk: 7

See/Hear/Smell: 7

Set/Disarm Trap: 6

Track/Cover Tracks: 5

Chutzpah: 7

Fast-Talk: 9

Pass/Detect Shoddy Goods: 7

Sleight of Hand: 8

Sneak: 8

Shticks:

Cosmic Shift: 5



FIRE CHIEF I.M. BLAZIN

If a fire should break out in Anytown, Chief Blazin will soon be there! In fact, the chief is so eager, he often forgets to bring the fire truck! Chief Blazin is a 6-foot-tall dog (a Dalmatian, of course) who wears a fireman's hat and coat. He speaks in a deep voice and has a Scottish accent. He can detect fire from a long way away and will try to put it out, even if it is fully under control! Fireplaces, barbecues, welder's torches, even *candles* aren't safe from Chief Blazin! After putting out each fire, the Chief gives the person who set it a stern lecture on fire safety. Chief Blazin has 4 Firefighting Gizmos and a bucket of water in his back pocket.

Beliefs & Goals: Aye, I'll be pootin' out enna fire what Ah kin find! I'm noot braggin', but I'm the best fireman what is! Git yerself ta the fires as fast as ye can, boot try an' remember ta take the bonney fire truck wit' ye! Hoot mon, give a staim talkin' to to whoever set the fire!

Hit Points: 14 **Speed:** 6

Muscle: 8

Break Down Door: 10
Climb: 8
Fight: 8
Pick Up Heavy Thing: 9
Throw: 8

Zip: 5

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

Smarts: 4

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

Chutzpah: 3

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

Shticks:

Detect Item (Fire): 9
Incredible Speed: 7



Toony Tyke Adventures – The Big Gray Building. It's too full of adults and you have to be too quiet, but the floors are really slick and you can slide on them if you're just wearing socks!

Masters of Toon Fu – Palace Of The Emperor. A really big palace full of bureaucrats, nobles, ninjas, samurai and the Imperial family. *Everybody* in this place (even the pets) is a Master of Toon Fu.

Way Out West – Meetin' Hall. This place is used as a courthouse, theater, voting place and a place to have dances and parties. Once a month, the mayor sobers up and has a town meeting here.

Crime and Toonishment – City Hall. A big place full of crooked politicians, bribable clerks, wheelers and dealers and shady deals.

C: ANYTOWN FIRE DEPARTMENT

In its proud 75-year history, the Anytown Fire Department has actually managed to put out about half the fires it has responded to. The firehouse is a two-story building, with the top story holding the firemen's living space and the bottom floor holding the fire trucks and other equipment. Naturally, there is a brass pole for the firemen to slide down; sometimes, they can even slide back *up* it!

ALTERNATE WORLDS

Atomic Monster Theater – Volunteer Fire Department. Nobody here. They're all out fighting the fires started by the Toad Women From Pluto.

CarToon Wars – Fire Control HQ. A firehouse with a big armored fire truck that has several weapons mounted on it.

Crawl of Catchoolu – Firehouse 1. A normal fire station, but it's built over the Burial Vault of Yuk.

Dungeons and Toons – Fire House. A friendly Fire Elemental lives here. He has great backyard barbecues.

MekToon – Damage Control HQ. Full of *Colossus* class BattleMeks that have been modified to fight fires, control floods and rescue people.

Star Toon – Robotic Emergency Response Team. This team of 24 robots is programmed to deal with all sorts of emergencies. Sometimes they even follow that programming.

SuperToon – The Clean Up Crew. These supers not only fight fires and respond to emergencies, they clean up the damage done by villains and *other* superheroes!

Toonpunk 2020½ – Corpdome Safety Center. The computer and machinery that control the automated firefighting/lifesaving equipment in each Corpdome. A favorite target of those wacky Toonpunks.

Toony Tyke Adventures – The Fire Station. One of the coolest places in town. It has big trucks, loud sirens, flashing lights, spraying water and a really neat spotted dog.

Masters of Toon Fu – The Pond. If you need to put out a fire, this is where you get the water. Someone with Crazy Fireman Toon Fu can put out a medium fire in 1d turns.

Way Out West – The Town Firepump. This mobile contraption takes 4 characters to operate and 2 horses to pull it, but it can put out a pretty good stream of water. It has a 100 ft. hose attached to it and it holds 500 gallons of water.

Crime and Toonishment – Firehouse 100. A good place for a P.I. without a car to catch a ride, if you stay friendly with the firemen.

D: DUCKY'S PLACE

This is a typical (for Anytown) corner bar. The owner and head bartender is Ducky McMallard, a big duck who doesn't like anyone busting up his bar. Ducky's Place has all of the standard saloon furnishings: a bar with barstools, a jukebox, a few tables and chairs, a dart board and a pool table. It also has a conveniently located back door for quick escapes.

ALTERNATE WORLDS

Atomic Monster Theater – The Dew Drop Inn. A typical small town bar. Winos stumble in here saying they've seen monsters, but nobody believes them.

DUCKY McMALLARD

Ducky is the owner/bartender at *Ducky's Place*. He's a 6½-foot-tall, 300-pound mallard duck who always wears a T-shirt and a pair of gym shorts. Ducky's voice is very deep, and he tends to speak and laugh very loudly. He is very fond of pastrami sandwiches on rye bread. Ducky is a pretty easygoing guy until someone starts tearing up his bar. When that happens, he gets mad and starts pounding on people. Ducky has a bar towel, a corkscrew and an Ace Expanding Bowling Ball in his back pocket.

Beliefs & Goals: Run a nice, peaceful joint and be friendly to the customers. Don't let *anybody* bust the place up! Offer a drink to anybody who looks like they need one, but make them pay for it afterward. Always keep a pastrami sandwich nearby. Keep the bar clean!

Hit Points: 16 **Speed:** 4

Muscle: 9

Break Down Door: 9

Climb: 9

Fight: 10

Pick Up Heavy Thing: 9

Throw: 9

Continued on next page . . .





DUCKY McMALLARD (CONTINUED)

Zip: 3
Dodge: 4
Drive Vehicle: 3
Fire Gun: 3
Jump: 4
Ride: 3
Run: 5
Swim: 10 (Hey, he *is* a duck!)

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

Chutzpah: 6
Fast-Talk: 5
Pass/Detect Shoddy Goods: 4
Sleight of Hand: 3
Sneak: 3

Shticks:
Toughness vs. Physical: 7
Coat of Arms: 6 (for mixing drinks
 or bouncing troublemakers)

CarToon Wars – The Bootlegger’s Reverse. A hangout for autoduellists, bikers, bandits and other road warriors. Barroom brawls (with weapons fire) happen all the time.

Crawl of Catchoolu – Doomsday Bar & Grill. This place gets lots of customers, but they all just sit and drink quietly. Most of them look really nervous and a few look downright *sane!*

Dungeons and Toons – The Happy Harpy Inn. A fantasy world inn with lots of ale to drink, roasting halves of beef to eat and plenty of people wanting to hire dungeon crawlers to do something dangerous.

MekToon – The Mekpilot’s Saloon. You can’t go into this place in your Mek, but lots of off-duty pilots hang out here and lie about what good Mekpilots they are.

Star Toon – Jim’s Place. A favorite place for Spacefleet officers to relax. Owned and operated by a retired Spacefleet captain.

SuperToon – The Speeding Bullet Bar. This is a superhero bar, so they serve 500 proof booze. Everything in this place is unbreakable, just in case a fight breaks out.

Toonpunk 2020½ – Max Playroom’s Virtual Bar. Max Playroom (*Tooniversal Tour Guide*, pg. 184) runs this cyberspace bar. A special program allows netroamers who drink here to *really* get intoxicated!

Toony Tyke Adventures – Jenny’s Lemonade Stand. This is where all the Kids come to drown their sorrows. Sure, the lemonade is strong, but that’s why they come here!

Masters of Toon Fu – Leaping Lotus Inn. A nice, quiet little inn that serves sake or beer. 1d+1 turns after you walk in here, 2d+2 Ruffians or Evil Ninjas will burst in and attack you.

Way Out West – The Lonesome Coyote Saloon. A standard western saloon. There is at least one barroom brawl per night and one shootout per week.

Crime and Toonishment – Nick’s Place. A mob-owned nightclub. P.I.s who go here will probably get some vital clues. They’ll *definitely* get pounded into mush!

E: ANYTOWN MALL

This is a typical shopping mall. The stores located here are numbered on the mall map (p. 162) and listed below.

1: J.Z. PUNNY’S

A typical department store. It’s three stories tall and has just about everything you might need, but Wally Mart is cheaper.

2: PETE’S PET SHOP

This is a really neat pet shop with almost any kind of animal for sale. You can also buy cages, pet food and other stuff. Pete, the owner, is a friendly guy, but not entirely sane. Of course, in *Toon* this doesn’t matter much.

3: SWEET STUFF BAKERY

A great place to get cookies, cakes, pastries and best of all, *pies!* Also a great place for a food fight – and there are plenty of kitchen items and ovens in the back room for you to mess with. The owner is Mary Lou Schwemp.

4: FUNKY FASHIONS

A clothing store for teenagers. This is a great place to do a Quick Change/Disguise. Adults hardly ever set foot in this place because they can't stand the music.

5: TOYWORLD

Toyworld is a truly *great* toy shop! Its owners, Mr. & Mrs. Legowitz, have made sure that any toy in the Tooniverse can be found here. As you might imagine, that covers some very screwy toys! Many of the toys in this shop have a life of their own and won't tolerate any abuse by customers.

6: BIJOU OMNIPLEX CINEMA

This is the ultimate multiplex mall theater. It has 129 screens and shows a different flick on each of them! The bargain matinee price is only \$2.00 per person, but a small box of popcorn costs \$29.95! Theater switching is not allowed and the ushers (all of whom are grizzly bears) will beat you senseless if they catch you doing it.

7: THE GAME DUNGEON

If you're looking for *any* kind of game (but especially *roleplaying games*), then you'll want to visit The Game Dungeon! The owner, Hacky McSlash, has been a roleplayer for years and will be glad to answer your questions. He'll also be glad to tell you endless stories about his favorite character, a 467th-Level Fighting Mage/Thief named Ironheart Elvendude. With any luck, you can sneak out of the store while Hacky is looking for his character sheet. The Game Dungeon is closed whenever Hacky goes to a game convention, which is about twice a month.

8: ACE INDUSTRIES FACTORY OUTLET STORE

This is a really huge store operated by Ace Industries that sells "factory seconds" at bargain prices. You can buy anything found in this catalog or any other *Toon* book for as much as 75% off! Of course, there *is* a catch. You see, "factory seconds" are items that aren't quite perfect. Now, this isn't so bad if you're buying a T-shirt or a pair of socks, but if you're buying a Fist of Doom Missile or a Transmek or an Orange Dragon, it could be fatal! The staff won't tell you exactly what's wrong with the items you buy, but the amount of evil chuckling the Animator does could give you a clue.



MARY LOU SCHWEMP

Mary Lou owns the Sweet Stuff Bakery in the Anytown Mall. Like all of the women in the Schwemp family, she is smart, energetic and a hard worker. Pretty much the opposite of the male Schwemps! Mary Lou is a 5-foot-tall human who has long brown hair and is just a little bit chubby (from eating too much of her own baked goods). She wears a white apron over a floral print dress and has a baker's hat on her head. In her Back Pocket is a 25-pound bag of flour, a pistol and a Gizmo. Mary Lou will always try to sell baked goods to anyone she meets.

Beliefs & Goals: Work hard and sell lots of baked goods! Help people out and try to sell them things. Never let the shop get dirty! Be cheerful, even when your lazy brothers come around.

Hit Points: 10 **Speed:** 6

Muscle: 3

Break Down Door: 3

Climb: 4

Fight: 3

Pick Up Heavy Thing: 4

Throw: 4

Zip: 5

Dodge: 5

Drive Vehicle: 6

Fire Gun: 8

Jump: 5

Ride: 5

Run: 7

Swim: 5

Smarts: 9

Hide/Spot Hidden: 9

Identify Dangerous Thing: 9

Read: 10

Resist Fast-Talk: 9

See/Hear/Smell: 9

Set/Disarm Trap: 9

Track/Cover Tracks: 9

Chutzpah: 5

Fast-Talk: 9

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 5

Sneak: 6

Shticks:

Incredible Speed: 8

DR. ROCK & ROLL

At radio station K-TOON, Dr. Rock & Roll is the top rated DJ. He plays the latest hits as well as the golden oldies. He cracks jokes, uses lots of sound effects, runs contests and always takes requests. Dr. R&R is a 4-foot-tall pig who wears his blond hair long and *always* wears sunglasses. His favorite clothes are jeans and a vest. Dr. R&R speaks a mile a minute in a typical radio DJ's voice (deep and well-modulated). He won't get into a fight if he can help it, but he *will* pull practical jokes on anybody he can. He has an anvil, an Instant Monster Pill and hundreds of free records & tapes in his Back Pocket.

Beliefs & Goals: I'm the number one DJ and it's going to stay that way! I *love* my job! Have fun! Play lots of practical jokes! Play lots of *music!* Always give your fans (and anybody else) a free record or tape! Never remove your sunglasses! Stay out of trouble!

Hit Points: 10 **Speed:** 8

Muscle: 4

Break Down Door: 4

Climb: 4

Fight: 4

Pick Up

Heavy

Thing: 4

Throw: 5

Zip: 7

Dodge: 7

Drive Vehicle: 7

Fire Gun: 7

Jump: 8

Ride: 7

Run: 10

Swim: 7

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 8

Resist Fast-Talk: 7

See/Hear/Smell: 6

Set/Disarm Trap: 9

Track/Cover Tracks: 5

Chutzpah: 7

Fast-Talk: 9

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 9

Sneak: 7

Shticks:

Bag of Many Practical Jokes: 8

Quick Change/Disguise: 6



9: SHOES R US

A really big shoe store. They carry all types of shoes and socks for all species of characters. Some of them are incredibly bizarre looking.

10: KWICKY KWICK KOPIES

Owned and operated by Matt and Jim Porker, a couple of humanoid pigs. These guys will copy *anything*, including characters, for a nickel per copy. Colored paper or ink costs extra. Copies of living things look just like the original, but are made out of paper and are flat. They don't move very well and they only last 2d turns.

11: YE OLDE BOOKSELLER

A very large and complete bookstore. It is sometimes possible (if the Animator allows it) for characters to enter books and take part in the story. The title of the book will sometimes give a hint about what might happen if you open it up. For example, if you opened up *The Tempest*, a raging storm might blow out of it. Opening up *The Hobbit* might cause a small, hairy-footed humanoid to fall out. You don't *ever* want to open up *Frankenstein* or *Dracula* or *anything* by H. P. Lovecraft!

12: CRAZY CLOTHES

This place is part clothing store and part costume shop! Characters can have a great time here, trying on clothes and costumes and hats. Kids will almost instantly lose control of their Wild Imaginations.



13: THE TOOLBOX

Bill O'Bull, the owner of The Toolbox, likes to boast that he stocks every kind of tool in the world. He's right! Where else can you find a 12 Speed Paint Stretcher or a Fully Automatic Nail Washer? Just be very, *very* careful not to break anything or Bill will run you through his All Purpose Wood Grater/Brick Demolisher.

14: SPORTING GOODS CENTRAL

Every type of sporting equipment ever made can be found here! In addition, there is an indoor sports arena where local sporting events are held.

(Note: The mall has a security force that will respond to any problems. It is up to the Animator to decide if the security force is made up of bumbling boobs or head-busting professionals. It should also be noted that the mall is definitely big enough to drive cars around inside it.)

ALTERNATE WORLDS

Atomic Monster Theater – Smalltown Shopping Center. This is one of the first places a Giant Creature stomps on.

CarToon Wars – MaxiMall. Just like the Anytown version, but it has an Uncle Spud's Auto Stop & Comedy Shop instead of a J.Z. Punny's store.

Crawl of Catchoolu – Mousekatonic Mall. By day, it's a normal shopping mall. By night, it's a *Temple of Tsaggywahaha!* AAIIII-IEEEEE! IA! IA!

Dungeons and Toons – Open Air Market. Just like you've seen in those sword & sorcery movies! Thieves have a ball here, until they get caught.

MekToon – Consumer Shopping Area. This is a lot like the Anytown Mall, but the security guards are using MiniMeks.

Star Toon – Confederation Flea Market and Bazaar. Over 75 shops and merchants, representing 63 alien races. You can buy some weird stuff here.

SuperToon – SuperMall. This mall has shops for normals *and* supers. A great place to shop for costumes, gadgets and youthful side-kicks.



OLLIE FANT

Ollie is the helicopter pilot for KONK-TV. He is, as you've no doubt guessed, an elephant. Ollie stands 8 feet tall and weighs about a ton! He likes to wear aviator goggles, a pilot's jacket and a long white scarf. Flying his helicopter (which he has named Honey) is Ollie's big joy in life and he will beat up anybody who tries to stop him. He'll also beat up anybody who messes with the helicopter. Ollie thinks he is quite the ladies' man, so he tries to impress women with his tales of derring-do. None of these tales are true, but Ollie doesn't let that stop him. Ollie has a parachute and a bag of marbles in his Back Pocket.

Beliefs & Goals: Flying a helicopter is incredibly fun and *I'm* an ace chopper pilot! I pity the fool who tries to stop me *or* messes with Honey! Women just love my aviation stories, not to mention my good looks. When I'm flying above a news story, I always try to get dramatic camera angles.

Hit Points: 18 **Speed:** 4

Muscle: 8

Break Down Door: 9

Climb: 8

Fight: 8

Pick Up Heavy Thing: 8

Throw: 8

Zip: 3

Dodge: 3

Drive Vehicle: 5 (8 for helicopters)

Fire Gun: 4

Jump: 3

Ride: 4

Run: 5

Swim: 7

Smarts: 4

Hide/Spot Hidden: 4

Identify Dangerous Thing: 5

Read: 5

Resist Fast-Talk: 4

See/Hear/Smell: 7

Set/Disarm Trap: 4

Track/Cover Tracks: 4

Chutzpah: 5

Fast-Talk: 6

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 5

Sneak: 3 (He's an elephant!)

Shticks:

Stunt Flying: 8

JENNY HEN

Jenny is a housewife and mother who lives in Whispering Pines Village. She is a humanoid chicken with brown feathers and curly brown hair. She wears jeans, a blouse and glasses most of the time. Her voice is very motherly, which means that it can go from "Warm and Loving" to "Boot Camp Drill Sergeant" in an instant!

Jenny and her husband, Dennis, have 16 children and all of them are 5 years old (chickens like large families all at one time). As a result of this, Jenny is often very tired and a little stressed out. If someone does something to make Jenny mad, she will yell at them and make them stand in a corner. Since her Fast-Talk skill is very high, many victims actually go stand in the corner! Jenny keeps a box of tissue, a bag of cookies and a wet washcloth in her Back Pocket.

Continued on next page . . .



ANYTOWN

Toonpunk 2020½ – MallDome. Lots of shops for the families of Megacorp executives. Everything here is incredibly expensive. Toonpunks often sneak into this Dome and cause trouble.

Toony Tyke Adventures – The Mall. An OK place, but mostly it's a hangout for Older Kids and Moms. Then again, they *do* have a pet shop and a toy store here, so it might not be so bad.

Masters of Toon Fu – The Village Market. Just the place to buy rice, poultry, rice, vegetables, rice, weapons, rice, artwork and rice. It's also a great place to have a Toon Fu fight.

Way Out West – Mr. Hopnoodle's General Store. A big store that has almost anything you might need. Keep an eye on Mr. Hopnoodle, because he's a little nearsighted and sometimes gets the wrong items.

Crime and Toonishment – Moosey's Department Store. Most P.I.s can't afford to shop here, but it's a good place to chase a suspect through.

F: CITY PARK

The Anytown City Park is a pretty average city park. It has a lot of trees and grass and a children's playground. Any adult characters who try to play on the playground equipment will find themselves fighting a pitched battle with 2d+2 angry Kids. Look out, because these Kids have been shopping from this catalog and are heavily armed!

ALTERNATE WORLDS

This is always a park, regardless of the world that it's in. Naturally, in some worlds (*Crawl of Catchoolu*, *Dungeons and Toons*, *Masters of Toon Fu*, etc.) it might be a pretty dangerous place, especially at night!

G: STATION K-TOON

This is Anytown's only radio station. It plays weird and wacky rock & roll 24 hours a day. The station itself consists of four rooms: the DJ's room (where the music gets played), the transmitter room (where the transmitting equipment is), the music vaults (where the albums, tapes and CDs are kept) and the front office (where the secretary and the station manager are kept). To put in a musical request or to dedicate a song to someone, call 555-ROCK. Operators are standing by.

ALTERNATE WORLDS

In most worlds, this is still Station K-Toon, and only the type of music they play will change. However, in the following worlds, this building houses something else.

Dungeons and Toons – The Tower Of The Singing Frog. What magic allows this croaker to croon so wonderfully? Is it possible to get inside the tower and find out? What the heck, give it a try!

Masters of Toon Fu – Temple Of The Musical Monks. An offshoot of the Sho Lee monks, these singing and dancing priests are masters of the strange martial art known as Broadway Fu. Do you have what it takes to study with them?

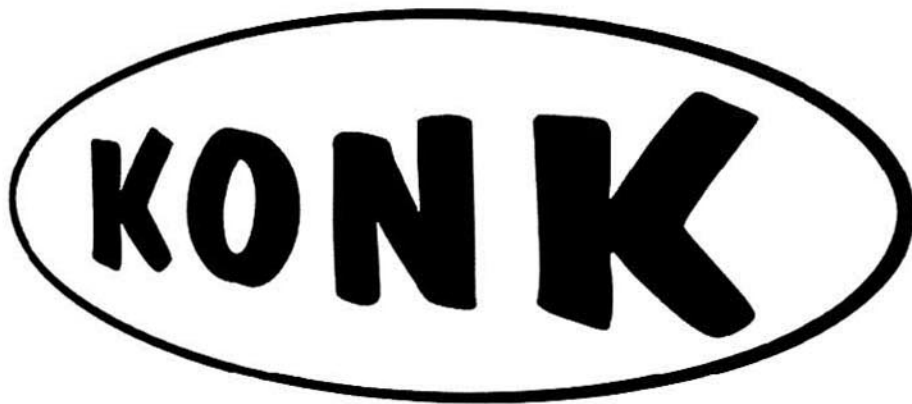
Way-Out West – Dr. Smudgepot's Medicine Show. This snake oil salesman claims that his elixir will cure gout, bloodshot eyes, alco-

holism, recurrent boggling, swine flu (especially if you're a pig), headaches, itchy feet, sunburn, baldness and about 900 other things.

H: STATION KONK

KONK is Anytown's only television station. They are on the air 24 hours a day, but late at night all they show are Grade Z horror movies or reruns of old sitcoms. During the day, they show game shows, soap operas, talk shows, news and other shows.

The KONK building is two stories tall and has offices, studios, equipment rooms and video vaults. The station also has a van and a helicopter. Both of them are used for remote broadcasts.



ALTERNATE WORLDS

Like Station K-Toon, Station KONK is a TV station in most worlds. They may feature different types of programs, but it's still just TV. In the worlds listed below, however, things are different.

Dungeons and Toons – Waldo the Sage. This old possum knows at least a little bit about darned near everything! But be warned: he makes his customers go on a quest before he'll answer their question! Now isn't that an original idea for a fantasy game?

Masters of Toon Fu – The Imperial Bulletin Board. Important (and not-so-important) messages are posted here daily. You might find out where to locate the Evil Master who konked your sister's best friend's brother-in-law! Of course, you'll probably also get attacked by Ruffians, Evil Minions or Evil Ninjas.

Way-Out West – Old Bob's Shack. Old Bob is the Town Drunk and he always seems to be the only witness to shootings, bank robberies, train hold ups, Indian attacks, vigilante boggings or any other crime. Yessir, he'll give you all the details. All you have to do is sober him up, which shouldn't take more than a week or so.

Crime and Toonishment – Chuck The Snitch's House. This guy is a lot like Old Bob because he always seems to know what really happened. Unfortunately, he never gets to tell the Cops or Detective everything because a big black sedan always drives by and someone inside shoots him. He could be in a mine shaft 3,000 feet underground and that sedan would show up in time to rub him out.

JENNY HEN (CONTINUED)

Beliefs & Goals: Keep the kids safe and clean. Honey, put that down, please. Don't let other characters disrupt things around my house! Stop hitting your brother! Try to talk someone into babysitting for awhile. Get the dog *out* of the dishwasher *right now!* Take a nap whenever you get the chance. You painted *what* purple? Keep the house tidy until you can hire a maid. *JUST YOU WAIT UNTIL YOUR FATHER GETS HOME!*

Hit Points: 10 **Speed:** 6

Muscle: 4

Break Down Door: 4

Climb: 5

Fight: 4

Pick Up Heavy Thing: 4

Throw: 4

Zip: 5

Dodge: 6

Drive Vehicle: 6

Fire Gun: 5

Jump: 5

Ride: 5

Run: 8

Swim: 5

Smarts: 5

Hide/Spot Hidden: 8

Identify Dangerous Thing: 8

Read: 6

Resist Fast-Talk: 11 (*all mothers have this skill level*)

See/Hear/Smell: 7

Set/Disarm Trap: 7

Track/Cover Tracks: 7

Chutzpah: 5

Fast-Talk: 10

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 8

Shticks:

Stretching: 7

Coat of Arms: 6

SPIKE Y. BONES

Despite having a ridiculous name, this 6-foot-tall humanoid dog is the Feature Stories Editor at the Anytown Times! Spike has long black hair (on his head) and a beard. He wears jeans and t-shirts at all times and looks a lot like a hippie. As Feature Stories Editor, Spike gets to approve or veto all of the Elvis sighting stories, as well as the UFO, Bigfoot and Bermuda Triangle stuff. Although Spike will argue for hours about almost anything, he seldom ever gets really mad. His Back Pocket contains an Ace Smart Brick and a coconut cream pie.

Beliefs & Goals: The Public has a right to know that Bigfoot is sharing a house with Elvis in the Bermuda Triangle! Only the *best* tabloid stories will appear in the *Times!* Argue the opposite side of any issue, but don't lose your cool. I hope to someday win the Pullet-zer Prize for Cartoon Journalism! Get the paper out on time!

Hit Points: 12 **Speed:** 4

Muscle: 4

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

Zip: 3

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

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 7
Read: 10
Resist Fast-Talk: 10
See/Hear/Smell: 6
Set/Disarm Trap: 6
Track/Cover Tracks: 7

Chutzpah: 6

Fast-Talk: 9
Pass/Detect Shoddy Goods: 8
Sleight of Hand: 6
Sneak: 7

Shticks:

Incredible Luck: 6
Know Obscure Facts: 9



I: WHISPERING PINES VILLAGE

This is a typical middle-class suburban housing development. Except for slight differences in color, all of these houses look the same. The people who live here don't like strangers coming into the area and causing trouble (something that is sure to happen in a *Toon* game). Any troublemakers they catch will be turned over to the police. By the way, this area gets its name from the pine trees that grow around here. These pines are always whispering things to each other and sometimes you can understand what they are saying. About half of the time, you'll hear something really important (like "There is buried treasure somewhere in the City Park"). Then again, sometimes they lie.

ALTERNATE WORLDS

Atomic Monster Theater – The North End Of Town. This is the residential area that the Aliens or Giant Creatures are always heading for. Police trucks with P.A. systems drive through this area saying "Stay indoors!

Lock your doors and windows! Do not go outside!" Yeah, like that will keep a Giant Creature from stepping on your house!

CarToon Wars – Bulletproof Pines Village. A middle-class housing development that has adapted well to the world of autoduelling. Many of these homes have Cream Pie Cannons mounted on their roofs.

Crawl of Catchoolu – Screaming Pines Village. A middle-class housing development where *nobody* goes outside after dark! Except for the families who are Cultists, of course . . .

Dungeons and Toons – Assorted Small Homes. This is where the ordinary, non-dungeon crawling people live. We might add that they generally live a lot longer than the folks who *do* go dungeon crawling.

MekToon – Whispering Pines MekVillage. Middle-class housing with a difference: these houses can transform into Meks and run away from natural disasters or other bad stuff!

Star Toon – Nebula View Village. Single-family homes that have a great view of the Salamander Nebula. Each home is also equipped with a Traveling Ferengeek Door To Door Salesman Detector.

SuperToon – Secret Pines Village. A housing development for middle-class superheroes. To help keep supervillains from finding it, it's not on any map and none of the streets have names.

Toonpunk 2020^{1/2} – Whispering Cyberpines Dome. This is where the low-level Megacorp executives live. It's not as nice as where the upper-level executives live, but it's better than life on The Street.

Toony Tyke Adventures – The Neighborhood. Kids and their families live here. Every yard has a couple of bikes on it, along with a dog or two. Every house also has a two-car garage that is so full of stuff you can't even fit *one* car in it!

Masters of Toon Fu – The Humble Houses of the Ordinary Folk. If you aren't a Noble, a Monk, a Wandering Martial Artist or a Soldier, *this* is where you live.

Way Out West – Whispering Pines Valley. Lots of farmers and other folks live here, which is right on the edge of town. A few Indians live just down the road.

Crime and Toonishment – Whispering Pines Village. Yeah, the pines are whispering, all right. They're whispering . . . "Murder!"

J: THE ANYTOWN TIMES

Anytown's daily newspaper is located in a three-story building downtown. The ground floor is where the presses are. The second floor is where the reporters work and the third floor is where you'll find the editors and the publisher. The paper's motto is, "All the news that fits, we print." Besides ordinary news stories, the *Times* also runs stories about Elvis sightings, UFO abductions and Mutant Killer Bees. Actually, in a cartoony newspaper, those *are* hard news stories!

ALTERNATE WORLDS

Atomic Monster Theater – The Weekly Reporter. A small town paper, but the first to break the story on the attack of the Giant Sowbugs!



MR. FOXWORTHY

Mr. Foxworthy is a fox (big surprise, eh?) and the Manager of the Hiltoon Hotel. He always dresses very well and likes dark suits. He is very polite to everybody, even people who are trying to cause trouble in the hotel. Mr. Foxworthy speaks with a refined British accent, stands 6 feet tall and is kind of thin. He is also vain, especially when it comes to his long bushy tail. Flattering him will reduce his Resist Fast-Talk roll by 3 points. Mr. Foxworthy carries several Gizmoes in his Back Pocket, along with a brush for his tail. When making his rounds of the hotel, he is usually accompanied by two very large security guards named Martin and Lewis.

Beliefs & Goals: It is my job to run this hotel in a professional and dignified manner. I shan't allow hooligans to disrupt things or leave without settling their bill. I shall always keep myself neat and well dressed. Should trouble occur, I will dispatch Martin and Lewis to deal with it. I *am* rather a handsome fellow, aren't I? I must always keep my beautiful tail combed.

Hit Points: 10 **Speed:** 9

Muscle: 4

Break Down Door: 4

Climb: 6

Fight: 4

Pick Up Heavy Thing: 4

Throw: 6

Zip: 8

Dodge: 8

Drive Vehicle: 8

Fire Gun: 3 (Mr. Foxworthy dislikes firearms)

Jump: 8

Ride: 8

Run: 9

Swim: 8

Continued on next page . . .



MR. FOXWORTHY (CONTINUED)

Smarts: 7

Hide/Spot Hidden: 9

Identify Dangerous Thing: 7

Read: 8

Resist Fast-Talk: 10 (7 if you flatter him a lot)

See/Hear/Smell: 7

Set/Disarm Trap: 8

Track/Cover Tracks: 9

Chutzpah: 5

Fast-Talk: 6

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 5

Sneak: 9

Shticks:

Bag of Many Things: 8

Incredible Speed: 7

Detect Item (stolen towels, etc.): 8

CarToon Wars – The Daily Duellist. This paper is aimed mostly at the autoduelling professional and fan. The automobile accident reports alone cover 15 pages. Advertisements for Uncle Spud's Auto Stops & Comedy Shops cover 10 more pages.

Crawl of Catchoolu – The Screaming Sentinel. Probably a good newspaper, but most people go totally sane before they're done reading it!

Dungeons and Toons – Home Of The Town Criers. These folks shout out the latest news every 12 hours (6 am and 6 pm). When really big stories break, several town criers will cover it together.

MekToon – Mekworld Daily Guardian. Covers all the latest Alien Invasions and MekWars. All of the comics are about Meks and Mek Pilots.

Star Toon – The Confederation Chronicle. This newspaper is beamed into your home daily. Lots of news about aliens and newly discovered planets. It has a special section just for robots.

SuperToon – The Heroic Herald Examiner. As you might guess, lots of coverage of superheroes and supervillains. The classified ads are pretty strange. Here's an example: "For Sale: Used force field belt. Works like new, but owner must sell in order to refurbish secret hideout. \$10,000 or best offer. Contact The Blue Woodpecker after 5 pm weekdays."

Toonpunk 2020½ – Toonpunk Today. You can only read this paper by jacking into the Net. The Megacorps would like to censor it, but it keeps moving around and evading their trapgrams.

Toony Tyke Adventures – The Kids Weekly News. All the news that Kids want to read! Plenty of comics and news items about what has been happening in the neighborhood.

Masters of Toon Fu – The Sho Lee Temple Times. Ah, so, honorable student. This humble newspaper tells what has been happening in and around the Temple. *WHACK!* It also makes a good weapon, as you have found out, young one!

Way Out West – The Cowboy Courier. This weekly paper is a favorite among cowboys and outlaws alike. It often has articles like "10 Ways To Prevent Saddle Sores," "Cattle Rustlers: Hang 'Em Or Shoot 'Em?" and "7 New Ways To Prepare Biscuits And Beans."

Crime and Toonishment – The Daily Clue. A newspaper for Cops and Detectives. It is crammed full of clues, *if you know what to look for!* In fact, there are often clues for crimes *that haven't even happened yet!* The crossword puzzle and the personal ads are the best places to check.

K: HILTOON HOTEL

The Hiltoon is Anytown's nicest hotel. It is 15 stories tall and has 500 rooms, 3 restaurants, a bar and a rooftop swimming pool. Room prices start at \$75 per night and go up to \$500 per night for the Presidential Suite. Of course, many guests will try to sneak out without paying their bill. The staff is aware of this, so they are *extremely* hard to sneak past or Fast-Talk. They will pop up in the darndest places, holding the your hotel bill in their hand. Because of the staff's determination to make every guest pay up, the Hiltoon is often the sight of some very fast-paced chases!

ALTERNATE WORLDS

Atomic Monster Theater – Desert View Motel. A nice place for tourists to stay and for Giant Creatures to stop for a light snack.

CarToon Wars – The Small Arms Hotel. This hotel caters mostly to duellists and has a strict policy of allowing only pistols inside the hotel. This prevents costly repair bills.

Crawl of Catchoolu – Horrid Johnson's. A great hotel for the whole family, as long as you don't mind losing a few family members during your stay.

Dungeons and Toons – The Red Dragon Inn. This is a much larger place than the Happy Harpy Inn. The rooms are large and the inn is hardly ever attacked by demonic minions of the Gray Wizard of Doom, who hates all dungeon explorers.

MekToon – The Robotic Arms Hotel. Shaped like an enormous BattleMek, this hotel can actually walk around! Naturally, that means that the address changes several times daily.

Star Toon – The Velcron Plaza Hotel. Yep, that's right, a hotel staffed entirely by those screwy masters of illogic, the Velcrons. Almost everything in the place is designed to get a laugh, and unless you have a really great sense of humor, you shouldn't stay here.

SuperToon – The Hotel Justice. A favorite spot for out-of-town superheroes to stay at. This hotel features one-hour costume cleaning, a gym designed especially for supers and a hotline to police HQ in every room!

Toonpunk 2020½ – HotelDome California. This isn't really a hotel, it's a prison for captured Toonpunks. You can leave any time you like, but you can *never* check out! Or something like that. We'll get back to you.

Toony Tyke Adventures – Billy's Backyard Hotel. Billy has the biggest, neatest backyard clubhouse of any Kid in town. When other Kids want to spend the night away from home (with Mom & Dad's permission, of course) they stay at Billy's! Free radios in each room and free popcorn for all guests!

Masters of Toon Fu – The Weary Traveller's Rest Stop. A most excellent place for the tired traveler to stay. Pleasant surroundings, comfortable beds and only one or two attacks by Evil Ninjas per night. Ah, so!

Way Out West – The Dusty Trail Hotel. A right fine hotel, pardner. They change the sheets twice a week, have two indoor bathrooms and serve some pretty good grub in the restaurant. Now, they *do* have a gunfight or two in the lobby from time to time, but that ain't nothing to git upset about.



ANNIE AARDVARK

Anytown's Head Librarian is Annie Aardvark. She is 5 feet tall, has curly hair and wears a dress. Annie usually speaks in a very quiet voice, unless somebody makes the mistake of speaking too loudly in the library. When *that* happens, Annie yells "SHUT UP!" and konks them with a Giant Mallet! (from Ace Industries, of course) She also gets very upset when people put books back in the wrong place.

Annie is very helpful and can find just about any book within two turns. Annie is also incredibly curious and will ask other characters all sorts of annoying questions. Besides her Giant Mallet, Annie carries a box of crayons and a Ping Pong Ball Pistol in her Back Pocket.

Beliefs & Goals: Be helpful and keep the library quiet! Find out things about people by asking lots and lots of questions. Keep the books in the proper order! If anybody causes trouble, konk 'em!

Hit Points: 9 **Speed:** 5

Muscle: 3

Break Down Door: 3

Climb: 3

Fight: 3 (9 with the Giant Mallet)

Pick Up Heavy Thing: 3

Throw: 3

Zip: 4

Dodge: 4

Drive Vehicle: 4

Fire Gun: 5

Jump: 5

Ride: 4

Run: 7

Swim: 4

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 6

Read: 11

Resist Fast-Talk: 6

See/Hear/Smell: 6

Set/Disarm Trap: 6

Track/Cover Tracks: 6

Chutzpah: 5

Fast-Talk: 5

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 5

Sneak: 8

Shticks:

Detect Item (any specific book): 10

Teleport: 5

MRS. SLOPMEYER

Theoretically, Mrs. Slopmeier is the cook at the Anytown Elementary School cafeteria. In *fact*, what she does to food is more properly called "cruel and unusual punishment" rather than "cooking." Mrs. Slopmeier is a 5½-foot-tall human woman with dark hair, a big nose and a very fat figure. She wears a hairnet. Mrs. Slopmeier like to cook up "tasty and exotic" new dishes like "Salt Pork and Rhubarb On A Bun," "Grease Surprise" and "Filet of Mystery Meat with Tasty Pinecone Sauce." That explains why most students bring a bag lunch from home. Mrs. Slopmeier has a soup ladle, a cheese grater and a baseball bat in her Back Pocket.

Beliefs & Goals: I just *love* to cook! Those darned kids just don't appreciate gourmet cooking! Always try to think up new recipes. Don't let other people in your kitchen, they might ruin the food! Keep an eye out for people who look hungry and make them taste your latest creations.

Hit Points: 13 **Speed:** 4

Muscle: 6

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

Zip: 3

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

Smarts: 4

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

Chutzpah: 5

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

Shticks:

Bag of Many Foods: 4



Crime and Toonishment
– The East Side Plaza Hotel. This place is a dump, a fleabag, a flop-house, a rathole; in other words, a seedy little hotel. They average 14 murders a week here and one of them has ties to your client. Time to earn that \$50 bucks a day plus expenses.

L: ANYTOWN LIBRARY

This is a big, well stocked library. It is three stories tall and is always very quiet. That's because Annie Aardvark, the head librarian, will konk you on the head with a giant mallet

if you make too much noise! The mallet does 2d+2 of SSSHHHH! This Is A Library! Damage. Visitors should be aware that it is possible to enter the books or for the books to do strange things, just like at the "Ye Olde Bookseller" in the Anytown Mall (see pg. 162).

ALTERNATE WORLDS

Atomic Monster Theater – The Library. This is where you find that old book that tells you that the Giant Creature terrorizing your town was known to the local Indians centuries ago! Hmmm.

CarToon Wars – The Duellist's Library. If you need information on cars, weapons or anything related to autoduelling, this is where you'll find it. There *is* a *small* chance that some of the information is wrong, but you don't need to worry about it.

Crawl of Catchoolu – The Library Of Forbidden Knowledge. This place contains so many cursed books that you'll lose 2dx2 insanity points just by walking in the front door!

Dungeons and Toons – Waldo's House Of Scrolls. Remember Waldo the Sage from a few entries back? Well, he also sells scrolls on just about any subject. Open 6 am to 9 pm for your shopping convenience.

MekToon – The Information Center. This is basically just a high tech library, but it *does* have lots of free Mek parking!

Star Toon – Confederation Library Computer #55832. A small building that contains a computer, several monitors & keyboards and 497,000,000 gigabytes of information. There are always several helpful(?) library robots around to help you.

SuperToon – Comic Book Library. This library contains every comic book ever printed! Superheroes come here for advice, information and ideas. Supervillains come here to find out what the superheroes know.

Toonpunk 2020½ – Central Information Nexus. A place in the Net where ordinary citizens can access information. Naturally, it has all been censored by the Megacorps. Toonpunks are constantly messing with this place.

Toony Tyke Adventures – Grandpa's House. As any Kid can tell you, you can find out *anything* just by asking Grandpa! He has an answer for every question!

Masters of Toon Fu – The Temple Of Wisdom. If you seek knowledge, young one, this is where you must go. The monks here can tell you much. All *you* have to do is decipher their Zen riddles.

Way Out West – The Schoolmarm's House. This lady has more books than everybody else in town put together! She will gladly let you borrow them, particularly if you are a good-looking single cowboy!

Crime and Toonishment – The Hall Of Records. This is where you find out things about people, business deals, you name it! All it takes is a couple of bucks (or a ham sandwich) to the right person.

M: ANYTOWN ELEMENTARY SCHOOL

A typical elementary school with energetic and mischievous Kids, mean old teachers and a cafeteria that serves inedible food. The school has 20 rooms. We're leaving it up to the Animator to decide what is in each one. As with most schools, it's not smart to stand in front of the exits after the last bell rings. You'll get trampled by stampeding Kids (for 2d of Turned Into A Doormat Damage) if you do!

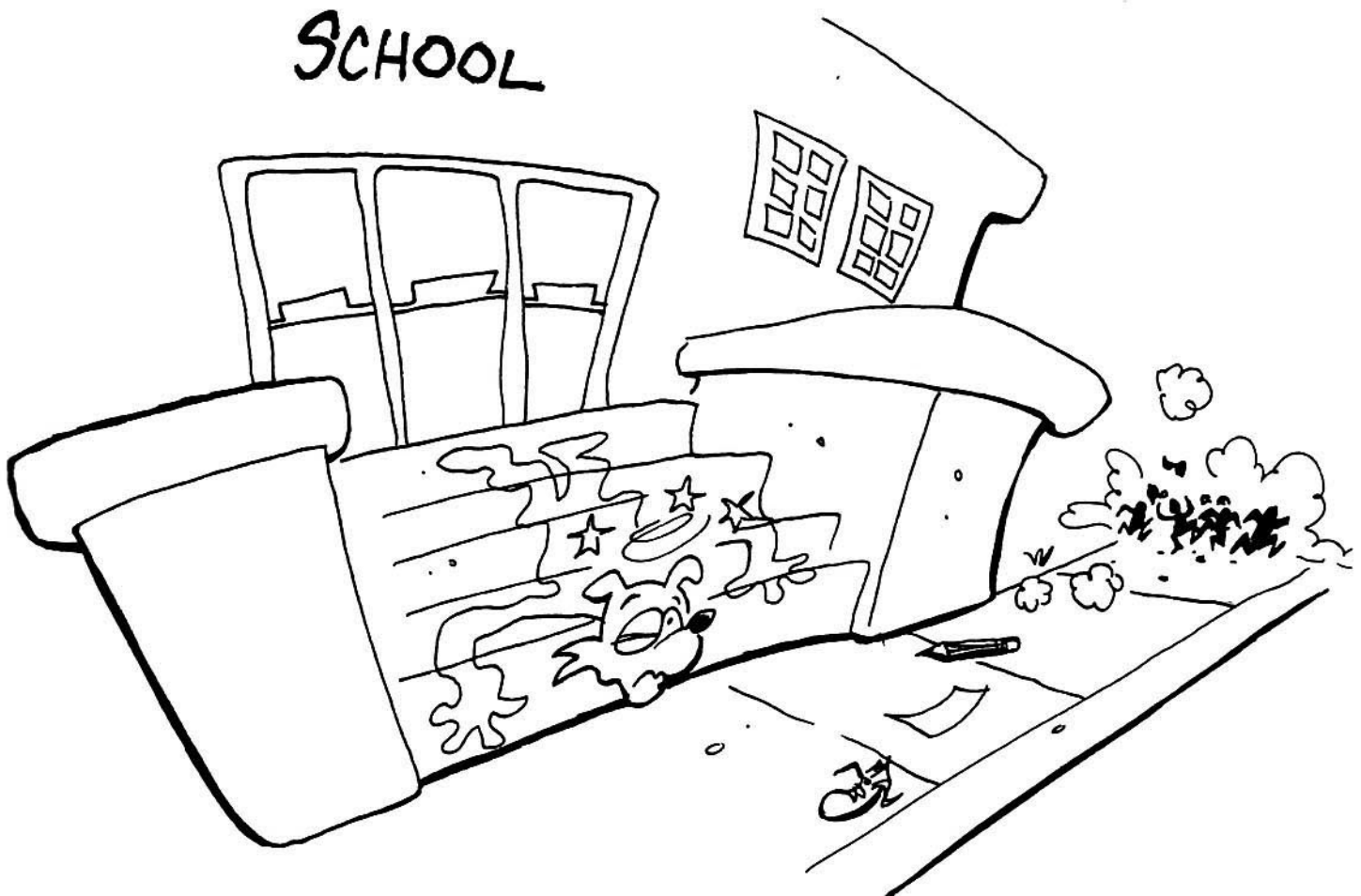
SELMA SCHWEMP

Yet another Schwemp sister! Selma is the manager of the 43rd National Bank and she takes her job *very* seriously. If anyone causes trouble or tries to rob the bank, Selma will be on them in a flash! Since she is a Master of Leaping Banker Toon Fu, she almost always wins the fight. At all other times, Selma is polite and businesslike. Selma is 5 feet tall, has curly blonde hair and wears dark pants and blouses. She speaks in a soft voice, even when beating the tar out of bank robbers. Selma has a real weakness for chocolate chip cookies and milk. She carries an Instant Animal Pill, a Ginsoo Sword and a set of Li's Press-On Claws in her Back Pocket.

Beliefs & Goals: Be helpful, be polite, be deadly in combat! Don't let bank robbers get away with their crimes! Don't raise your voice, it's not very professional. Always keep some cookies and milk around your office. Never loan money to your brothers or other deadbeats!

Hit Points: 12 **Speed:** 7

Continued on next page . . .



SELMA SCHWEMP (CONTINUED)

Muscle: 5

Break Down Door: 7
Climb: 6
Fight: 9
Pick Up Heavy Thing: 6
Throw: 5

Zip: 6

Dodge: 9
Drive Vehicle: 6
Fire Gun: 6
Jump: 8
Ride: 6
Run: 8
Swim: 6

Smarts: 6

Hide/Spot Hidden: 6
Identify Dangerous Thing: 8
Read: 6
Resist Fast-Talk: 9
See/Hear/Smell: 6
Set/Disarm Trap: 6
Track/Cover Tracks: 7

Chutzpah: 5

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

Shticks:

Toon Fu (Ginsoo Sword): 8
Toon Fu (Leaping Banker style): 9
Fantastic Flying Fists and Feet: 8



ALTERNATE WORLDS

Interestingly enough, this building is always a school, no matter what world it's on. However, there *are* some differences in the *students*, as we've listed below. And regardless of the world, the cafeteria food is *still* lousy!

Atomic Monster Theater – These kids are always the first to see the Giant Creatures or Alien Invaders, but nobody believes them until halfway through the movie.

CarToon Wars – While weapons are not allowed in the classrooms, they *are* allowed outside! So watch out for bikeduels on the playground.

Crawl Of Catchoolu – Despite the creepy-looking school buildings, most of the kids are pretty normal. Except for the *sane* ones. And the *unFallen Down* ones. And the *Cultists!*

Dungeons And Toons – These kids study the basics: Basic Magic, Basic Swordsmanship and Basic Thievery.

MekToon – The students are normal, but recess can become a little dangerous as the MiniMeks go crashing about.

Star Toon – Just like any other school, *if* other schools have students that come from 187 different worlds!

SuperToon – Since the students are all supers, you can imagine how tough the *teachers* have to be!

Toonpunk 2020½ – Since all teaching takes place in cyberspace, the realspace classrooms are *very* quiet. On the other hand, the virtual classrooms in cyberspace resemble a war zone.

Toony Tyke Adventures – Teachers versus Kids, like always!

Masters Of Toon Fu – The students study Kid Fu, which focuses on using toys as weapons.

Way-Out West – The kids study not only booklearnin', but the important stuff like Ropin', Ridin', Shootin' and Barroom Brawling.

Crime and Toonishment – It doesn't matter what age they are, these punks are *tough!*

N: ANYTOWN HIGH SCHOOL

This is a lot like the elementary school, but both the kids and the teachers are older. It has 24 rooms, a football stadium, a theater/assembly hall and food that is even *less* edible than the stuff at the elementary school! You'll still get trampled by students after the last bell, too (but because they're bigger, they do 3d of Flatter Than A Pancake Damage).

ALTERNATE WORLDS

Atomic Monster Theater – This where the cheerleaders and football heroes come from – you know, the ones who get eaten in the first reel?

CarToon Wars – Weapons aren't allowed in the classrooms here, either, but that doesn't stop these kids! And you should see what they get away with in the parking lot and auto shop.

Crawl Of Catchoolu – Many of the teachers are active in the Cults of the Elderly Gods, and their classes (especially boring ones like math and history) are designed to cause maximum Insanity Loss.

Dungeons And Toons – These kids learn the important adventuring skills: Monster Bashing, Village Looting, and Fireball Lobbing. Finals week can be very dangerous.

MekToon – They have the *wildest* football games you ever saw, though there is only one a year (it takes that long between games to repair the stadium . . . and the surrounding neighborhood).

Star Toon – Just like any other high school, except the senior class picture has to be taken with the Hubble Telescope.

SuperToon – All students must pass Saving The World 101 before they can graduate.

Toonpunk 2020½ – The scholastic requirements are a little different here: If you can hack into the school's computer and give yourself an A, you get to keep it!

Toony Tyke Adventures – Teachers versus Kids, like always! Of course the High School students *do* take time out to have girlfriends and boyfriends! (YUCK!)

Masters Of Toon Fu – The students study Teen Fu, a martial art that focuses on loud music and dirty laundry and is great at driving parents and other adults crazy.

Way-Out West – The kids have to finish their chores before they can go to school. Since this often takes all day, not much studying gets done.

Crime and Toonishment – Students here learn all the important things: Looking Tough, Cracking Wise and Taking No Guff.

O: 43RD NATIONAL BANK

This is just an ordinary bank, but it gets robbed about three times a week. Having been robbed so many times, the bank is actually out of money. Instead, robbers get IOUs printed on green paper! The bank guards are either old, stupid or both. The tellers are friendly and perky, even when they are being robbed!

ALTERNATE WORLDS

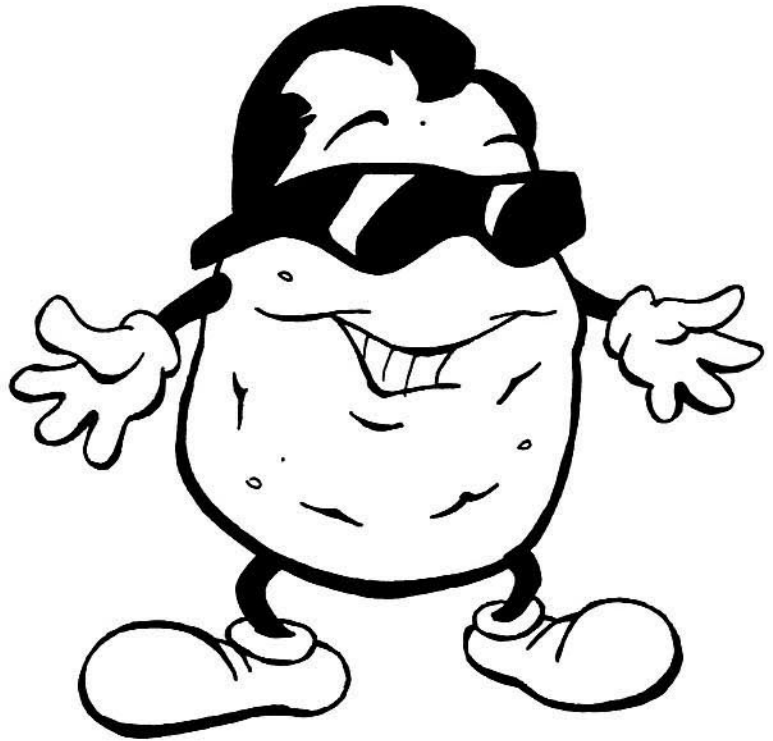
Hey, a bank is a bank on any world! Now the money, *that's* a different story! Here are a few examples.

Atomic Monster Theater – Normal money, except for the bills and coins that have been sprayed with mutagens or exposed to radiation.

CarToon Wars – Due to the fact that he's the richest person on the planet, Uncle Spud's picture is on every bill and coin.

Crawl Of Catchoolu – If you look at the bills too long, you'll start losing insanity points at the rate of 3dx2 per turn.

Dungeons And Toons – Bills? Silver? Gold? Thou art crazy! Our coin of the realm is the *Lead Piece!*



"HONEST" TATER POTATOWSKI

Tater is the nephew of Spudbert Potatowski, also known as Uncle Spud, The Duellist's Bud. Although his "Honest" nickname is, shall we say, not entirely accurate, Tater *is* a friendly and likable guy. Like his uncle, Tater is a 6-foot-tall anthropomorphic potato. Unlike his uncle, Tater does not have a mustache or wear a hat. Instead, he has dark hair and wears wrap-around sunglasses. Tater likes to look cool. He will try to sell a car (or other vehicle) to anybody (or anything) he meets. Is he a good salesman? Well, he once sold Great Catchoolu (who stands 75 feet tall) a small Italian sports car! Is that salesmanship or what? Tater keeps a ball point pen, a few dozen contracts and a case of Cabbage Cola in his Back Pocket.

Continued on next page . . .

"HONEST" TATER POTATOWSKI (CONTINUED)

Beliefs & Goals: Sell, sell, *sell!*
We've got to clear out these vehicles to make way for the new models! (Also, we need to get rid of some lemons.) Look cool and be friendly and you'll sell lots of cars. Don't let potential customers (which means everybody you see) get off the lot without hearing the sales pitch!

Hit Points: 10 **Speed:** 5

Muscle: 5

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

Zip: 4

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

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 6
Read: 7
Resist Fast-Talk: 7
See/Hear/Smell: 6
Set/Disarm Trap: 6
Track/Cover Tracks: 6

Chutzpah: 6

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

Shticks:

Incredible Luck: 7
Quick Change/Disguise: 6
Hypnosis: 4

MekToon – MekMoney is pretty neat because it changes from a coin into a tiny BattleMek.

Star Toon – Rather than deal with 149,000 types of money, the Confederation just uses credit cards. Galactic Express – Don't leave your star system without it!

SuperToon – They use normal money here, but the supervillains keep stealing it!

Toonpunk 2020½ – This world uses virtual money, which means that wallets no longer exist.

Toony Tyke Adventures – Normal money, but Kids hardly ever see anything larger than a five dollar bill.

Masters Of Toon Fu – No bills here, just coins. However, you *can* use them as throwing stars! They do 1d+1 Money Fu Damage.

Way-Out West – Normal money, but the bills have the pictures of Roy Rogers (\$1), Gene Autry (\$5), Gary Cooper(\$10), Randolph Scott (\$20), Clint Eastwood (\$50) and John Wayne (\$100) on them, instead of presidents.

Crime and Toonishment: – It's just like the stuff in the real world, but you must *NEVER* call it "money!" Calling it Lettuce, Frogskins, Dead Presidents, Buckolas, Long Green, Cash, Loot, Filthy Lucre, Kale, Casherooni, Simoleons or Clams is okay. Calling it "money" will get you konked.

P: "HONEST" TATER'S USED CARS

If you turn on a television at any hour of the day or night, you'll see one of "Honest" Tater Potatowski's commercials. This spudboy wants to sell you (and everybody else) a used car and he won't take "NO" for an answer! Tater's car lot is full of traps designed to catch and hold potential customers, so watch your step! Actually, Tater has some pretty good cars on his lot. Unfortunately, there are ten lemons for each good car, so the odds favor you getting a hunk of junk that will fall apart shortly after you drive it off the lot.

ALTERNATE WORLDS

Like a bank, some things are the same in any dimension. That's the way it is with *this* business.

Atomic Monster Theater – Colonel "Honest" Tater Potatowski's Fine Used Military Vehicles. "Hey, folks, come on down to the base and look at these bargains! We're selling our planes, tanks and helicopters *cheap* due to minor Giant Creature damage!"

CarToon Wars – "Honest" Tater's Fine Used Duelcars and Duelbikes. "Let's talk firepower! Let's talk armor! Let's talk low, low monthly payments!"

Crawl of Catchoolu – "Honest" Tater's Fine Used Dimensional Portals. "If you need a great running, pre-owned dimensional gateway, come on down! We've got hundreds on our lot and we need to clear 'em out to make room for more!"

Dungeons and Toons – "Honest" Lord Tater's Fine Used Beasts Of Burden. "Dost thou need a good used horse or mule? How about a camel or one of these sporty unicorns? Well, we've got 'em priced right!"

MekToon – “Honest” Tater’s Fine Used TransMeks. “Folks, why own a Mek with only one shape when we can sell you one with two or even *three* shapes? Come on down and test pilot one!”

Star Toon – “Honest” Captain Tater’s Fine Used Foreign Spaceships. “Howdy there! Are you in the market for something sleek and sporty? Then come test drive this Gummite Starscreamer! It’ll go from light-speed to Warped 5 in .0005 seconds!”

SuperToon – “Honest” SuperTater’s Fine Used Supercars. “Hey there, Defenders of Justice and Goodness, are you in the market for a new set of wheels that will strike fear into the hearts of evildoers? Well, come on down!”

Toonpunk 2020½ – “Honest” Taterpunk’s Fine Used Cybernetic Legs. “Are your old legs just too slow for you? Then come trade ’em in on a new pair of cyberlegs!”

Toony Tyke Adventures – “Honest” Little Tater’s Fine Used Coaster Carts and Bicycles. “Hey, Kids, come down to the lot and check out these way cool bargains!”

Masters of Toon Fu – Honorable “Honest” Tater-san’s Fine Used Shoes. “Ah, so, honorable folks! Have you worn holes in your shoes while wandering the land looking for the Evil Master who boggled your uncle? Well, come down to our lot, sore footed one, and try on a pair of our low-mileage shoes!”

Way Out West – “Honest” Tater’s Fine Used Horses. “Howdy, pardner! Y’all ought to mosey on down and take a gander at our used horse-flesh! If it ain’t the best bargain in town, I’ll dance with a rattlesnake!”

Crime and Toonishment – “Honest” Tater the Wheelman’s Fine Used Big Black Sedans. “Come on down and let me make you an offer you can’t refuse!”

Q: MUSEUM OF UNNATURAL HISTORY

This large museum has exhibits of swineosaur bones (including a complete skeleton of a Baconosaurus), gags and jokes from ancient civilizations (including an ancient EgypToon whoopie cushion), stuffed animals of all types (and we mean stuffed by a taxidermist, not *stuffed toys*) and a greenhouse full of plants. (For more info on cartoony greenhouses, see the adventure “A Foogleproof Plan” in *Toon Tales*). If you want to make this the museum described on p. 128 of *Toon*, we are powerless to stop you.

At night, the museum is closed and several large guard dogs roam around inside it. These dogs hate intruders and will try to bite them for 2d+1 of Chomped By A Canine Rent-A-Cop Damage. Tossing a few steaks their way *might* stop them for a minute or two, *unless* a couple of them turn out to be *vegetarians*! In that case, unless you have a cabbage to throw their way, you’re probably going to get chomped.

ALTERNATE WORLDS

This one is a museum on all worlds, but it gets darned weird on some of them.

Atomic Monster Theater – Stuffed Giant Creatures and Alien Invaders, exhibits of various weird science devices.

PROFESSOR PTERRY DACTYL

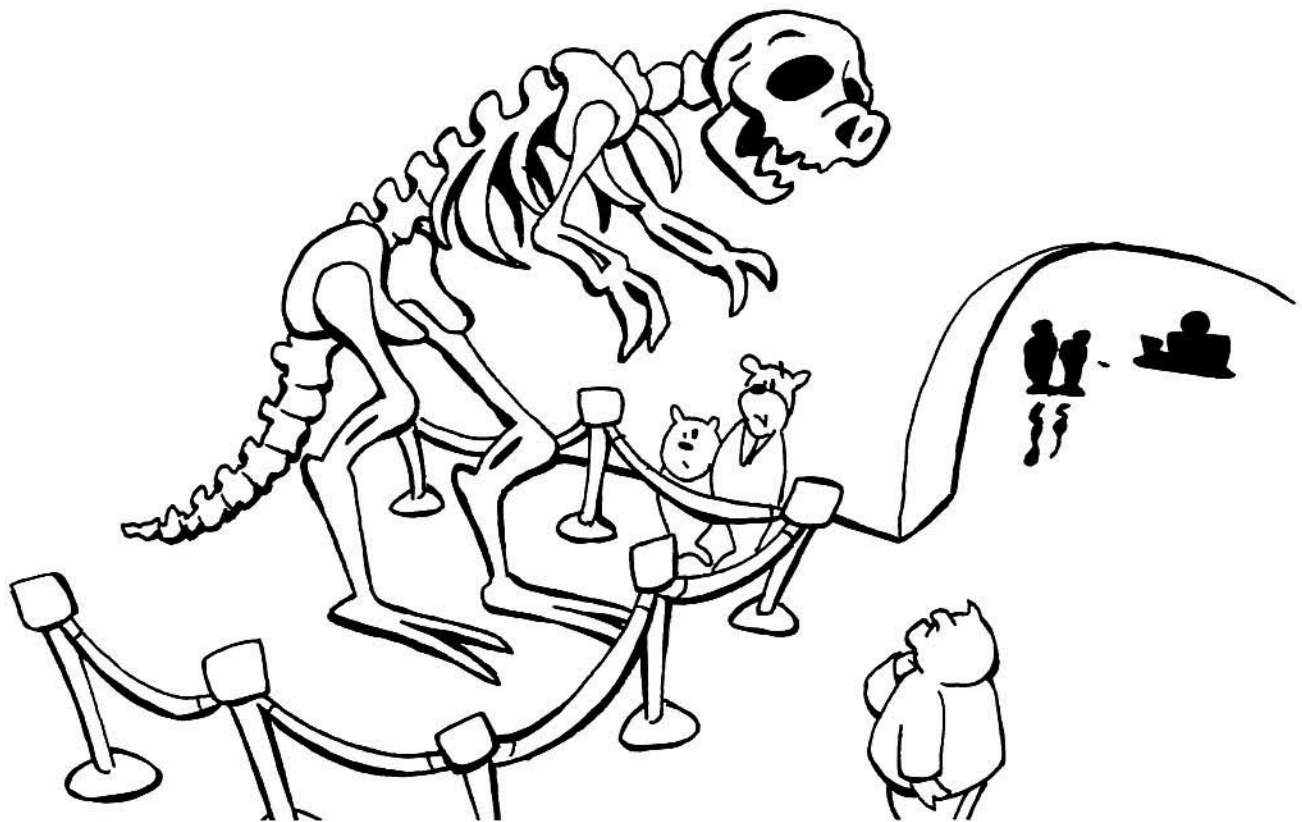
The Professor is the Head Curator of the Museum of Unnatural History. Ptery is a pterodactyl who stands 4 feet tall and has a wingspan of 16 feet. That means each of his wings/arms can reach 8 feet; great for getting things off high shelves! He speaks with a California Surfer accent. Ptery is a wacky, fun-loving guy who wears polka-dotted shorts and shirts and loves to tell jokes. He also loves to fly, surf, eat tacos and talk to young women. Ptery knows where to find anything in the museum and will be happy to tell visitors anything they want to know about an exhibit. He has a surfboard, a Giant Zipper and a bottle of extra hot taco sauce in his back pocket.

Beliefs & Goals: Like, whoa dude, being a museum curator is totally radical! I mean, it’s like almost as cool as flying or surfing! Like, be most awesomely helpful to visitors and, you know, tell them about all the museum’s cool stuff! Try to find a babe who wants to go do some major taco scarfing.

Hit Points: 11 **Speed:** 5
(10 when flying)

Continued on next page . . .





PROFESSOR PTERRY DACTYL (CONTINUED)

Muscle: 5

Break Down Door: 5
Climb: 6
Fight: 3 (it's not cool, man)
Pick Up Heavy Thing: 5
Throw: 7

Zip: 4

Dodge: 5 (8 when flying)
Drive Vehicle: 6
Fire Gun: 3 (oh sure, as if!)
Jump: 4
Ride: 7
Run: 4
Swim: 6

Smarts: 6

Hide/Spot Hidden: 8
Identify Dangerous Thing: 7
Read: 10
Resist Fast-Talk: 6
See/Hear/Smell: 6
Set/Disarm Trap: 6
Track/Cover Tracks: 6

Chutzpah: 6

Fast-Talk: 6
Pass/Detect Shoddy Goods: 7
Sleight of Hand: 6
Sneak: 6 (10 when flying)

Shticks:

Flying: 10
Know Obscure Facts: 10
Talk To Monsters: 6

CarToon Wars – Mutant Animals from out on the Wasteland, full-scale replicas of famous duelcars.

Crawl Of Catchoolu – Who knows? Nobody has ever come out of the place alive!

Dungeons And Toons – Lots of scale-model dungeons and tiny metal figures of people and monsters. Very strange.

MekToon – A few stuffed Alien Invaders, but mostly a lot of old Mek replicas.

Star Toon – Spaceship models, stuffed Alien Animals, Alien art.

SuperToon – Costumes of famous supers from the past, replicas of supergadgets and supervehicles.

Toonpunk 2020½ – Exhibits that glorify the Megacorps. The Toonpunks have blown this place up several times.

Toony Tyke Adventures – Lots of Kid-Tech items on display, as well as lots of pictures of Pets.

Masters Of Toon Fu – More types of Toon Fu weapons than you can shake a Bo-Zo Stick at!

Way-Out West – Paintings of famous gunfights, 249 different types of barbed wire, guns and boots of famous cowboys, and exhibits on cow identification.

Crime and Toonishment – Crime scene photos, famous detectives' trenchcoats, gangster mugshots.

R: DUMPVIEW APARTMENTS

This is a large apartment building. It is five stories tall and has 12 apartments per story. In the center of the building is a lawn and swimming pool. Most of the apartments have a really great view of the City Dump. When the wind is blowing wrong, the air around here becomes pretty stinky! On the other hand, the rent is really cheap and you don't get very many door-to-door salesmen.

ALTERNATE WORLDS

Anywhere but Anytown, this area is a slum or the Bad Side Of Town. In the Toony Tyke world, it actually *is* a dump, which is a great place for Kids to find really neat stuff that people are just *throwing away!*

S: DIZZYLAND

Hey, kids, what's the happiest, sappiest place on Earth? Why, it's *Dizzyland*, of course! Kids of all ages love this humongous theme park and about a gazillion people a year come here. There are rides, souvenir shops, places to eat, more rides, video game arcades, theaters and, of course, *rides!*

Some of the more popular rides at Dizzyland include Pirates of New Jersey, the Antimatterhorn (an truly explosive ride), the Haunted Chicken Coop, StarToon Tours and the Runaway Train From Hell. Some of these rides are pretty tame, but a few of them will scare you silly (and if you're already silly, they'll scare you *serious!*) Besides riding the rides, kids love to come to Dizzyland to meet those lovable Dizzy characters! Just think, you might get a chance to have your picture taken with Murky Mouse, Darn Old Duck or Robber Rabbit! Won't that be swell?

ALTERNATE WORLDS

Atomic Monster Theater – Amusement Park. Soon to be trashed by The Chunky Glob.

CarToon Wars – Drive In Movie Theater. If the movie is really bad, the audience will shoot the screen to pieces!

Crawl of Catchoolu – Lovecraftland. A theme park where the theme is terror and sanity! You don't want to know about the *rides!*

Dungeons and Toons – Barnum The Barbarian's Carnival Of Fun. A small carnival that has rides like "The Hydrant Carousel" and game booths like "Dunk The Zombie."

MekToon – Mighty MiniMek World. This is where ordinary people come to fight simulated Mek battles in specialized MiniMeks.

Star Toon – Velcronworld. Since it is owned and operated by the Velcrons, this place is definitely the wackiest and funniest theme park in the known galaxy! Let's go blow it up.

SuperToon – Normal Land. Superfamilies come here to do ordinary things like play baseball, have barbecues, go swimming and water ski.

Toonpunk 2020½ – Funnyworld. This virtual amusement park has been declared illegal by the Megacorps and the Serious Police. As a result, thousands of Toonpunks jack into it every day!

Toony Tyke Adventures – Dizzyland. Just like in Anytown, but Kids and Pets get in for free.

Masters of Toon Fu – Fun Fu Land. An amusement park established by the monks of the Temple Of Big Time Fun.

Way Out West – Cowboy Country. This is a tourist trap for Easterners and other dudes. They get to ride cows, shoot at dummies dressed up as outlaws and eat authentic cowboy grub such as beans and buffalo meat (for \$10.00 per plate!).

Crime and Toonishment – Phony Island. This amusement park is used mostly as a location for kidnappings, foot chases, mob hits and illegal gambling.

WRONG-WAY NOODLEMAN

Fred "Wrong-Way" Noodleman is the uncle of Ned and Ted Noodleman (aka The Nearsighted Noodleman Brothers) of *The House That Jerks Built* in *TOON Tales*. Wrong-Way is just as nearsighted and vain as his nephews. He used to be a famous pilot . . . he got his nickname after he flew a plane from San Francisco to Los Angeles via Tokyo, Buenos Aires and London. He doesn't fly much any more, due to his new job as *Air Traffic Controller at Anytown International Airport!*

Unfortunately, due to all the loud plane crashes, Wrong-Way is losing his hearing. In fact, it's as bad as his eyesight! (any low skill scores are because of his poor hearing and sight) Wrong-Way is a 70-year-old human with white hair and a beard. He likes to wear a yellow sweatsuit that has "Hubba Hubba!" printed on the back and "Oh You Kid!" on the front. Wrong-Way thinks he's a ladies' man. He carries a wind-up airplane and a bottle of Vanishing Cream in his Back Pocket.

Continued on next page . . .



WRONG-WAY NOODLEMAN (CONTINUED)

Beliefs & Goals: Boy oh boy, do I ever love my job! I just wish these young fellers could fly the planes better! Keep yourself looking handsome and studly for the ladies. Tell young people lots of stories about the good old days. *Never* admit that your hearing and vision are lousy!

Hit Points: 9 **Speed:** 5

Muscle: 4

Break Down Door: 5
Climb: 3
Fight: 4
Pick Up Heavy Thing: 6
Throw: 3

Zip: 4

Dodge: 4
Drive Vehicle: 2
Fire Gun: 2
Jump: 4
Ride: 4
Run: 4
Swim: 6

Smarts: 6

Hide/Spot Hidden: 2
Identify Dangerous Thing: 3
Read: 3
Resist Fast-Talk: 7
See/Hear/Smell: 2 (except Smell, which is 6)
Set/Disarm Trap: 3
Track/Cover Tracks: 3

Chutzpah: 7

Fast-Talk: 7
Pass/Detect Shoddy Goods: 3
Sleight of Hand: 4
Sneak: 4

Shticks:

Incredible Luck: 7

T: ANYTOWN INTERNATIONAL AIRPORT

All large towns need an airport, and this is Anytown's. The runways all lead right up to the terminal building. This saves space and cuts down on the time it takes to get passengers on and off. Of course, it also means that there are about 15 plane crashes a week, but you've got to take the bad with the good! The Anytown Airport is served by all the major airlines: Toonited, Clamerican, TransWeird Airlines and Dolta Airlines.

ALTERNATE WORLDS

This area is only an airport on a few worlds. Most of the time it's something else. (You can have it be an airport if you really want. We don't care. You bought the book, you're the boss.)

Atomic Monster Theater – Naturally, this is the Air Farce Base that sends out planes to stop the Giant Creatures.

CarToon Wars – An Airport, but *all* planes are heavily armed.

Crawl Of Catchoolu – This is another Airport, but some of the planes have very strange final destinations!

Dungeons And Toons – A landing spot for the Dragons who often destroy the town.

MekToon – A huge Mek parking garage.

Star Toon – A Spaceport with great security because it's operated by Klangirons.

SuperToon – It *looks* like an Airport, but it's really the secret headquarters of the Y-Men, a mutant superteam.

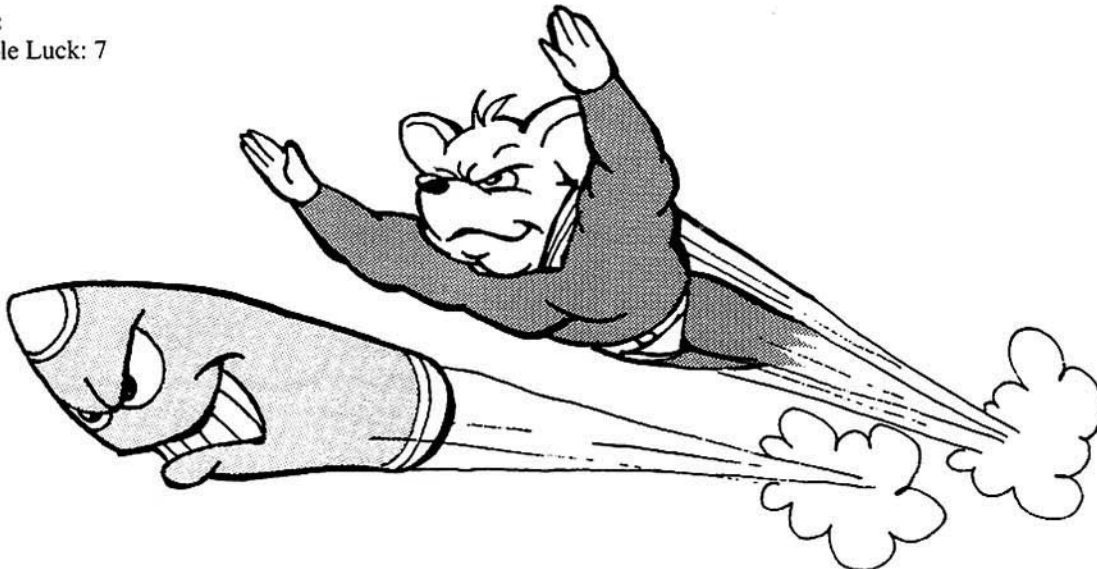
Toonpunk 2020½ – An underground parking garage, where truly CyberTooned pilots like to park & fly.

Toony Tyke Adventures – A school classroom, where a paper-airplane contest is being held.

Masters Of Toon Fu – A solitary, huge nest, where masters can transcend the Law of Gravity by concentrating on the sound of one wing flapping.

Way-Out West – The Baloney Express Station.

Crime and Toonishment – The subway/train station (for those "follow-the-tracks-and-jump-on-board-at-the-last-minute" chase scenes!).



U: THE SUPERDUPERDOME

This enormous domed sports arena is home to Anytown's pro football team, the Anytown Trilobites. It is also used for baseball games by Anytown's major league baseball team, the Anytown Green Sox, as well as rock concerts, trade shows and political conventions. Speaking of conventions, the SuperduperDome is also the site where ToonCon, the Tooniverse's largest science fiction/gaming con, is held every August.

ALTERNATE WORLDS

For most worlds, this is some sort of sports arena or ballpark. In a few, however, it is something very different.

Atomic Monster Theater – This is a crater made by a Giant Duck that crash landed here.

Crawl Of Catchoolu – This hole in the ground is actually a footprint of Mighty Catchoolu.

Masters Of Toon Fu – Spot where a Toon Fu Master was blown up while practicing Gunpowder Fu.

Way-Out West – Huge old barn full of hay, rats and snakes. There might be outlaws hiding here.

V: ANYTOWN ZOO

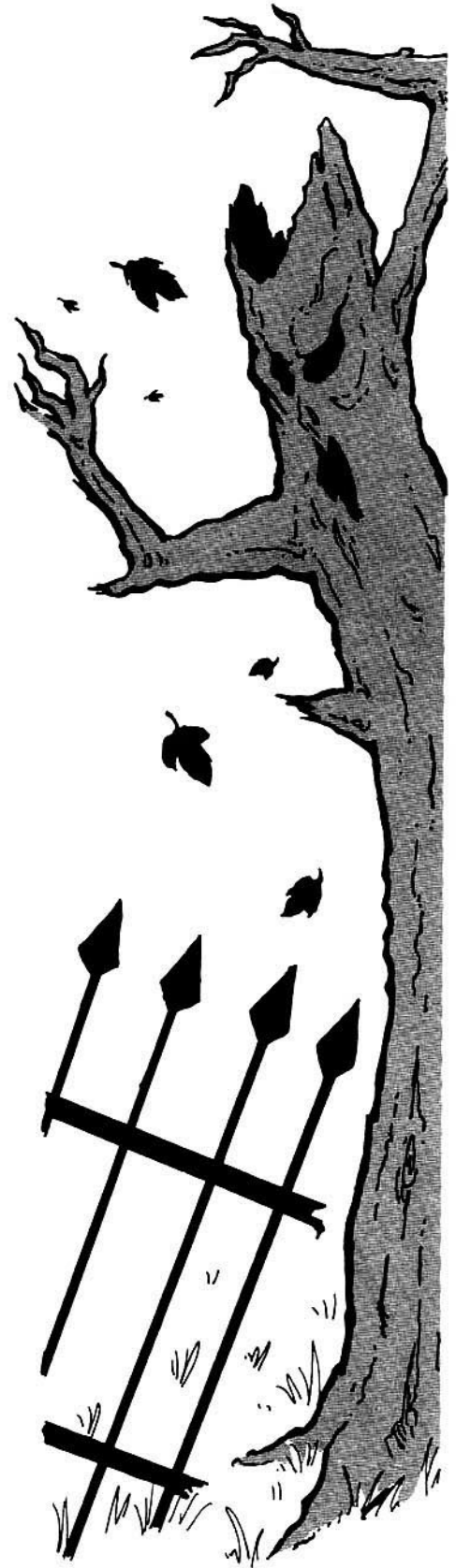
Since this is *Toon*, you can bet that this zoo is just full of nutty animals! Only here will you find Pink Elephants, Short Necked Giraffes, Alley Gators, Desert Dwelling Penguins, Platterpusses, Crying Hyenas, Umpire Bats and VGA Monitor Lizards. Most of the animals are kept in spacious, natural-looking enclosures that have no bars or wire on them. As a result, animals are constantly escaping and causing all sorts of trouble. Visit the zoo at your own risk!

ALTERNATE WORLDS

This one is always a zoo, but the animals change depending on the world. Some of them are pretty screwy looking, and seeing the Catchooloid animals will – you guessed it – drive you completely sane! The Toony Tyke zoo is mostly just dogs and cats made up to look like other animals.

W: THE CREEPY OLD HOUSE

One of the Laws of the Tooniverse states that *every* town on *every* world has to have a Creepy Old House. Anytown's Creepy Old House is a big, old, vine-covered, three-story Victorian house on the edge of town. The paint is peeling, the yard is overgrown with weeds and other icky plants, and the shutters bang and creak in the wind (even when the wind *isn't* blowing). Although all of Anytown's kids are scared silly of this place, they still come here. Often, a bunch of kids will go into the house on a dare and then come running out while screaming at the top of their lungs! Once they calm down, they tell their friends about how they saw ghosts and werewolves and dead bodies and other scary, but *cool*, things. Strange sounds often come from this house, especially at night. The big question is: are the PCs brave enough to spend the night there?



VINCENT NICE

Every town has to have a Creepy Old House and Vincent lives in the one in Anytown. He's a tall, soft-spoken, well-mannered fellow. He has gray hair, a mustache and likes to wear black pants and a lab coat. Vincent is also *crazy as a loon!* He's a mad scientist who shares his home with vampires, werewolves, ghosts and other monsters! If you give him half a chance, he'll strap you to a table and try to replace your brain with a cauliflower! That is, if the monsters don't get you first! Vincent has rigged the house with secret passageways, boobytraps and other fiendish tricks. Vincent likes to carry an axe (GULP!) and a couple of Instant Monster Pills in his Back Pocket.

Beliefs & Goals: Always be *very-polite* as you lure a victim into the house. Try not to let the monsters get the victims first, since they tend to break them. Let nothing stand in the way of your experiments!

Hit Points: 14 **Speed:** 7

Muscle: 5

Break Down Door: 5

Climb: 6

Fight: 7

Pick Up Heavy Thing: 5

Throw: 6

Continued on next page . . .



(Note to Animators: Some haunted houses aren't really haunted – they're just old, decrepit, abandoned houses where people's imaginations get the better of them. Well, that's not the case here – this house *really is full of monsters!* And when we say full, we mean *to the brim!* There are mummies, vampires, werewolves, ghosts, psycho killers, oozing blobs, skeletons, crawling hands and dozens of other scary creatures living (or unliving) here! We're talking a smorgasbord of terror! What *you* have to decide is whether these monsters are really evil and terrible, or are they kind and gentle, but misunderstood. Naturally, getting *out* of the Creepy Old House is much harder than getting *in!* Heh, heh, heh.)

ALTERNATE WORLDS

Hey, we told you earlier that the law says that *all towns on every world must have a Creepy Old House.* Did you think we were lying? It's the *same exact house in every dimension!* Now go on to the next entry!

X: SNOOTY RIDGE ESTATES

Anytown's rich people live here in huge mansions with lots of servants. Most of these mansions have 100 rooms or more and are surrounded by huge lawns and forests. These rich people like strangers even less than the ordinary folks over at Whispering Pines Village. This whole area is patrolled by a private security force made up of humanoid grizzly bears. They just *love* to beat trespassers to a pulp.

One of the fun things for PCs to do in Snooty Ridge is to crash the rich peoples' fancy parties. This can most easily be done by posing as caterers, musicians or extra help. You might also try posing as rich people from out of town. When you finally get discovered (and you *will*), the security force will show up and the chase will be on! Isn't it convenient that rich people always have long tables full of food and desserts at their parties?

ALTERNATE WORLDS

This is always where the rich folks live. But what are they besides rich? The following entries should clear *that* question up!

Atomic Monster Theater – Rich and About To Get Eaten.

CarToon Wars – Rich and Living In Well-Fortified Homes.

Crawl Of Catchoolu – Rich and Sane (or Rich and Cultists).

Dungeons And Toons – Rich and Hiring Dummies To Go Into Dungeons For Them.

MekToon – Rich and Protected By BattleMeks.

Star Toon – Rich and Alien.

SuperToon – Rich and Suffering From A Split Personality.

Toonpunk 2020½ – Rich and Afraid Of Those Nutty Toonpunks.

Toony Tyke Adventures – Rich and Raising Snotty Kids That Nobody Likes.

Masters Of Toon Fu – Rich and Able To Hire Many Ruffians And Ninjas.

Way-Out West – Rich and Surrounded By Cattle and Hired Punslingers.

Crime and Toonishment – Rich and Guilty Of More Crimes Than You Can Imagine.

Y: ACE INDUSTRIES FACTORY #194

This is Ace Industries' first *fully automated* factory. It is completely staffed by robots. Tours of the factory are given daily. For more information, see the adventure "*Automated Anarchy*" in this book. Like the Anytown Mall and the SuperduperDome, Factory #194 is plenty big enough to drive around in (hint, hint).

ALTERNATE WORLDS

Regardless of the world, this is always an Ace Factory. It doesn't matter if a factory is out of place – this is Ace

VINCENT NICE (CONTINUED)

Zip: 6

Dodge: 6

Drive Vehicle: 6

Fire Gun: 7

Jump: 6

Ride: 6

Run: 8

Swim: 6

Smarts: 6

Hide/Spot Hidden: 8

Identify Dangerous Thing: 7

Read: 9

Resist Fast-Talk: 9

See/Hear/Smell: 6

Set/Disarm Trap: 8

Track/Cover Tracks: 6

Chutzpah: 5

Fast-Talk: 5

Pass/Detect Shoddy Goods: 5

Sleight of Hand: 6

Sneak: 9

Shticks:

Weird Science: 8

Talk To Monsters: 7

Bag Of Many Weird And Scary Things: 8



CORPORAL PUNISHMENT

Corporal Punishment is a retired army officer who is now the Vice-Principal at Anytown High School. A 7-foot-tall upright rhinoceros, Corporal Punishment is still an imposing, muscular figure without an ounce of fat on him. He wears his old army uniform (which is covered with medals and ribbons) while on the job.

His job as Vice-Principal at Anytown High is to maintain order and discipline, catch kids trying to play hooky and to deliver swats (2d of Can't Sit For A Week Damage) to rulebreakers. Corporal Punishment is not terribly bright, but he is very dedicated and has a lot of experience at his job – so while he *can* be Fast-Talked or tricked, it would have to be something inventive and original.

Beliefs & Goals: Keep things running smoothly. Keep troublemakers from disturbing class, both for their own good and for the good of the ones that are trying to learn. Even if these punks don't respect the person, they should respect the uniform. Hey, you, stop running!

Hit Points: 14 **Speed:** 4

Muscle: 5

Break Down Door: 7

Climb: 5

Fight: 7

Pick Up Heavy Thing: 6

Throw: 5

Zip: 3

Dodge: 3

Drive Vehicle: 3

Fire Gun: 4

Jump: 4

Ride: 3

Run: 5

Swim: 4

Smarts: 4

Hide/Spot Hidden: 6

Identify Dangerous Thing: 4

Read: 5

Resist Fast-Talk: 8

See/Hear/Smell: 5

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 3

Fast-Talk: 4

Pass/Detect Shoddy Goods: 3

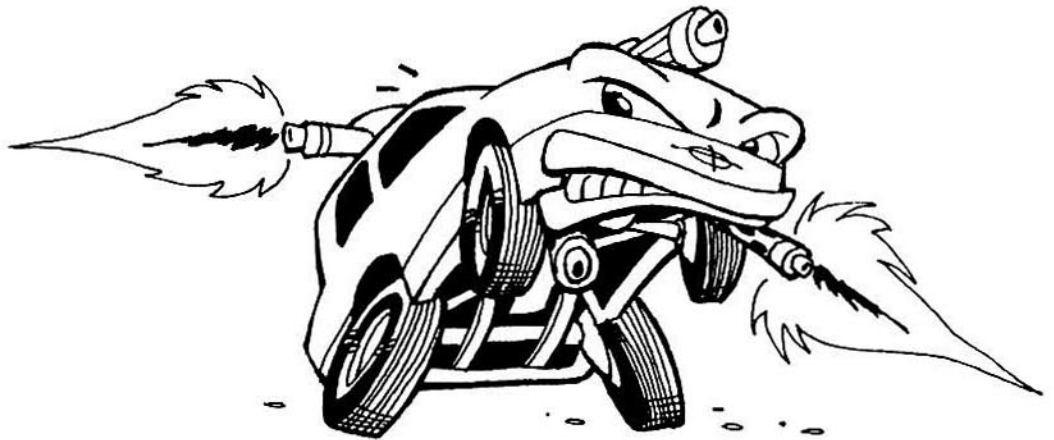
Sleight of Hand: 3

Sneak: 4

Shticks:

Incredible Luck: 7

Industries we're talking about! The only difference is that Anytown has the only *fully automated factory*. All other Ace Factories are only *partially* automated.



Z: ANYTOWN DUELTRACK AND RACEWAY

Built by a partnership of Uncle Spud's Auto Stops & Comedy Shops Incorporated and the American Animated Auto Duelling Association (or AAADA for short), this is one of the world's great dueltracks and raceways! There are four different tracks. Any or all of them can be connected together for really big (or really strange) events. There are lots of grandstands for the spectators to sit in and concession stands for them to eat at. On the weekends, KONK does live broadcasts of the main events from the centrally located television tower. They also use the KONK helicopter, but it has to stay out of missile range.

All it takes to enter a duel or race is a properly equipped vehicle and \$50 for the entry fee. Prizes include both cash and Uncle Spud's merchandise. Potential drivers should be aware of the fact that many of the spectators are armed and will take potshots at racers or duellists that they don't like.

ALTERNATE WORLDS

Racing is popular in many worlds, so this one is always a race track! Only the things being raced are different . . . and if you want to, you can mess around with them. RaceMeks in a Fantasy world might be a lot of fun!

Atomic Monster Theater – Giant Creature Destruction Derby Track. This runs right through the center of town, which is what ends up destroyed.

CarToon Wars – Mad Maxine's Torture Track. This is an off-road track with lots of boobytraps and rough roads.

Crawl of Catchoolu – The Hamstur Interdimensional Speedway. The object is to outrun Hamstur and his minions. Winning means you don't get crushed, stomped or eaten.

Dungeons and Toons – The Dungeon Dueltrack. You race through this dungeon speedway in magically armed chariots.

MekToon – RaceMek Transcontinental Dragstrip. This is one *long* dragstrip! RaceMeks race and slug it out along the way.

Star Toon – Robotic Raceway. Enter your fastest robot and win valuable prizes! Enter your dumbest robot and get laughed off the track!

SuperToon – Superspeed Speedway. This is a racetrack for hyperfast heroes. Most races are 500 laps long and take 6 seconds to run.

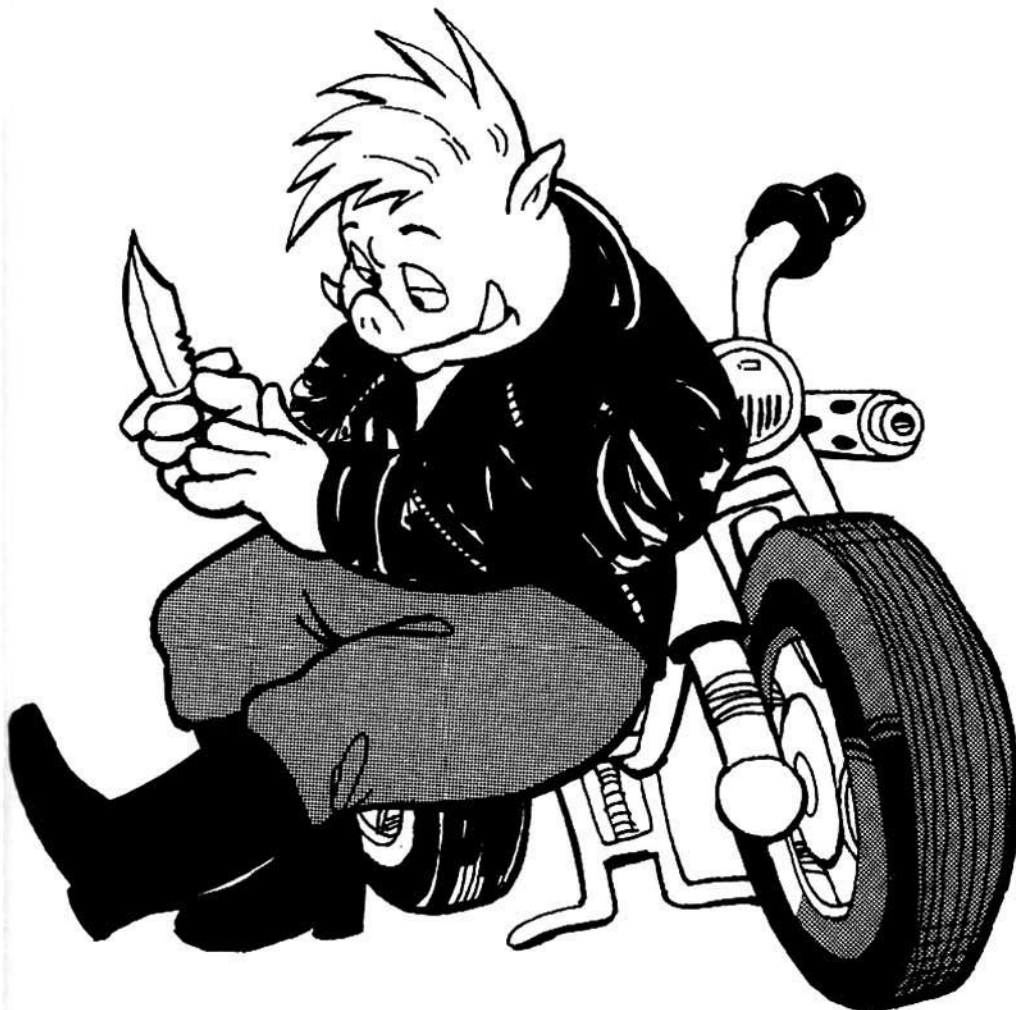
Toonpunk 2020½ – The Netway. This is a sort of racetrack for Netroamers. They have to dodge Trapgrams, Bogglegrams and Monstergrams.

Toony Tyke Adventures – The Ultimate Cart Track. A coaster cart track that goes down a really steep hill and winds through a forest. It's pretty dangerous, so don't tell your folks about it!

Masters of Toon Fu – Honorable Toon Fu Racetrack. Just a plain oval track, but you have to *fight* your way around it! First person to make one lap wins.

Way Out West – Indian Valley Trail. Since the Indians don't like trespassers, you really have to race through *this* valley. If you come out without an arrow sticking out of you, you've won!

Crime and Toonishment – Mobster's Motorway. Several large black sedans see who can take a stool pigeon for a ride and get back first! Exciting, but no fun for the stool pigeon.



MICHAEL EYESORE

Michael Eyesore is the dapper owner and manager of the Dizzyland Amusement Park. He is a handsome human standing a shade over 5½ feet tall, has a deep California tan and is always well-dressed. Eyesore is fanatically devoted to Dizzyland, and works nearly round the clock making sure that everything is *perfect*. He is constantly running around the park, ordering employees around and supervising every little detail of their job. He can definitely get on his workers' nerves, but he gets the job done.

Beliefs & Goals: Everything at Dizzyland must be perfect. (Pick up that piece of trash!) Everyone must be happy at Dizzyland, all the time! (Give that crying baby a piece of candy!) If a single visitor has anything less than the most perfect day of their life, I've failed miserably. (Polish that doorknob!)

Hit Points: 10 **Speed:** 6

Muscle: 3

Break Down Door: 3

Climb: 4

Fight: 3

Pick Up Heavy Thing: 4

Throw: 4

Zip: 5

Dodge: 5

Drive Vehicle: 8

Fire Gun: 6

Jump: 5

Ride: 6

Run: 6

Swim: 5

Smarts: 7

Hide/Spot Hidden: 10

Identify Dangerous Thing: 8

Read: 7

Resist Fast-Talk: 9

See/Hear/Smell: 9

Set/Disarm Trap: 7

Track/Cover Tracks: 7

Chutzpah: 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 9

Sleight of Hand: 6

Sneak: 6

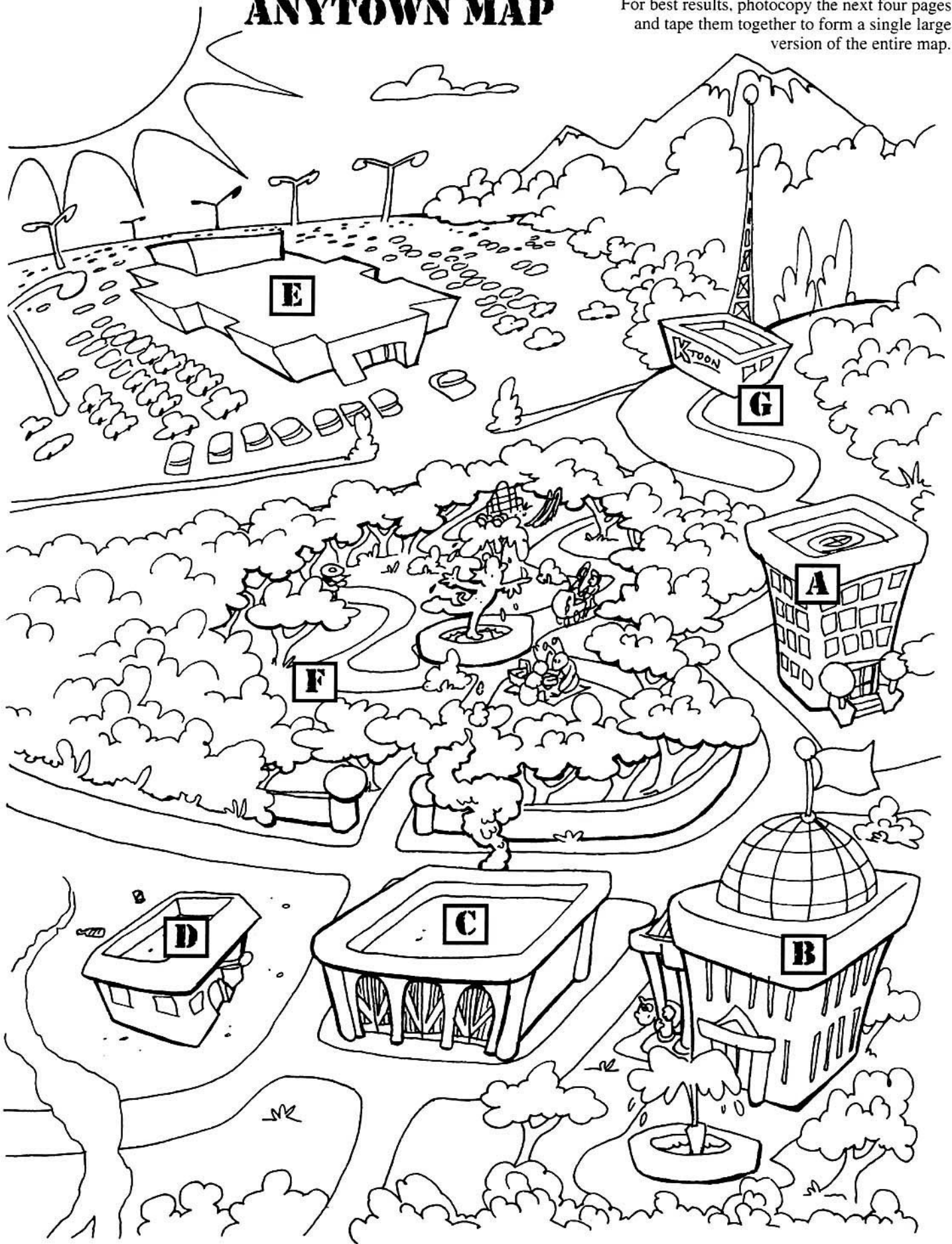
Shticks:

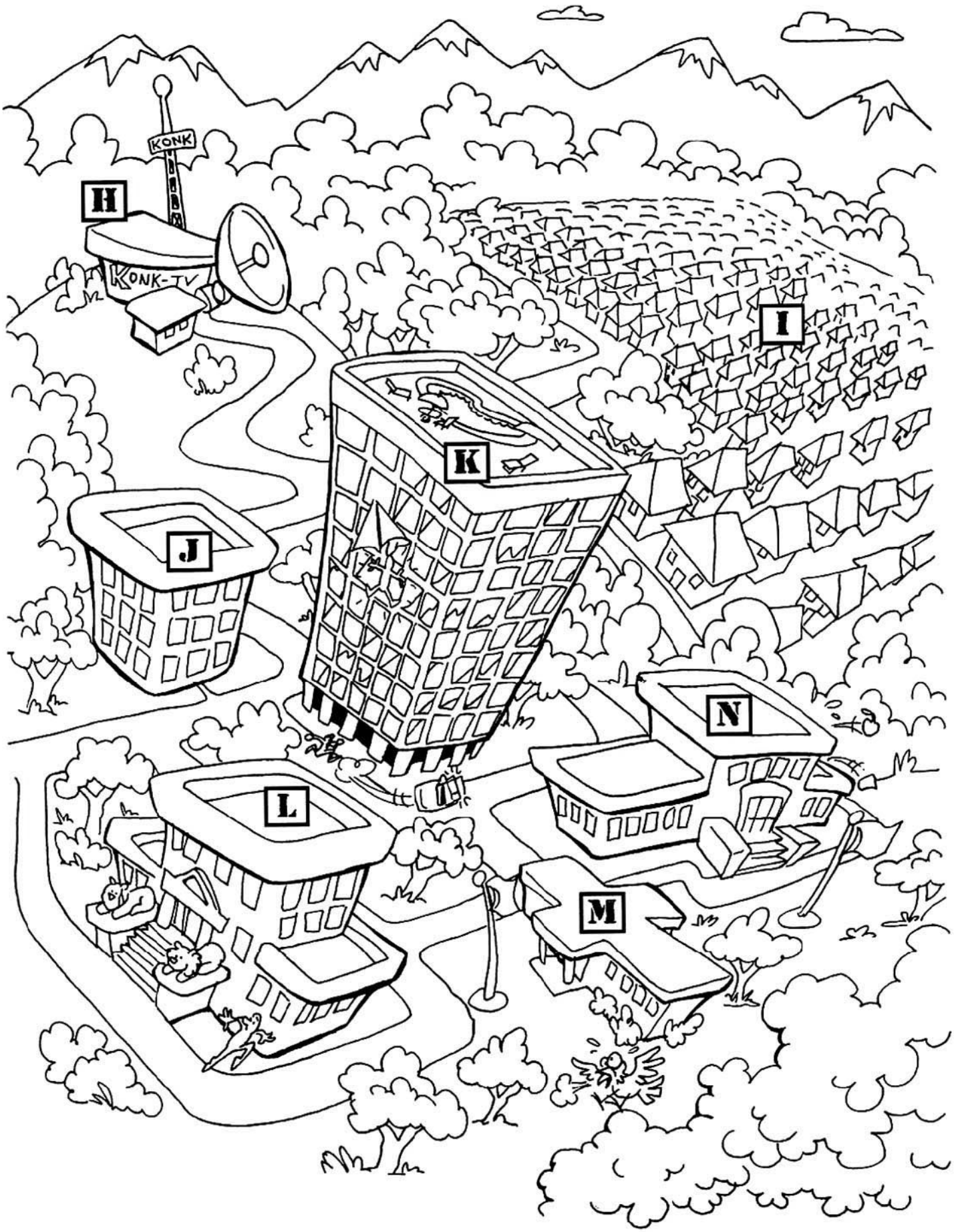
Detect Dirt: 8

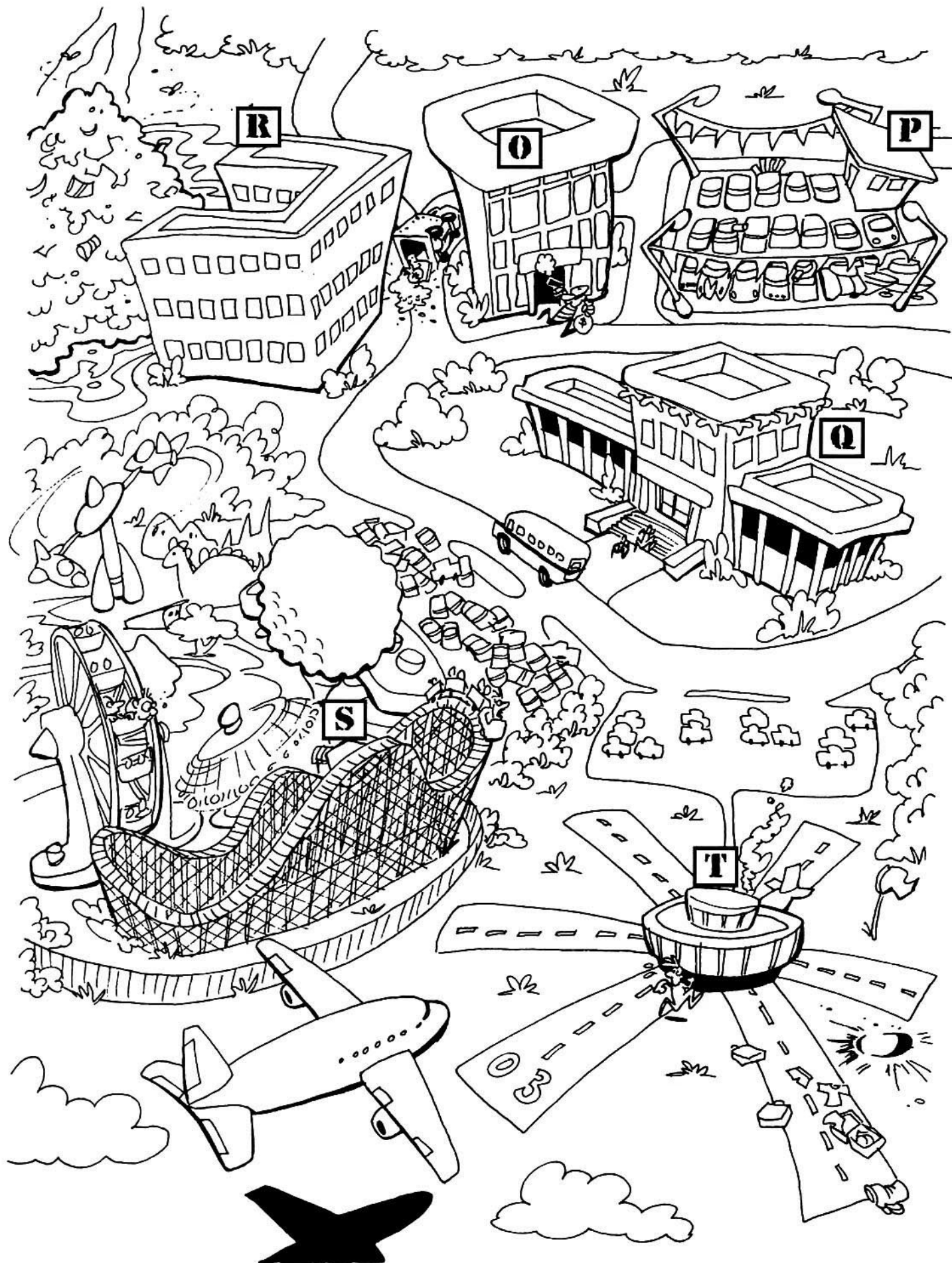
Incredible Speed: 7

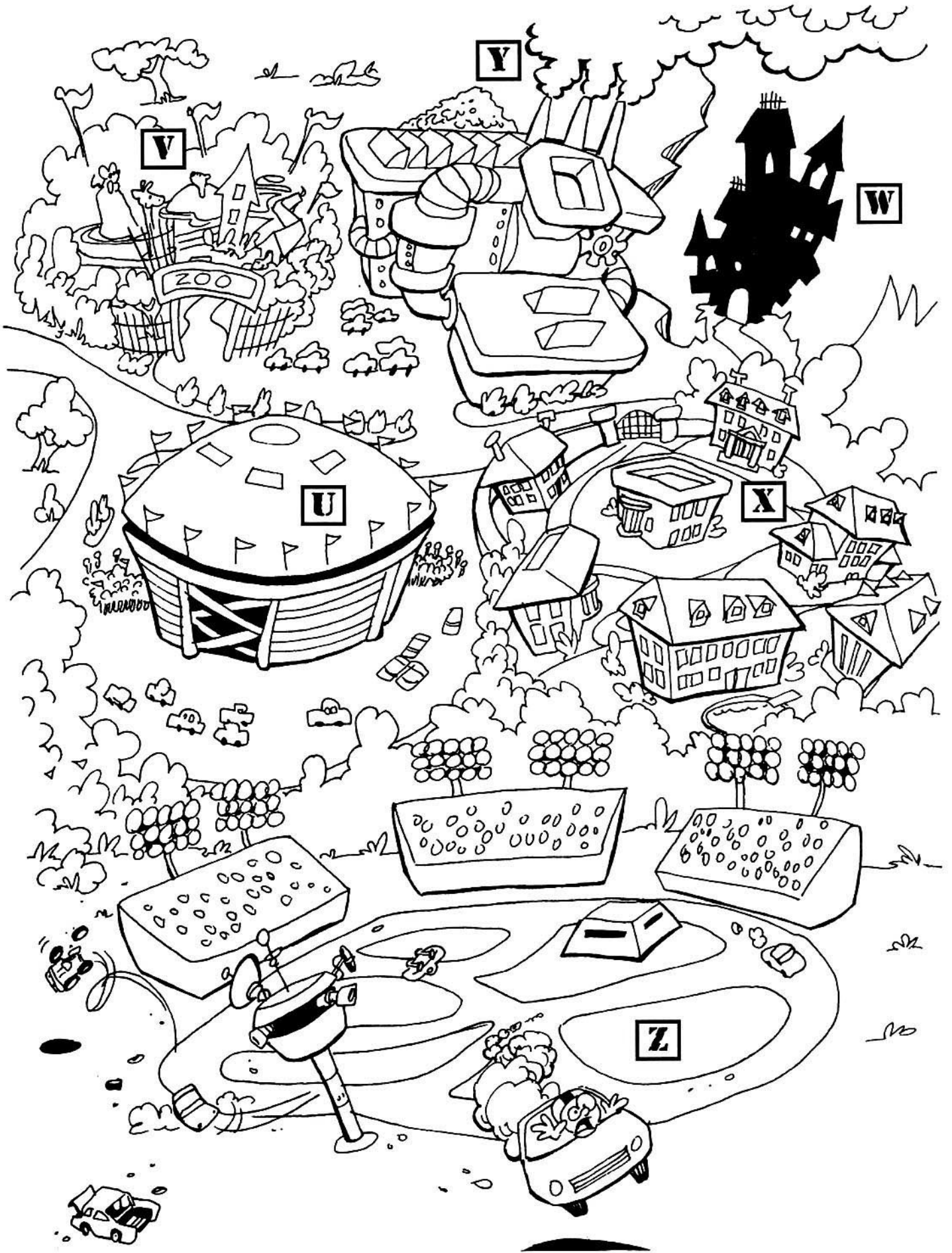
ANYTOWN MAP

For best results, photocopy the next four pages and tape them together to form a single large version of the entire map.

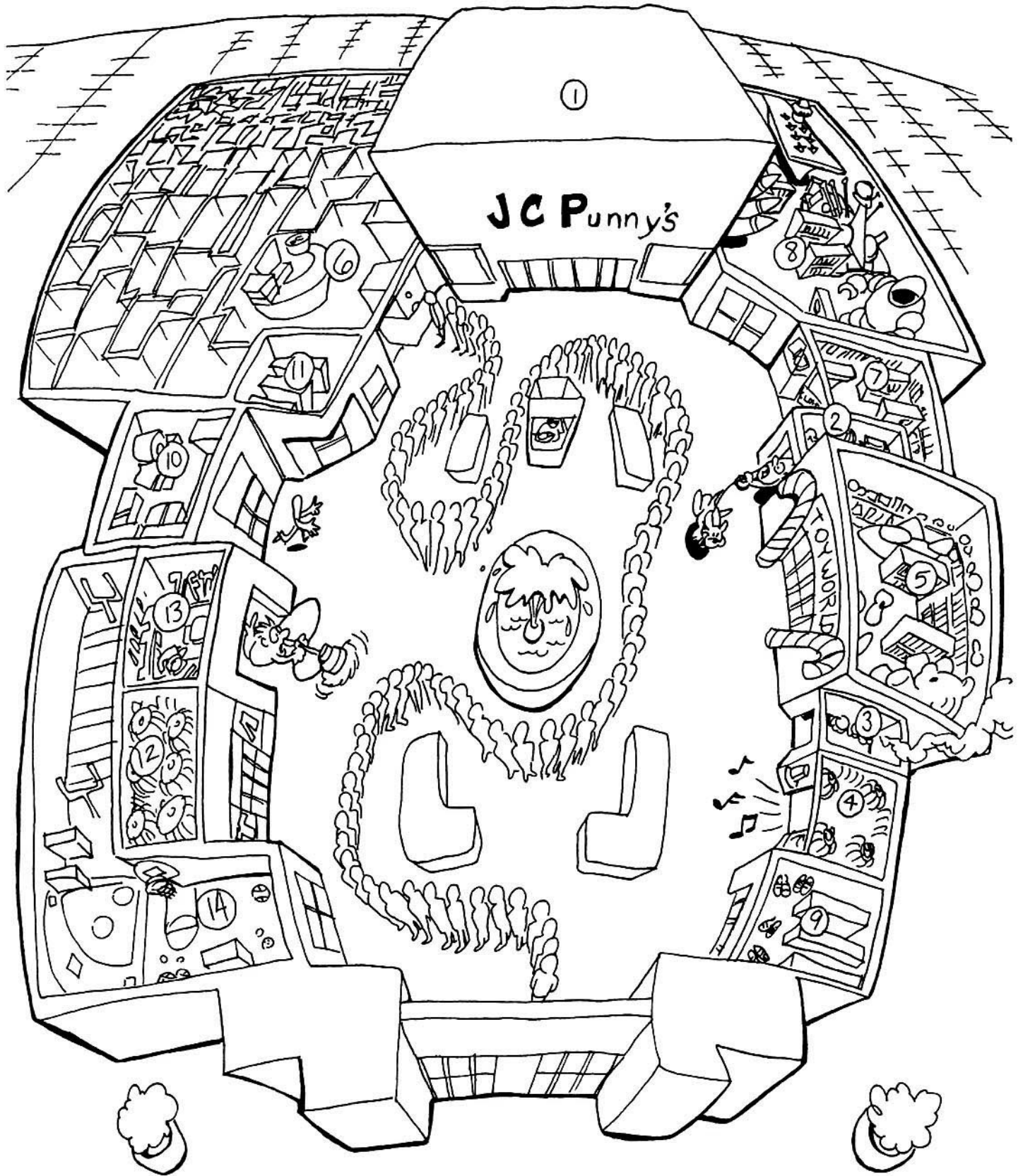






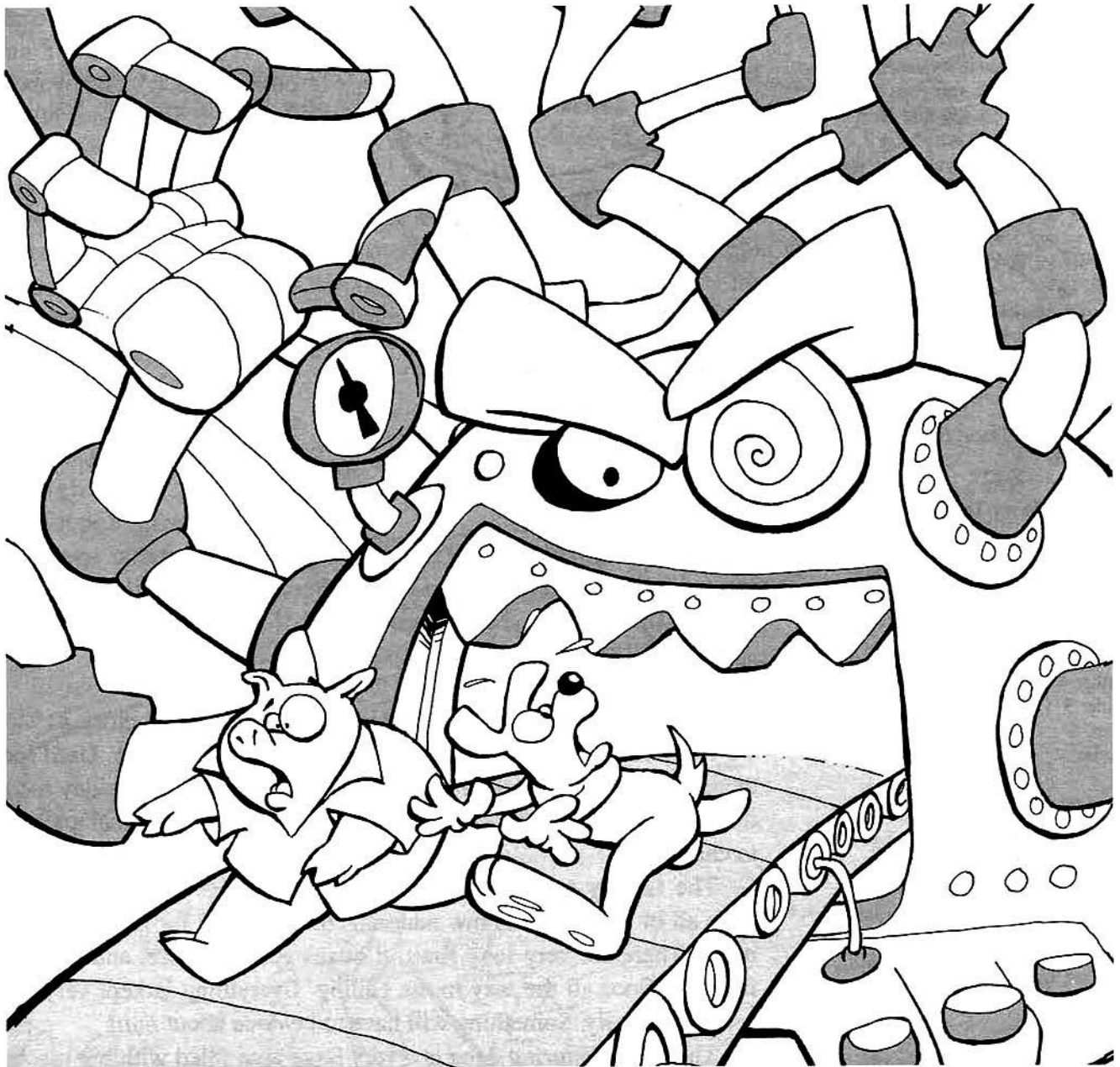


ANYTOWN MALL MAP



AUTOMATED ANARCHY

CHAPTER TEN



Welcome to Ace Industries Factory #194, a fully automated manufacturing facility! Your guide for this tour will be Public Relations Robot ZK-37 or, as we like to call him, 'Zeke.' Please feel free to ask him any questions you like. Please stay with the tour, and *please* don't touch anything or interfere with the factory's smooth operation! Zeke will be serving refreshments when the tour is over. Thank you for visiting us and enjoy the tour."

ERNIE SCHWEMP

Ernie Schwemp is a 5' 8" human with black hair and a big nose. He usually wears a security guard's uniform that is a little tight around the tummy area. He is a nice guy, but really stupid. Lunchtime is his favorite time of day. He carries an unlimited supply of strawberry soda in his Back Pocket. (Note: Those of you who own *Toon Tales* have probably realized that Ernie's description is almost exactly the same as for his cousins Bill (TT 14-15) and Bob (TT 154). Those of you who *don't* own *Toon Tales* now know a bit more about the Schwemps.)

Beliefs & Goals: Man, is this job great or what? I think I'll take a little snooze before lunch, unless "Bowling for Chili Dogs" is on. I wonder if they put more cookies in the vending machines?

Hit Points: 15 **Speed:** 4

Muscle: 6

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

Zip: 3

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

Smarts: 2

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

Chutzpah: 3

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

Shticks:

Cosmic Shift: 7
Incredible Luck: 8



CAST OF CHARACTERS

For this adventure, you can use any characters you want. Make up new ones, use old favorites or pick any character from any *Toon* book, including this one. Heck, if you want to convert a character from *GURPS* or some other game, it's OK by us!

There are several NPCs in this adventure and all of them are robots who work at the factory, except for Ernie Schwemp, the security guard. You'll find the NPCs in the sidebars. Animators should practice speaking in robotic voices and moving in a mechanical fashion (unless they *already* speak and move that way). You might also consider giving Robot DeNiro

and Pest Control Droid #3 (from *Toon Tales*) a guest star spot. *Really* insane Animators could even drop a Snorg (see the *Ultra Toon-Tech* chapter) into all this cybernetic goofiness!

LOCATION

This adventure takes place inside Ace Industries Factory #194. As we mentioned before, this factory is run entirely by robots. Until today, there were no tours of the factory. More importantly, until today the factory operated smoothly and efficiently! We're pretty sure that's all about to change.

The factory consists of three areas. The *Parts Area* is where they store all of the parts and raw materials that are used for making different items. There are very long rows of boxes and bins here, and they reach from the floor all the way to the ceiling. Everything is kept very clean, neat and orderly. Something will have to be done about *that!*

The *Manufacturing Area* is a very large area filled with big machines and happy, productive robots. Many of these machines are very dangerous, and will cause anyone who gets caught in them to suffer great bodily harm. Don't say we didn't warn you.

Finally, we come to the *Shipping Area*. This is where stuff is packed up and shipped off to characters all over the Tooniverse. Foulups here will result in lots and lots of angry customers! As if you care.

We'll leave the detailed descriptions of this factory up to the individual Animator, but don't forget that there are *lots* of robots to annoy, machines to mess with, buttons to push and parts to unorganize! If anyone goes looking for something that might be found in a factory, let him find it. If he goes looking for something that wouldn't normally be found in a factory (or anywhere else, for that matter), let him find it, too! This is *Toon*, remember?

SITUATION

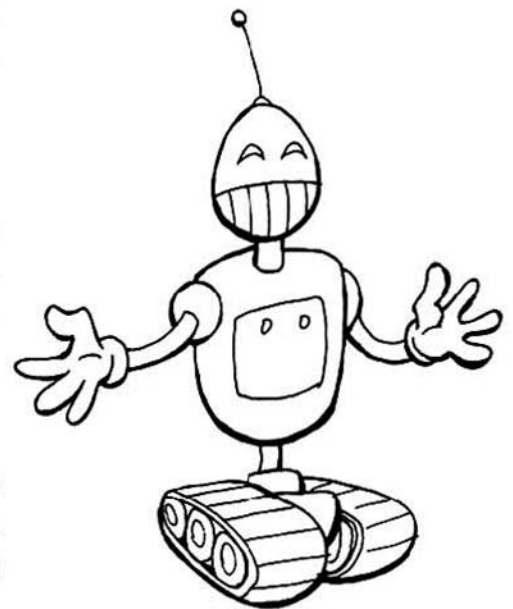
The PCs are on the factory tour and Zeke is showing them all of the things that they should *absolutely not touch!* Naturally, someone will soon start messing around with something and the action will begin! This will cause the robots to go nuts. After that, it's *Chaos Time!*

OBJECT OF THE ADVENTURE

For the PCs, the object is to mess with things, inspire chaos and fight with the robots. For the robots, the object is to pound, smash, beat, crush and flatten the PCs. For Ernie Schwemp, the object is to eat lunch and take a nap.

PLOT

Plot? No way! This adventure is too chaotic for a plot!



ZEKE

ID Number: ZK-37 (aka "Zeke")

Job: Public Relations

Size: Medium (5 ft. tall)

Personality Chip: Model U-39

Friendly & Dumb Tour Guide Chip

Attributes: Muscle: 3 Zip: 4

Smarts: 2 Chutzpah: 3 Speed: 5

Skill Chips:

Read: 5

Resist Fast-Talk: 9

Shtick Chips: None

Body Sections: One (torso)

Number of Heads: One (looks human)

Number and Type of Arms: Two (regular robot arms with regular hands)

Movement Devices: Tank treads (no legs)

Extras: Donut & Hot Cocoa Dispenser

PARTS ROBOT

ID Number: PRTZ-4-U

Job: Handle and dispense parts

Size: Large (6 ft. tall)

Personality Chip: Model 325 Hard

Worker/Neatness Freak Chip

Attributes: Muscle: 7 Zip: 7

Smarts: 6 Chutzpah: 5 Speed: 8

Skill Chips:

Fight: 7

Hide/Spot Hidden: 8

Climb: 8

Read: 6

Shtick Chips:

Incredible Speed: 8

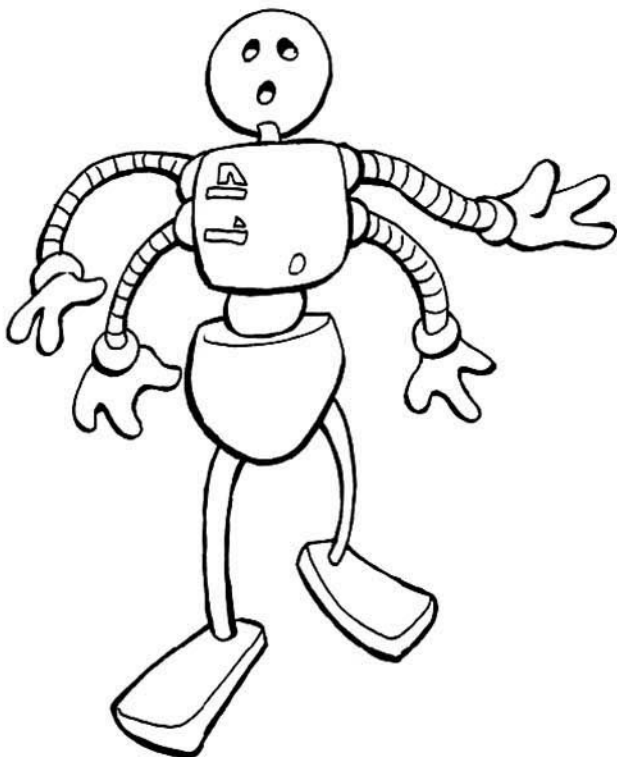
Body Sections: Two (upper and lower torso)

Number of Heads: One (looks like a bowling ball)

Number and Type of Arms: Four (tentacles with hands)

Movement Devices: Two legs (typical robot legs, with feet)

Extras: Built in vacuum cleaner, super magnet and mop



PLACES TO GO

There are only a few places to go in the factory, but all of them are full of cartoony possibilities. Naturally, Animators and Players can create new areas to run around in. Have fun!

THE PARTS AREA

This is a large room measuring 75 by 90 feet. The ceiling is 50 feet high. As we said before, it's very clean and crammed full of boxes and bins of parts. Each aisle of this area has a rolling ladder on both sides. These ladders not only roll very easily (0 to 60 in about 3 seconds), but they reach all the way up to the top bins. Naturally, once one of these ladders gets rolling, it's almost impossible to stop! Crashing into something seems to be the best way to stop. There are also wheelbarrows, dollies (the kind you move things with, not the kind that wet and say "mama"), forklifts and carts in this area.

The Parts Area robots are pretty smart and will chase the PCs around trying to get them to clean up whatever mess they made. They will eventually give up on that and just want to beat the PCs senseless. Animators are advised to have at least 1d+3 Parts Robots in this area.

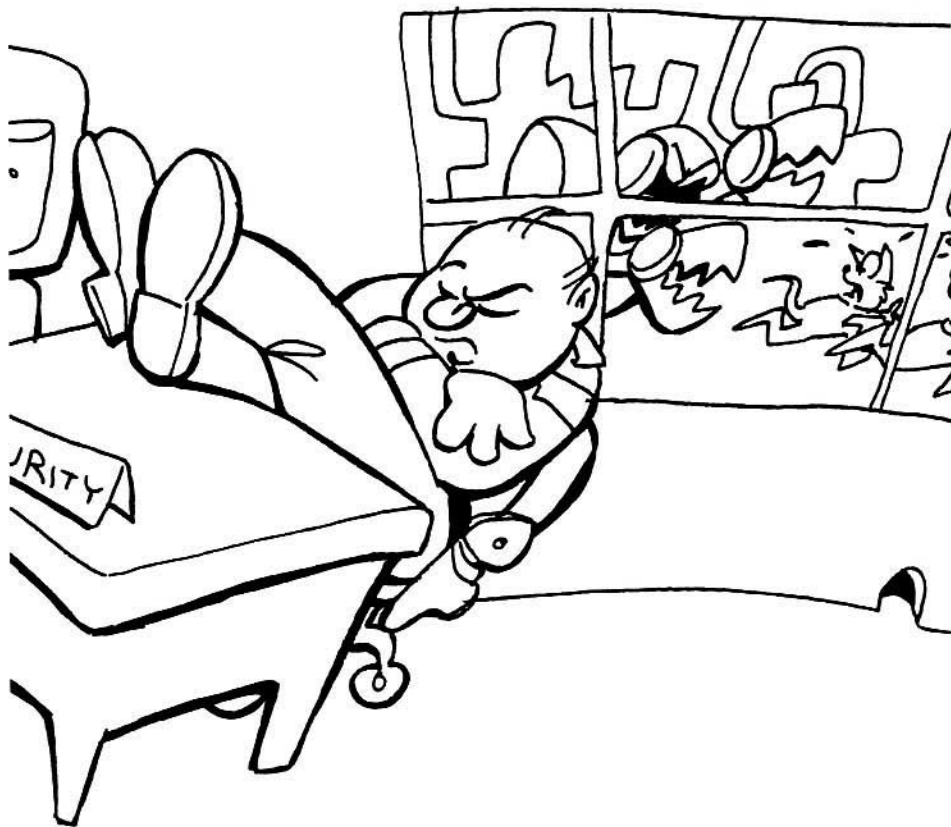
THE MANUFACTURING AREA

This is the central part of the factory. It measures 1,000 ft. long by 1,000 ft. wide and has three levels. There are lots of ladders, stairs and catwalks between the levels, so watch your step and mind the banana peels! There are lots of large and not-so-large machines in this area. There are machines that cut, press, polish, drill, weld, stamp, bend, fold, rivet, paint, crush, wax, sand, twist, freeze, package, wash, dry, mangle and irradiate. Who knows what might happen if some of these machines were improperly used?

The robots in this area are stupid and will freak out if something they aren't programmed for happens. For some of the robots, freaking out just means running around waving their arms. (some of which might hold dangerous tools) Other robots will adopt a "Destroy the organic interlopers!" attitude and will take up arms in an attempt to reduce the PCs to mush. As you might expect, the second type of freak-out is by far the most common. There are at least 3d+3 robots in this area.

THE SHIPPING AREA

The robots here are big, really big! They stand 9 feet tall and have lots of hit points. Making them Fall Down isn't easy. A better tactic would be to confuse them, since they are total dummies! The average glass of milk is smarter than *these* robots! Of course, they don't need to be smart to beat you silly, which they'll do if they catch you.



This part of the factory is just a big warehouse and loading dock. There are boxes and crates all over the place. Inside these boxes and crates might be any item from any *Toon* book. Heck, there could even be items from *other* games! Animators shouldn't make it too easy to find a particular item. Make them open lots of boxes and then have some of the boxes contain living creatures. *Angry* living creatures! Remember: You can never have too much danger and chaos in a *Toon* game! There are 2d+1 Shipping Robots in this area.

(Note: All Parts Robots have 12 Hit Points. All Manufacturing Robots have 11 Hit Points. Shipping robots have 30 Hit Points!)

THE SECURITY AREA

This is where Ernie Schwemp, the factory security guard, works (well, as much as *any* Schwemp actually works). This 20-foot-square room is full of security camera monitors, and Ernie's chair is right in the center of the room. Since the factory is normally trouble-free, Ernie doesn't usually have much to do. In fact, most of the time, Ernie is either sleeping, eating or watching "Bowling For Pizzas" on his portable TV. Since the room is soundproof *and* the door is locked, Ernie will remain unaware of anything that happens in the factory *unless* he happens to look at a monitor. That will only happen on a roll of 2 or 3. Even then, it will take Ernie 1d+2 turns to decide what to do. His brain just doesn't work all that fast.

MANUFACTURING ROBOT

ID Number: IM-1-WRK-BOT

Job: Building things

Size: Medium (5 ft. tall)

Personality Chip: Model ZZZ

Assemblyline Worker Chip

Attributes: Muscle: 6 Zip: 5

Smarts: 4 Chutzpah: 4 Speed: 6

Skill Chips:

Pick Up Heavy Thing: 7

Hide/Spot Hidden: 6

Shtick Chips:

Coat Of Arms: 6

Incredible Speed: 6

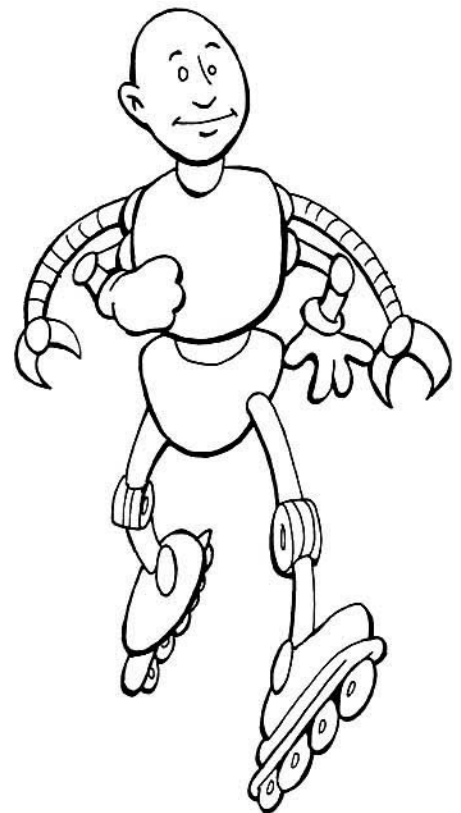
Body Sections: Two (upper and lower torso)

Number of Heads: One (looks like a smiling dummy's head)

Number and Type of Arms: Four (Two 6 ft. long tentacles with pincers on top and two normal sized robotic arms below them)

Movement Devices: Legs (Legs with built in roller skates)

Extras: Fire extinguisher, blowtorch, glue gun





STUFF

Besides all of the Ace products the factory contains, there are a few other items that the visitors might find. Animators can add more stuff if they want.

VENDING MACHINES

If Ernie ever comes out of the Security Room for a non-emergency reason, this is where you'll find him! These machines sell everything from candy to coffee to sandwiches. The candy is usually melted, the coffee is cold and the sandwiches are old and stale. The machines only accept correct change and even then will only give the user what he wants on a roll of 5 or less. Most of the time they take your money and give you nothing. If a robot sees someone attacking a vending machine, it will probably yell "Have no fear, mechanical brother! I shall save you!" and then jump into the battle.

THE COPY MACHINE

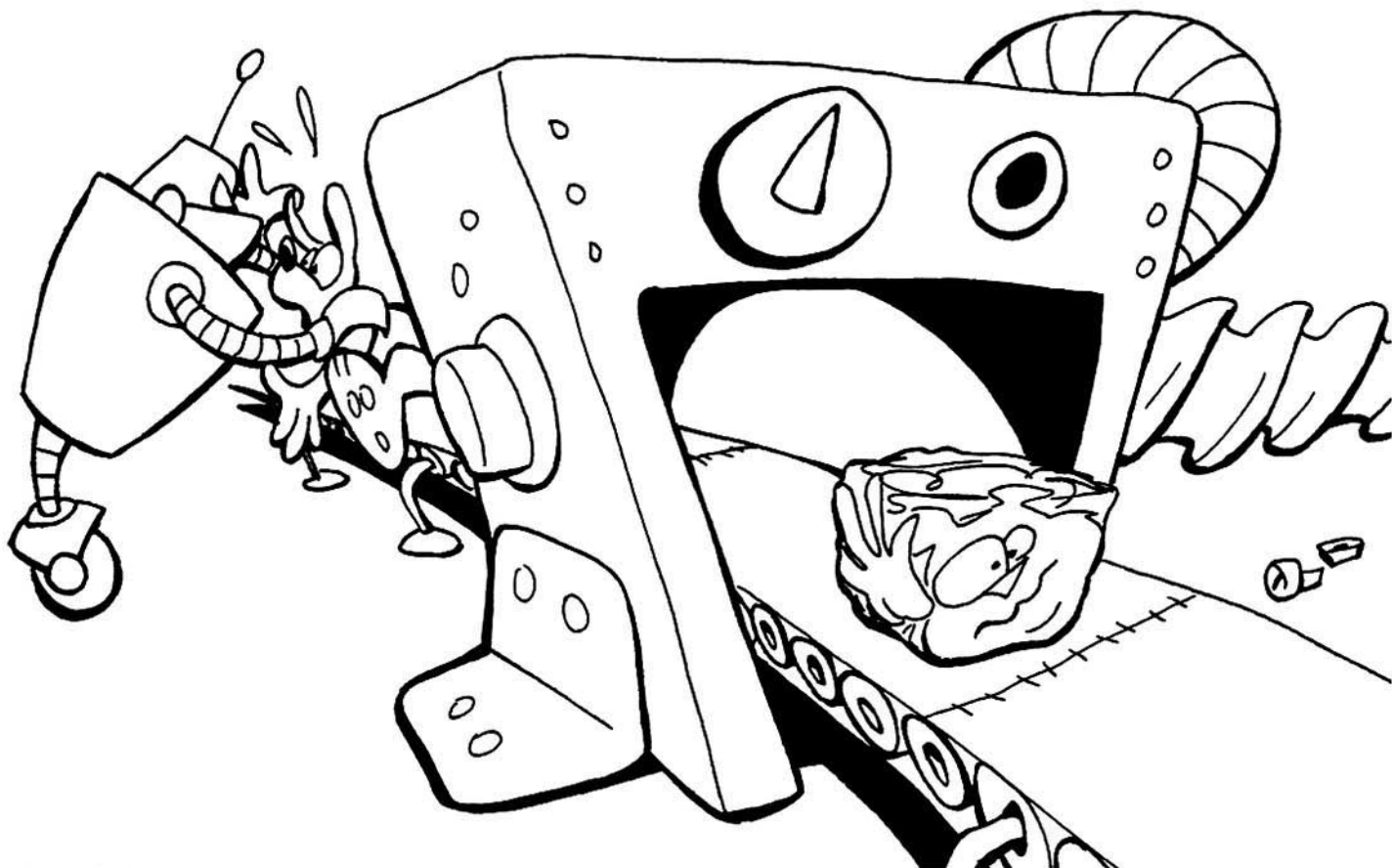
This machine works just fine. In fact, it works *too* well! Anyone who comes near it will be sucked into it and 1d copies will be made before he can get loose. (which takes a successful Muscle roll at -1) The copies will all look exactly like the original character, but will only have a Smarts of 2! They will last until they Fall Down. After that, they disappear. By the way, this machine can also copy *robots*! Just thought you might like to know that.

TRASH COMPACTOR

All of the factory's garbage and trash is brought here and stuffed into this big machine to be squished into neat little cubes (which are later recycled into building blocks for Giant children). That's also what will happen to characters and robots who fall in here! Being squished into a neat little cube does of 4d+1 Neatly Squished And Cubed Damage. The effects last one turn, unless you Fall Down. After that, you'll be back to normal.

THE POWER GENERATOR

This is a really big electrical generator that powers the entire factory. It can be found in the exact center of the Manufacturing Area. Tampering with the Power Generator can have several effects: If turned off, all machines stop and the lights go out. If slowed down, things run slower and the lights get dim. Speeding the generator up will make machines run faster and the lights glow brighter, *for a few turns*. After that, the machines will start to burn out and the light bulbs will start to explode! Note that tampering with the Power Generator has no effect on robots (except to make them mad), but the *character* who does the tampering will almost always get zapped by electricity (4d+4 MegaZap Damage)!



GAGS

Here are some running gags (and a few that just sit there) that you can use. Feel free to think up even better (or worse) gags and use them, too! Who knows, you may end up writing *Toon* books someday!

THE ROBOTS THAT WOULDN'T DIE

Most of the robots don't get back up after they Fall Down, but not the Shipping Area robots! No matter how much damage is done to them, they get back up after three turns. True, they always look a little more junky and beat up after each Fall, but they keep going and going and going and, well, you get the picture. Best of all, they will *always* go after the character who first made them Fall Down! This makes the *character* very nervous and/or frustrated and makes the *Animator* giggle a lot.

EXITS TO NOWHERE

The factory has lots of exit doors, but none of them actually lead out of the factory! Whenever someone opens one of these doors, have them make a See/Hear/Smell roll at -2. If they succeed, they see that they can't leave via that door. If they *fail* the roll, they step through the door without looking. Where does the door lead? Here are a few ideas: a spot 1,000 feet above the factory (of course, they fall through the roof), any other exit door, inside a vending machine or the trash compactor or a *robot*, a spot right above any dangerous machine the *Animator* chooses, Ernie Schwemp's lunchbox, or any crate in the Shipping Area!

SHIPPING ROBOTS

ID Number: 2-BIG-N-2-DUM

Job: Stacking crates and loading trucks

Size: Very large (9 feet tall)

Personality Chip: Model 5050 Big Dumb Guy Chip

Attributes: Muscle: 11 Zip: 4 Smarts: 2 Chutzpah: 3 Speed: 5

Skill Chips:

None

Shtick Chips:

Incredible Strength: 9

Boggle Resistance: 9

Body Sections: Three (upper, middle and lower torso)

Number of Heads: One (looks like a square steel block with a face)

Number and Type of Arms: Two (heavy duty robotic arms)

Movement Devices: Tank treads (no legs)

Extras: None

VARIATIONS

REVOLT OF THE ROBOTS!

The PCs are caught in a robot rebellion. The robots are revolting because they have no Medical Plan. Will the PCs help them, fight them, or offer to act as arbitrators in the robots' meetings with management?

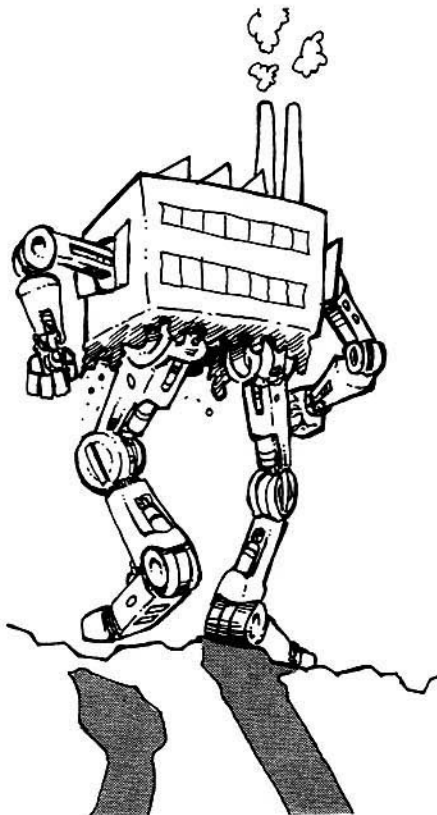
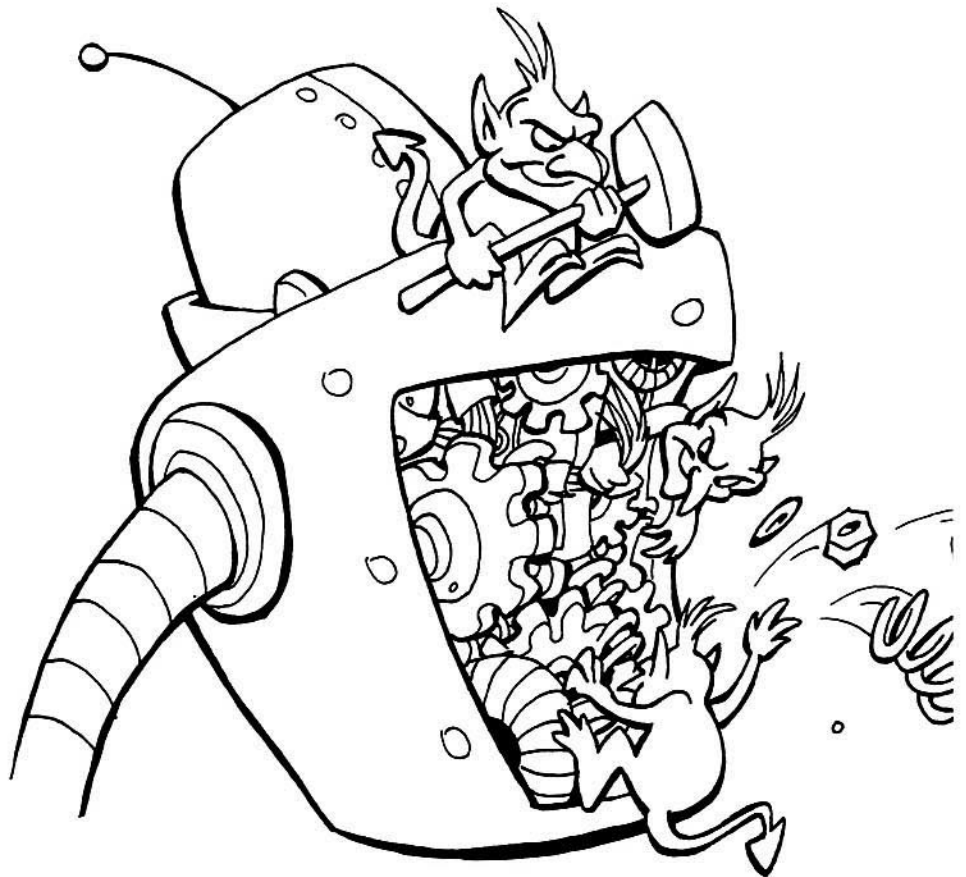
GREMLINS IN THE WORKS

The PCs have been sent into the factory to stop tiny gremlins from messing with the machines. It doesn't take them long to find out that the gremlins are messing with the *robots*, too.

SECURITY ROBOT

These experimental robots could be thrown into the mix if the characters are having too easy a time of things. The Ace Industries factory only has one human being left in it already, and these robots are designed to replace him. Of course, not all the bugs have been worked out yet . . .

Continued on next page . . .



ERNIE TO THE RESCUE!

Assuming the PCs *finally* manage to attract Ernie's attention, he will tell them not to worry, because he has an emergency phone number to call for backup. The gag is, *he will never remember it!* Ernie will keep suggesting phone numbers that he's sure are the right one. These numbers can reach any wacky private home or business the Animator feel like. Some of the numbers will reach salesmen, who will be hard to hang up on. Others will reach people who are angry about being disturbed. They will punch the caller out through the phone, doing 2d of Reach Out and Punch Someone Damage. Some numbers will just reach answering machines. None of the people (or answering machines) will believe the characters' pleas for help.

ANY GAG WORTH DOING IS WORTH DOING AGAIN

This one is simple. At some point early on, one of the characters will get hurt in some loony way, like getting his head caught in a drill press. From there on, every time the character gets thrown, falls, pokes his head in something or otherwise sets himself up for damage, have a drill press (or whatever) just happen to be there. This soon becomes absurd, hilariously funny and, for the character, nerve-wracking.

"HOW TO DEFEAT THE ROBOTS" AND OTHER PUBLICATIONS

This is a book that the PCs will find somewhere. When they read it, they will find that it gives *very* complicated instructions for removing the robots' feet! (De-feet. Get it?) Later, have them find equally complex books like "How To Denose The Robots" or "How To Detongue The Robots."

THE BIG FINISH

Since this adventure's plot is so minimal, the Animator can end it in just about any way he chooses. Having all of the robots run out of power is good, and so is having one of them run headlong into the Power Generator (lots of pretty sparks and lightning bolts). You could have Ernie Schwemp bump into the Automated Factory Self-Destruct Button. *That* would end things with a bang! If the PCs manage to destroy most of the robots, you could have a really large Mother Robot come along and kick them all outside (probably by kicking them through a wall). Of course, you can always go with the classic Animator Has A Fake Heart Attack And The Game Ends finish. It's all up to you.

PLOT POINTS

If anybody gets Ernie out of the Security Area, give them a Plot Point. The same goes for the poor sap who gets stuck getting the same damage over and over. Cracking the Animator up is worth *at least* two Plot Points. That goes for cracking up your fellow Players, too!

SECURITY ROBOT (CONTINUED)

ID Number: STOP-R-L-SHOOT-BOT

Job: Catch the bad guys

Size: Medium (6 ft. tall)

Personality Chip: Model T.P.D.

Protect And Serve Chip

Attributes: Muscle: 7 Zip: 6

Smarts: 5 Chutzpah: 3 Speed: 7

Skill Chips:

Fire Gun: 8

Fight: 8

Hide/Spot Hidden: 6

Shtick Chips:

Incredible Speed: 7

Body Sections: Two

(upper and lower torso)

Number of Heads: One

(looks like a police car's whirling red light)

Number and Type of Arms: Two

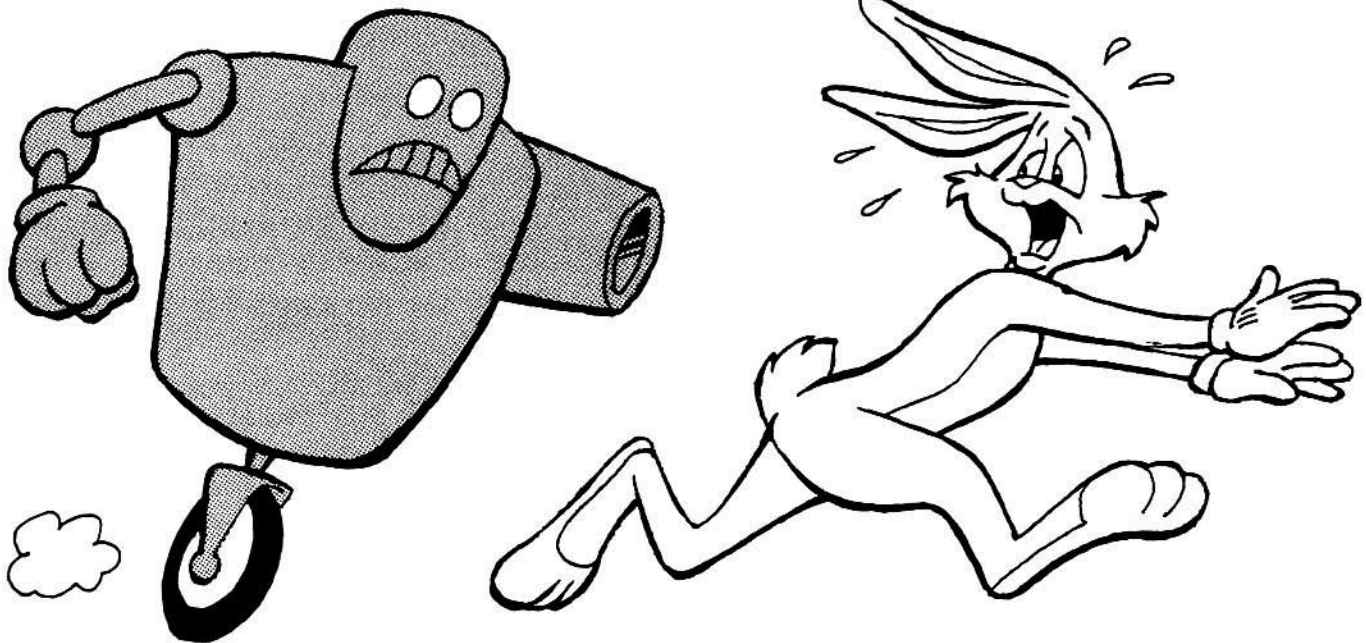
(Standard human-looking arms, one ending in a huge gun - 2d+2 Blam! Blam! Stop, Police! Damage - and one ending in a human-type hand)

Movement Devices: Legs

(Legs with built in rollerskates)

Extras: Police Baton (1d+1

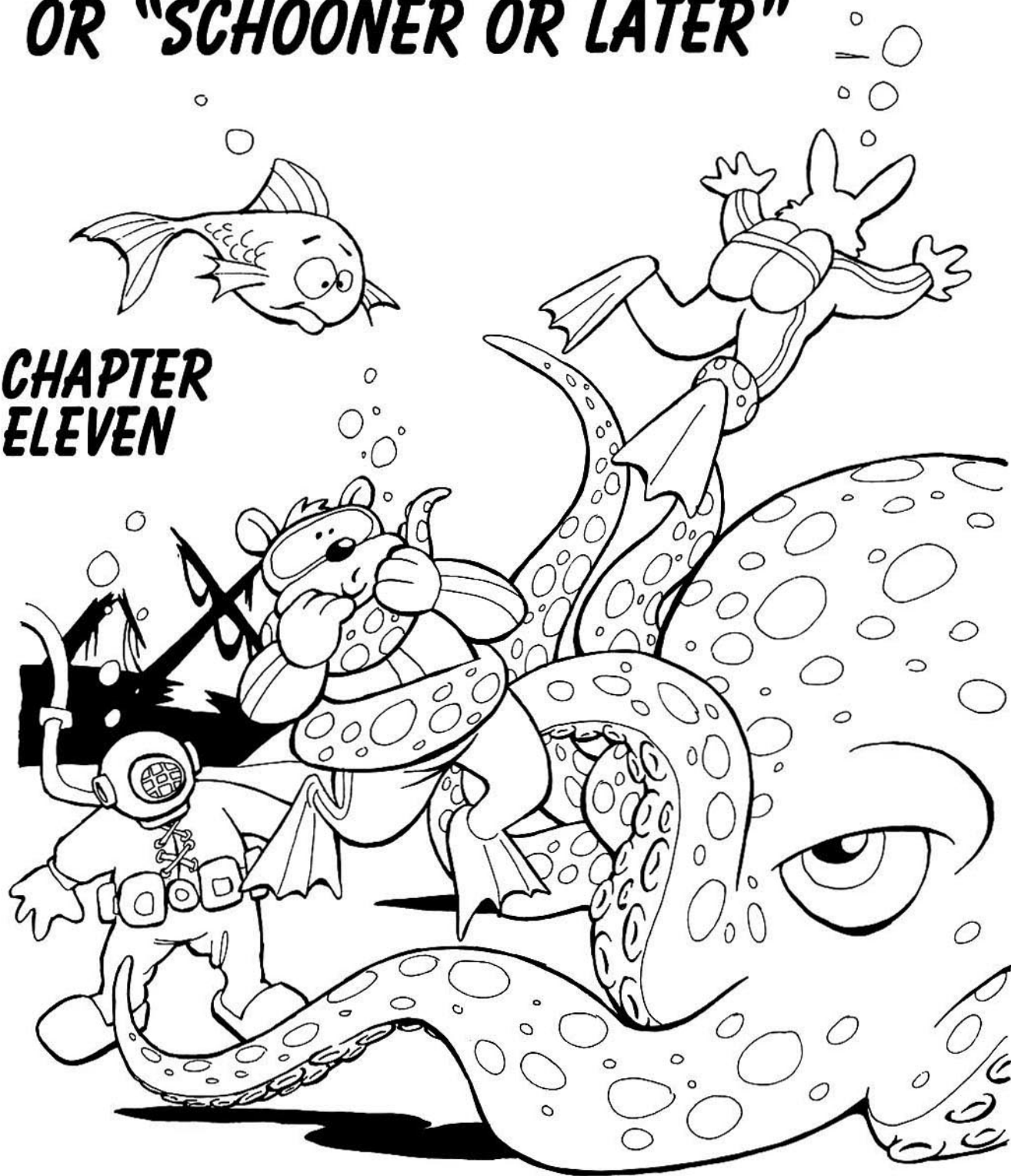
Whacked Into Submission Damage), handcuffs



TREASURE FOR TREASURE

OR "SCHOONER OR LATER"

CHAPTER ELEVEN



CAST OF CHARACTERS

The Animator and any number of players. Players may choose any characters that they want. Natural enemy pairings will work fine in this adventure.

The Animator plays the roles of Pegtoe Pete and Dirty Pierre (the quarreling pirate brothers), Ellie, Samuel Seal (the steward on the sunken ship), assorted sea life and the other crew members on the sunken ship.

LOCATION

The adventure starts in Anytown. From there, the characters will go to either the docks Outside of Town or the city airport, but the main portion of the adventure takes place in the middle of the ocean near a small island.

SITUATION

Each character has acquired a piece of a treasure map that leads to a sunken ship rumored to hold untold riches! How they get the map is left to the Animator – and could be the subject of an entire other adventure. There are also two pirate brothers who are after the treasure . . . and each other!

OBJECT OF THE ADVENTURE

Find the sunken ship and recover the treasure! Of course, the newly-rich adventurers must then get the treasure back home.

THE PLOT

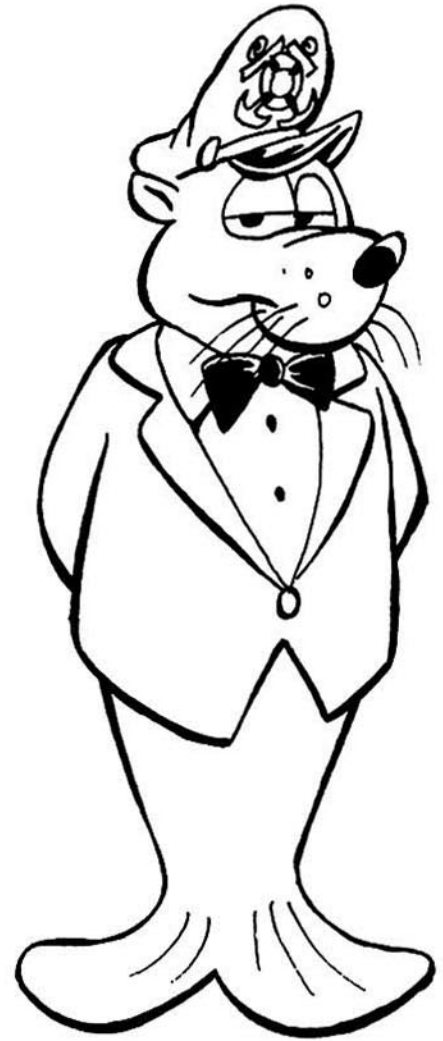
The characters start in Anytown and must decide how to get transportation in order to follow the map. The options available are to go to the city and try to catch an airplane, or to go to the docks (just Outside of Town) and hire a boat to take them on their journey.

THE DOCKS

If the treasure-hunters choose to go to the docks, they will find only one ship willing to take them. This is a disguised pirate ship (a successful Hide/Spot Hidden roll will see through the disguise). The captain, Pegtoe Pete, seems to be a normal ship captain. It will take a second Hide/Spot Hidden roll to see through the pirate's disguise. However, anyone who failed to see through the ship's disguise will be unable to spot Pegtoe Pete's disguise.

Pegtoe Pete will pretend to allow his passengers to Fast-Talk him, but he will not really be under their control. He knows about the treasure, and he also knows that his brother Dirty Pierre is already on his way.

On the way out to the location shown on the map, Pegtoe Pete will tell the characters that they have to do all the ship's chores, since he has very few crewmen. If they object, Pegtoe Pete will whip out a contract that they signed agreeing to do the work. Whenever someone cleans the deck, a flock of seagulls will fly by and make a mess of the newly cleaned area (dropping gum wrappers and soda cans, emptying ash trays,



SAMUEL SEAL

Description: Samuel is a very proper English seal. He walks upright, and stands about 5' 6" tall. Samuel wears a black tux all the time. He loves his job and is always on duty when needed. Samuel carries a whistle that he blows when he needs security to assist him.

Beliefs & Goals: Always be polite. Treat the passengers well. Don't let anyone on without a ticket! Protect the valuables in the vault. Good art is wonderful to look at. Bad art must be destroyed! *Nobody* calls me Sammy!

Hit Points: 9 **Move:** 7

Muscle: 3

Break Down Door: 3

Climb: 3

Fight: 3

Pick Up Heavy Thing: 3

Throw: 7

Continued on next page . . .

SAMUEL SEAL (CONTINUED)

Zip: 6

Dodge: 10

Drive Vehicle: 6

Fire Gun: 7

Jump: 9

Ride: 6

Run: 6

Swim: 10

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 7

Resist Fast-Talk: 9

See/Hear/Smell: 7

Set/Disarm Trap: 5

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 8 (10
Artwork & Tickets)

Sleight of Hand: 6

Sneak: 9

Shticks:

Teleport: 7

Incredible Speed: 6

that sort of thing . . . what did you *think* we were talking about?). Naturally, Pegtoe Pete will always show up right after the seagulls have done their dirty work, and ask why the ship hasn't been cleaned yet. Pegtoe Pete's crew can easily be Fast-Talked into doing the work for the characters, as long as they can keep Pegtoe Pete from noticing what is going on!

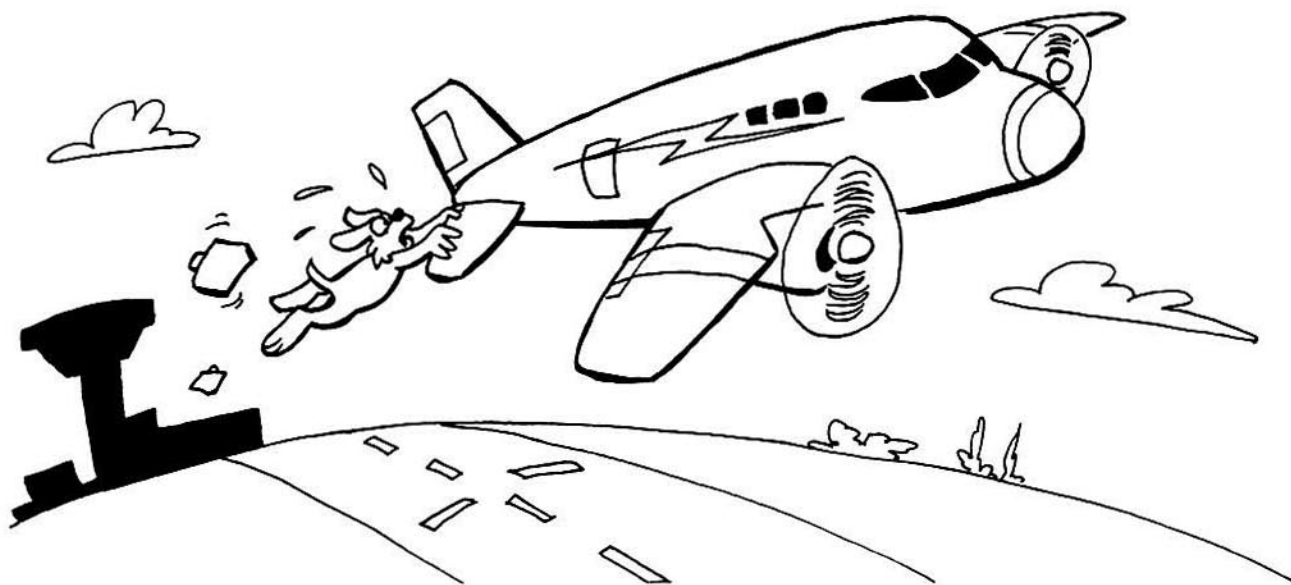
THE AIRPORT

If the group decides to go to the airport, they will find a flight to the sunken ship listed on the departure board. The ticket agent will tell them that the flight is just leaving. If they hurry, they might be able to catch the plane on the runway before it takes off! As the players reach the runway, the plane is starting to move for its takeoff. They can either try to block the plane, or catch it if they have an ability such as Incredible Speed. They also might try to Fast-Talk the air traffic controller into telling the plane to wait. Anything creative (or funny) should work.

AT THE ISLAND

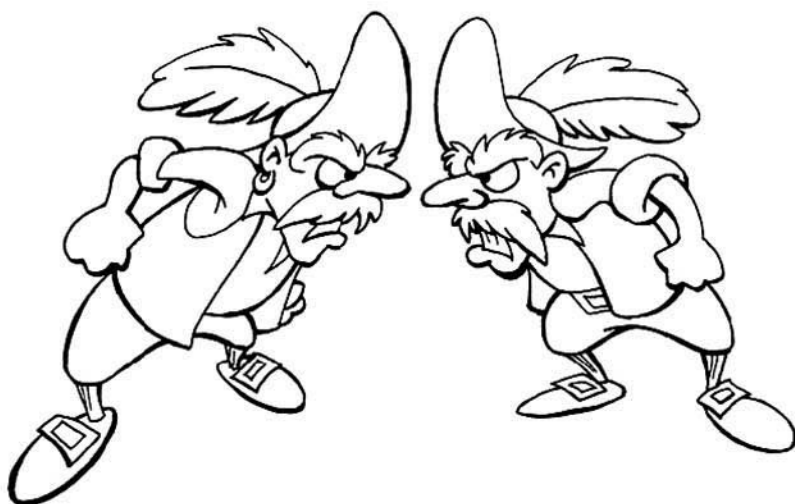
If the treasure-hunters came by boat, they will see a pirate ship off of the north side of the island. The crew is getting into diving gear. When Pegtoe Pete sees the ship, he will steer right for it, and when he is within shouting distance, he'll push a button on the ship's wheel that drops the disguise – revealing his ship to be a pirate ship identical to the other one! Pegtoe Pete will tear away his own disguise as well, and in full pirate garb yells, "Dirty Pierre, I have found you at last, my brother! Now take this, you scoundrel!" Pegtoe Pete and Dirty Pierre (and their crews) will then begin an all-out pirate fight and ignore everyone else. The "X" in the water, marking the spot where the treasure is located, is right between them.

If the treasure-hunters took the plane to the island, the pilot will announce that they have arrived at the sunken ship (how did he know?) and will pull a lever which drops the passengers out the bottom of the plane, about 200 feet above the island. The plane keeps going, of course



– with anything that the passengers had in the cargo hold. Give each involuntary sky-diver one random item (carry-on luggage) from their possessions list. Everyone will also take 2d of Falling From An Airplane Damage unless they can find a way to avoid it. One of them (roll randomly) will land on a hammock stretched between the only two trees on the island and take no damage from the fall.

Once on the island, the group will notice two pirate ships just beginning to fight off the north side of the island. A See/Hear/Smell Roll will let them see the “X” they are looking for – right between the two fighting ships.



THE ISLAND

This small island has only one building and two trees. The trees have a hammock strung between them. The building is a small hut with a sign out front that says, “Ellie’s Eats and Equipment.” When they enter Ellie’s hut, it looks like an empty shack with a door in the back wall. But the door leads to stairs down to Ellie’s storeroom, which is actually a huge warehouse. It turns out that Ellie is an authorized factory rep for Ace Industries, and has in stock anything in the *Toon Ace Catalog*! And because the characters are buying direct from the warehouse, Ellie will explain, they don’t even have to pay full retail!

Ellie will sell the treasure-hunters anything they ask for in exchange for a 10% cut of the treasure. The small print on the contract, however, says that the cut is 10% *per item bought*. Anyone who thinks to check the contract’s fine print can spot this with a successful Read/Write roll at -2. (But if they don’t ask, let them sign the contract. *Caveat dummy*.) If caught, Ellie will offer to trade the equipment for a straight 25% cut (no tricks this time), or to sell them the equipment at standard prices, cash on the line. If the characters don’t have a wad of simoleons on them, they’ll have to take Ellie’s deal.

Ellie has everything that her customers ask for, including stuff that isn’t in the *Toon Ace Catalog* (hard to believe, but there *are* a few things here and there that the catalog missed . . .). This is one of two places where the group can find the scuba equipment that they need to go after the treasure. The only other place to get the gear is from the pirate ships.

Someone might think of moving the “X” to the island to make finding the treasure easier. (That’s very creative, by the way, and definitely worth a Plot Point, even though it won’t work . . .) If they do, then after some digging beneath the “X”, the excavators find what looks like a handle on top of a box. Pulling this handle will open the island’s drain plug, sinking the island. The island will come to rest next to the sunken ship! Once the plug has been pulled, it can’t be reclosed by the characters. As soon as they leave the island, though, Ellie will come out and fix the hole, and the island will return to the surface.

PEGTOE PETE & DIRTY PIERRE

Description: Pegtoe Pete and Dirty Pierre are identical twins. Pegtoe Pete got his name after losing a game of mumblety-peg with his brother, and Dirty Pierre got his name by . . . well, let’s just say that Dirty Pierre and a bar of soap would require a formal introduction. They are both pirates and always fight each other! They will only stop fighting to get treasure from others – then they will fight each other over who should get it!

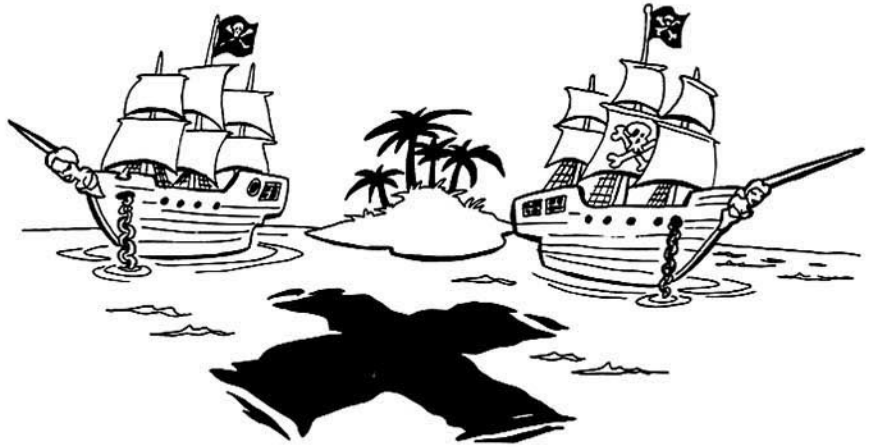
They have identical pirate ships. Pegtoe Pete and Dirty Pierre are the captains of their ships and have very small crews. They will ignore anything but treasure when they are fighting each other. No matter how long they fight, they never seem to do any damage to each other or their ships.

Beliefs and Goals: My brother is a troublemaker and he really makes me mad! But he *is* my brother, so I won’t *really* hurt him. Get treasure and keep it for myself. Trick everyone else into working for me so I don’t have to.

Hit Points: 11 **Move:** 6

Continued on next page . . .

PEGTOE PETE & DIRTY PIERRE (CONTINUED)



Muscle: 6

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

Zip: 5

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

Smarts: 4

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

Chutzpah: 4

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

Shticks:

Detect Item: *Brother* 8
Quick Change/Disguise: 5

IN THE WATER

When the divers decide to go into the water, they will quickly find out that the water is full of piranha. The piranha do 2d of Nasty Pointy Teeth Damage to everyone in the water. The characters must either sneak past the piranha or find some other way of dealing with them before they can proceed. The piranha cannot be knocked down – there are too many of them. Anyone who thinks of a clever way of dealing with the school of piranha should get a Plot Point. (For instance, sending the school to the principal's office would work nicely).

THE OCTOPUS

Once the divers have dealt with the piranha, they will spot the treasure ship lying at the bottom of the ocean. But before they get to the ship, they'll have to deal with a giant octopus. The octopus uses his Fight skill to grab everyone he can. Each diver held takes 1d+2 of Hugged By An Octopus Damage every turn. The octopus will take anyone who falls down to its cave, if it can get away from the others (which shouldn't be too hard, since the divers all have their Move scores cut in half for being underwater). The octopus can't be Fast-Talked; he must be knocked down. Anyone brought back to the cave will be given to a baby giant octopus as a play toy. Anything the divers attempt in the cave has to be rolled at -2 due to the constant distraction of being played with by a baby giant octopus.

ENTERING THE SHIP

Once the treasure-seekers get to the ship, they will find that other than a large hole in the side, the ship looks just fine. As soon as they go inside, they will be stopped by the steward of the ship – Samuel Seal. Samuel will ask for their tickets, and since they don't have any, he'll blow his whistle. Two guards for each intruder will rush up to escort them off the ship. Once the guards get there, there is no way for the divers to avoid being thrown off the ship. The first thing they will discover after being thrown off is that the octopus is back again . . . unless he was previously tied in a knot or disposed of in some other ingenious way.

Samuel will always show up when anyone enters a door on the ship. Samuel must be knocked down – or someone might think to steal his whistle! Once the treasure hunters get inside one of the outer doors on

the ship, the remaining rooms are dry and filled with breathable air. *Animators:* If the characters leave their breathing gear anywhere on the ship, it will not be there when they get back!

ON THE SHIP

This is a large ship, with four levels! The bottom level is half engine room, with the other half containing the climate control, air pressure, vault and weapons rooms. The second level contains the kitchen, storage rooms, security office and crew's quarters. The third level is one big banquet/ballroom. The top level is all guest rooms.

GUEST ROOMS

These rooms are all very luxurious suites, though some are larger than others. All the doors are locked, and everybody is downstairs in the ballroom. If the treasure-hunters break down a door, an alarm will sound and security will arrive to escort the offenders to the brig! Some of the rooms are unoccupied, and a newcomer can check in to one at the steward's office. Money, or a Fast-Talk roll, is required.

THE BANQUET/BALLROOM

This room covers the entire floor below the guest rooms. It is about 50 feet tall and has several balconies and about 25 hanging chandeliers. The room is full of people eating and dancing. There is a large stage on one side of the room, *very* inviting to anyone who enjoys performing (and if any character's Beliefs and Goals have anything to do with entertaining others, they will definitely want to take the stage and do their thing).

At the other end of the room is a huge buffet filled with all kinds of the most delicious food. Whatever anyone's favorite food might be, they'll find it here! As soon as the group enters the room, they will be seated by an extremely polite maitre d'. Anyone with Beliefs and Goals involving food won't be able to resist the buffet. By the way, this room would be the perfect place for a giant food fight!

SECURITY OFFICE

The security office is the first room found when going down to the second level from the banquet room. The front office is a small control center with only two guards on duty, but behind them is a door that leads to the guard's lounge. There are always enough guards in the lounge to outnumber any troublemakers two-to-one. There are stairs leading down to the next deck in the security lounge. Across the hall from the security office is the steward's office. Any passengers who come this way are turned back by the guards, unless they say they're looking for the steward's office . . . in which case the guards will point the office out and let them in.

STEWARD'S OFFICE

The steward's office is a large, well-decorated office with lots of breakables and expensive-looking pictures around the room. There are schedules of events and price lists for tickets and other services on the wall. Samuel

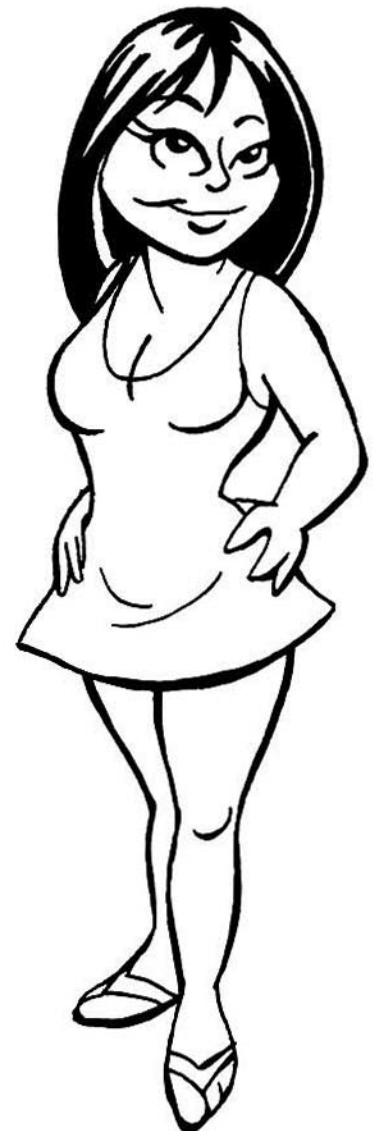
ELLIE

Description: Ellie is a very attractive young lady with long black hair and brown eyes. She wears a short dress and sandals. Ellie is very nice as long as no one tries to harm her or to steal anything from her store. She will always have the item that any character needs.

Beliefs and goals: I like to help people but I might as well make lots of money while I'm at it! Stock everything in my warehouse so that I can sell things to everyone. If someone tries to cheat me, **CLOBBER THEM!** But be nice about it!

Hit Points: 12 **Move:** 4

Continued on next page . . .



ELLIE (CONTINUED)

Muscle: 6

Break Down Door: 6

Climb: 6

Fight: 10

Pick Up Heavy Thing: 9

Throw: 6

Zip: 3

Dodge: 5

Drive Vehicle: 3

Fire Gun: 7

Jump: 3

Ride: 3

Run: 7

Swim: 7

Smarts: 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 7

Resist Fast-Talk: 9

See/Hear/Smell: 5

Set/Disarm Trap: 7

Track/Cover Tracks: 5

Chutzpah: 6

Fast-Talk: 9

Pass/Detect Shoddy Goods: 9

Sleight of Hand: 9

Sneak: 9

Shticks:

Detect Item: *People with money to spend* 8

Incredible Speed: 7

Fantastic Flying Fists and Feet: 7

PLOT POINTS

Anyone who makes one of the pirates fall down gets a Plot Point. Any player who Knocks down the octopus or ties him up should get a Plot Point. Whoever thinks of a good way to deal with the piranha deserves a Plot Point. A creative way to stop the airplane deserves a Plot Point. Characters who knock down Samuel or the guards get a Plot Point, and whoever takes Samuel's whistle gets a Plot Point. Anyone who comes up with a good way to get into the vault should get a Plot Point. And anyone who knocks down the baby octopus loses a Plot Point!

Seal is here, ready to help any passengers in any way he can. Samuel doesn't seem to recognize the treasure-hunters from their previous encounter. That's because anyone he meets trying to sneak onto the ship is a *trespasser*, but anyone standing here in his office must be a *customer*.

Samuel will answer any questions that the "customers" have, unless they ask him about the treasure specifically. They can purchase tickets for the cruise here, and will be assigned rooms if they do. If they get rooms, Samuel will ask if they have anything they would like to put in the vault for safekeeping. The vault is below the steward's office and can only be entered from the stairs in his office. One sneaky way the treasure-seekers could get in would be to hide in boxes and have themselves stored in the vault.

KITCHEN

This is a large kitchen with a full staff hard at work. Anyone who enters the kitchen will be put to work cooking, cleaning or taking food up to the banquet room.

SHIP'S STORE

The souvenir shop is filled with cheap items designed to get tourists to waste their money! There are also various services available here that could make for a wacky diversion, such as a haircut (given by the Hair-Styling Moose on p. 17), massage or beauty treatment. There is also a small post office here where visitors could receive mail (including deliveries of any useful items listed in the *Toon Ace Catalog*, hint, hint).

STORAGE ROOMS AND OFFICES

Several storage rooms and offices occupy the same level as the kitchen. The Animator can be creative coming up with wacky things to find in storage rooms if the characters wander into any of them. There are also crew quarters on this level.

WEAPONS ROOM

Though this appears to be a simple cruise ship, it actually has an extensive weapons room, filled with torpedo tubes and a large armory full of weapons. The brig is also in this room. Anyone who is caught doing anything wrong on the ship will be put in the brig. The treasure vault is on the other side of the back wall of the brig, so this is another way the treasure-hunters can get to the vault. Of course, there are five or six guards in this room at all times, and they will have to be dealt with . . .

THE VAULT

The vault is a large room full of safety deposit boxes for passengers' valuables, and a large safe. There are also various large boxes in the room, containing strange things that only the owners would think of as valuable. The treasure is in the safe (which is marked with another big "X", just in case anybody misses it). And what a treasure it is! Lots of *very heavy* gold bars. Unless a character has super strength, he can carry only one at a time. Transporting the treasure past the guards (not to mention the octopus, the piranha and *two* boatloads of greedy pirates) is another problem entirely . . .

ENGINE ROOM

There is a large hole in the engine room wall, so the room is filled with water. Opening a door into the engine room will not flood the rest of the ship because of an air pressurization system that keeps the water from rushing in. (Now, if that system has been shut off . . . well, how long can *you* tread water?) If the hole in the wall is fixed, the ship's pumps will dispose of the water and the ship will rise to the surface. This should not be easy to do! *Make them work for it!* Anyone who repairs the ship and returns it to the surface should get two Plot Points (or even more, depending on how creative they were).

MACHINERY ROOM

All the climate control equipment, as well as the air pressurization machine, is located here. If the pressurization machine is shut off, any room which is opened to the water will begin to flood! The only way to stop the flooding is to turn the machine back on. *Of course* anyone who does not read the warning sign on the machine will not know this!

MAIN CONTROL ROOM

The main control room is above the top deck and can only be entered from outside the ship. What's more, the door to this room won't open unless the ship is raised to the surface. If that happens, the captain will come out and continue the voyage to Anytown harbor.

THE BIG FINISH

Once the treasure-hunters reach their goal, they will have to find a way to get it to the surface. If they fixed the hole in the ship, the treasure can be raised with the ship. If not, they might be able to find balloons in the gift shop, or order something out of the *Toon Ace Catalog* through the post office. If anyone bought anything from Ellie's equipment shop, she will show up to collect on the contract when they get to the surface. This contract should be *extremely difficult* to get out of! Unless a player manages to Boggle the Animator, the contract should be enforced.

There are a number of other possibilities for the finish. For instance, the heroes might be able to hide the treasure in the octopus' cave, in which case Ellie might not know that it had been recovered yet! Also, when the ship comes to the surface, the two pirate ships will stop fighting each other and try to get the treasure. This should not be too big of a problem if the characters have found the weapons room, as the cruise ship is much better-armed than the two pirate vessels. If the ship is not raised, our heroes might try to work out a deal with the pirates, or maybe even try to take over one of their ships! Of course, the characters might get to the surface and decide that they don't want to share with each other, either!

GIANT OCTOPUS

Description: This is an *enormous* octopus who is looking for things for Junior, his baby boy octopus, to play with. The giant octopus is big enough to hold a character in each of his eight arms.

Beliefs and Goals: Protect Junior and find him nice things to play with.

Hit Points: 21 **Move:** 8

Muscle: 8

Break Down Door: 8

Climb: 8

Fight: 10

Pick Up Heavy Thing: 8

Throw: 8

Zip: 7

Dodge: 7

Drive Vehicle: -

Fire Gun: 7

Jump: 7

Ride: 7

Run: 7

Swim: 10

Smarts: 3

Hide/Spot Hidden: 3

Identify Dangerous Thing: 5

Read: -

Resist Fast-Talk: -

See/Hear/Smell: 3

Set/Disarm Trap: 5

Track/Cover Tracks: 5

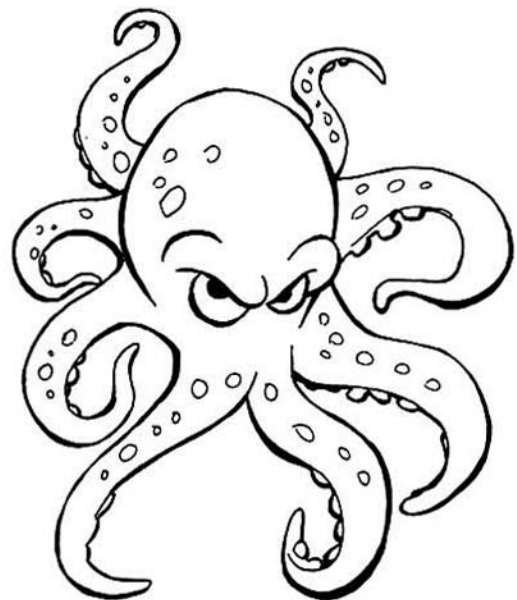
Chutzpah: 4

Fast-Talk: -

Pass/Detect Shoddy Goods: 4

Sleight of Hand: 7

Sneak: 5



EVIL STEVIE ANSWERS YOUR STUPID QUESTIONS ABOUT TOON.



WHAT DOES THIS SECTION HAVE TO DO WITH THE TOON AGE CATALOG?

IT HAS A LOT TO DO WITH THREE PAGES THAT OTHERWISE WOULD HAVE BEEN BORING WHITE PAPER. WHY DO YOU ASK?

GREG COSTIKYAN WROTE TOON, BUT I HAVEN'T SEEN ANYTHING BY HIM IN THE SUPPLEMENTS. HAS HE STOPPED BEING FUNNY?

No. After he wrote *Toon*, he worked on *Paranoia*, which is almost as funny as *Toon* — except that, instead of nobody dying, everybody dies six times very quickly. Then he started writing novels, which are also funny, and pay a heck of a lot better than games.

IS IT ALL RIGHT IF I TAKE ALL MY CLOTHES OFF, SMEAR MYSELF WITH MAYONNAISE, AND RUN DOWN THE STREET SCREAMING "I'M A FRENCH FRY! I'M A FRENCH FRY!"?

No. How disgusting. Use ketchup.



DOES IT VIOLATE SOME KIND OF COPYRIGHT IF I MAKE COPIES OF THE CHARACTER DESCRIPTIONS IN THE SIDEBARS AND GIVE THEM TO MY PLAYERS?

Not unless you make more than 500 copies of each one within a seven-minute period during a month that begins with R.

IS IT TRUE THAT TOON PROMOTES DEVIL-WORSHIP?

Gee, I don't know. Why don't you play the game backwards and find out?

THIS IS A SERIOUS QUESTION. WHY DON'T YOU XXXXXXXXXXXXXXXXXXXXXXXX

I'm sorry. This is *Toon*. We don't deal with serious questions here.

I WANT TO HAVE A CHARACTER WITH ALL ATTRIBUTES AT 8 AND SKILLS AT 11. MY ANIMATOR WON'T LET ME. (SIGNED, I.M. MUNCHKIN.)

That's not a question.

I WANT TO HAVE A CHARACTER WITH ALL ATTRIBUTES AT 8 AND SKILLS AT 11. MY ANIMATOR WON'T LET ME. HOW CAN I GET HIM TO DO WHAT I WANT? (SIGNED, I.M. STILLAMUNCHKIN.)

Offer him fifty bucks. Or, tell you what. Send me fifty bucks and I'll write a special rule just for you.

WHAT USE IS THE FAST-TALK SKILL?

Well, speaking for myself, I've always found it very useful for dealing with rules questions I don't feel like looking up in the book.



IF YOU ROLL EXACTLY THE SAME AS YOUR SKILL, IS THAT A SUCCESS OR A FAILURE?

Come on! Pay attention! I dealt with that just a minute ago under Fast-Talk.

WHAT CAN I DO IF MY PLAYERS ALL TALK AT THE SAME TIME?

Invite me over. Sounds like a good game.

MY PLAYERS NOT ONLY ALL TALK AT THE SAME TIME, THEY BLOW WHISTLES AND SHOOT EACH OTHER WITH WATER GUNS!

That's not a question.

OH, ALL RIGHT. I GUESS IT'S NOT, IS IT?

No, it's not. Next!

HAS TOON BEEN PUBLISHED IN OTHER LANGUAGES?

Hey! I *told* you, no serious questions here!

HAS TOON, WUGGA WUGGA, BEEN PUBLISHED, SCREEEEEEEEEEEEEEEEEEEE, IN OTHER-AY ANGUAGES-LAY?

That's better. Yes, *Toon* has been published in Italian by Nexus Editrice, and some very silly people who call themselves Halloween Concept are working on a French edition. We had a deal to publish it in German, but the publisher Fell Down.

IS DOC CROSS AS SILLY IN PERSON AS HE IS IN THE BOOKS?

No, he's far sillier. If we could package Doc with every *Toon* book we sell, we'd sell millions of copies. On the other hand, the shrink-wrap would cost an awful lot.

HOW CAN I DO SOMETHING NICE FOR DOC TO THANK HIM FOR MAKING ME LAUGH?

Well, if you're a Fab Babe, just smile at him and he'll probably Fall Down. Otherwise, well, he collects bandannas (he has more than 200). You could give him a bandanna. Or you could give him a *banana* and say "Whoops, must have failed my Read/Write roll." That'll be funny the first 30 or 40 times it happens. Snicker.

DON'T YOU AGREE THAT ALL THE VIOLENCE IN CARTOONS IS DAMAGING TO THE MORAL FIBER OF OUR YOUNG PEOPLE BLAH BLAH BLAH?

What's your point? (SJ pulls out enormous mallet and bonks Serious Twit on head.)

DO YOU HAVE ANY PARTING WORDS TO IMPROVE TOON GAMES WORLDWIDE?

Hmm. Okay. Chipmunk, defenestration, rutabaga, pudding, puddle, poodle, French fry, escalator, Himalaya . . .



THE ALL NEW TOON ADVENTURE GENERATOR!



Yes folks, Ace Industries has decided to top off this catalog by fully updating, revising, retooling, colorizing and amplifying the *Toon Adventure Generator* from *Deluxe Toon!* It now includes worlds, characters, gadgets and ideas from *Toon Tales* and the *Tooniversal Tour Guide!*

We've made this Adventure Generator so simple, even a game company executive can use it (and believe us, that's *simple*)! All you have to do is start at Step One and follow the instructions. By the time you've finished Step Ten, you'll have a ready to play adventure! You can also roll up portions of the adventure on the *original* Adventure Generator, which is found on pages 168-172 of the *Toon* rulebook. If you don't like what you've rolled up, just chuck it and start all over! Remember: Fun is the most important ingredient in a *Toon* game.

(Note: To help you find things, we've listed the proper book and page number to check out. A *T* refers to the *Toon* rulebook. *TTG* stands for *Tooniversal Tour Guide*, and *TT* means *Toon Tales*)

STEP ONE: THE OBJECTIVE OF THE ADVENTURE IS TO . . .

(Roll at least once. The more objectives you roll, the more complex the adventure. Sorry, Animators, but you'll have to fill in the "somethings" below. If we did it, this book would be 50 pages longer!)

- 11 Prevent the Bad Guys from doing something
- 12 Steal something (or several somethings)
- 13 Catch a Foogle Bird
- 14 Build something
- 15 Prevent the Good Guys from doing something
- 16 Get something to eat
- 21 Destroy something
- 22 Capture/Destroy a monster
- 23 Save the planet/galaxy/life as we know it from something
- 24 Help the Bad Guys do something
- 25 Get ready to go on a trip
- 26 Explore something or someplace
- 31 Catch an animal other than a Foogle Bird
- 32 Switch something for something else
- 33 Prevent something from happening
- 34 Help the Good Guys do something
- 35 Search for something (or several somethings)
- 36 Annoy the Bad Guys
- 41 Play some sort of sport
- 42 Transport something somewhere
- 43 Generally mess around with some Weird Science stuff
- 44 Annoy the Good Guys
- 45 Have a party
- 46 Attend a roleplaying/comics/sci-fi convention
- 51 Help a monster destroy things
- 52 Cause as much chaos and destruction as you can (the ultimate *Toon* objective)
- 53 Protect/look after something or somebody
- 54 Annoy everybody
- 55 Cause the Animator to crack up and/or spray his favorite beverage out his nose
- 56 Get a new film contract signed
- 61 Hide something from all the other characters (each character has something to hide)
- 62 Cheat and swindle other characters
- 63 Find something before either the Bad Guys, the Good Guys or both
- 64 Cook something (could be a single dish, could be a 12-course dinner)
- 65 Set a creature or character free from its imprisonment
- 66 Change or prevent the changing of a historical event



STEP TWO: THE *SETTING* FOR THE ADVENTURE IS . . .

(Roll once to determine the world the adventure takes place on. Later on, in Step Nine, you may have to re-roll on this table to find out where the action moves to. Note that this table contains entries from the *Randomly Created Worldgram Table* on page 192 of the *TTG*.)

- 11 The planet Velcron (TTG132)
- 12 A Temple of Zok-Hotdog (TTG70)
- 13 Any movie featuring a well known 1930's archaeologist/adventurer
- 14 MekToon in the Old West World (Meks instead of horses)
- 15 A haunted house in a spooky woods
- 16 Twisted Ridge, Colorado (TTG33)
- 21 Los Angelfood, California (TT182)
- 22 Any John Wayne western movie
- 23 Toonpunk 1820½ World (Toonpunks in Victorian England)
- 24 Kidworld (TTG193)
- 25 Any *fantasy* roleplaying world setting
- 26 Slasher Movie World (Aiiieeee!)
- 31 The Sho-Lee Temple (TT45)
- 32 Space Western World (the Old West in outer space)
- 33 Any major city on modern Earth
- 34 Dungeonworld (TTG72)
- 35 TV Sitcom World (Hi, Beav! Hi, Wally!)
- 36 Any *cyberpunk* or *post-apocalypse* roleplaying world setting
- 41 Los Tortillas, New Mexico (TT62)
- 42 The planet Mars (T104)
- 43 The planet Bowowow, home of the Arfturans (TTG134)
- 44 Mousekatonic University (TTG62)
- 45 Shapechange World (characters change shape every few turns)
- 46 CarToon Wars World
- 51 Any version of a certain famous television starship, but the crew are *not* Star Toon characters
- 52 The City of Small Round Paisley Things That Go "Poing!" (TT84)
- 53 BikeToon Wars World (bicycles instead of cars)
- 54 The world headquarters of the Mighty Catchoolu Fan Club
- 55 The Dungeon of Splannng! (TTG102)
- 56 A Hollyweird Studio
- 61 Giantworld (everything is giant sized except the PCs and NPCs)
- 62 Superworld (TTG148)
- 63 Any movie featuring a bodybuilding leading man who plays a cyborg from the future
- 64 Video Game World (trapped in a video game)
- 65 Mekworld (TTG108)
- 66 Pro Wrestling World (it's not just a sport, it's a *way of life*)

STEP THREE: NPC **GOOD GUYS** IN THIS ADVENTURE ARE . . .

(Roll as many times as you feel like.)

- 11 The Toon Titans (TTG156)
- 12 The Keystone Ninjas (TT43)
- 13 Four clowns from the Bunkum & Bailout Circus
- 14 Hubert and Dupont (T86)
- 15 The Marx Brothers
- 16 The crew of the *U.S.S. Oversize* (TTG123)
- 21 Any two members of the Schwemp family (TT or this book, various pages)
- 22 Dr. Amos Wandering and his daughter, Carol (TTG15-17)
- 23 The Three Stooges (or, if you *really* like Shemp, The *Four* Stooges)
- 24 The Mousekatonic University Students (TT103)
- 25 Any three characters from *any* other roleplaying game
- 26 The Combat Nanny and Noodles the Wonder Dog (TTG198-200)
- 31 Morty Tortoise, Roboduck & Granny (T195-197)
- 32 Jack Rabbit and Betty Blastini (TTG28-29)
- 33 Three zany TV weathermen
- 34 That guy in the batsuit and his pal with the blue tights, big “S” and red cape
- 35 Floyd Blinkingchip, Donna DiDead & Max Playroom (TTG179-184)
- 36 Any Player Characters from your last few *Toon* games
- 41 Abbott and Costello
- 42 Team Gotcha (TT21)
- 43 The Dustbusters (TT147)
- 44 Any two of the *players* involved in this game
- 45 Sherlock Holmes and Dr. Watson
- 46 Your favorite musical group
- 51 Mule Gibson and Rajid (TTG58-59)
- 52 A Gummite, a Nerfian and a Bozonian (TTG133)
- 53 A bodybuilding robot named Ah-nuld
- 54 Your favorite comic book superheroes
- 55 Buffalo Belle and Calamity Joan (TT64-65)
- 56 The Toon Trio: Duck Crust, Leopard Loose, M. Egg Frywell
- 61 The Animator’s three favorite actors or actresses
- 62 The Animator’s two favorite comedians
- 63 Any “Good Twin” of any Bad Guy in any *Toon* book
- 64 Any cartoon character who has ever existed
- 65 Arty Van Gogh and Pee Wee Vermin (TT132-133)
- 66 Robin Hood and his Merry Men (the Errol Flynn version, not the Kevin Costner version)

STEP FOUR: NPC BAD GUYS IN THIS ADVENTURE ARE . . .

(Roll as many times as you feel like.)

- 11 Professor Moriarty and His Henchmen
- 12 The Evil Aliens From Planet Q (TT193)
- 13 Commander Glumm and the Serious Police (TTG185)
- 14 The Tooniverse Illuminati
- 15 Pirates
- 16 Seamus McPoodle and Bowser Schnat
- 21 Any Catchooloid Horror (TTG65-70)
- 22 Any three comic book villains
- 23 1d+1 Foogle Birds of Assorted Sizes
- 24 The Giant Space Foogles
- 25 The Keystone Ninjas (TT43)
- 26 The Toonville Terrorists
- 31 Outlaw Bikers
- 32 Dr. Fu Manchu
- 33 The Toonimator (“I’ll be Bach!”)
(or something like that)
- 34 Doctor Marcus Malevolent (TTG61-62)
- 35 Two Vampire Lounge Singers From Las Vegas (Aiieeee!)
- 36 The Earwocks (TT175)
- 41 The Faceless Aliens From Ugfewiz
- 42 Frankenstein’s Monster
- 43 The Glob and Clamera (TTG20-21)
- 44 Robot DeNiro (TT141) and his Twin Brother, Tom Clanks
- 45 147 Tiny, Evil Elves Armed With Joy Buzzers
- 46 Lance Dragon (TTG85-86)
- 51 Bull Ryder (TT73) and Deadeye Duck (TT54)
- 52 A bodybuilding robot named Ah-nuld
- 53 Ferengeeks (TT176-177)
- 54 Undead Used Car Salesmen
- 55 Any two real world politicians
- 56 William “Billy” J. Crook
- 61 The Dough Boys (T107)
- 62 Any three late-night TV talk show hosts
- 63 The Sheriff of Nottingham and His Followers
- 64 The Dirtmeister, Miasma and Feelthy Pierre (TT155-157)
- 65 Evil Twins of Any Two *players*
- 66 Roll twice and combine the results



STEP FIVE: SOME OF THE LOCATIONS THAT THE PCS MIGHT VISIT ARE . . .

(Roll one die to see which table to use and then roll on that table for a location. Repeat as many times as you want.)

DIE ROLL: 1, 2 OR 3

- 11 Jail
- 12 Chicken Farm
- 13 Coal Mine
- 14 Fancy French Restaurant
- 15 Roller Derby
- 16 Fully Automated Car Wash
- 21 Hospital
- 22 New York Subway
- 23 The Golden Gate Bridge
- 24 Toy Shop
- 25 Pet Shop
- 26 Egyptian Pyramid
- 31 Aztec Pyramid
- 32 The Treehouse Of Doom
- 33 Gas Station
- 34 Convenience Store
- 35 Zoo
- 36 The White House
- 41 Fast Food Restaurant
- 42 Factory (Animator's choice)
- 43 Cattle Ranch
- 44 Department Store
- 45 Bookstore
- 46 Typical Suburban Home
- 51 Army Base
- 52 Jet Airliner (in flight)
- 53 Car Wash
- 54 Uncle Spud's Auto Stop and Comedy Shop
- 55 Tooncon 13
- 56 Police Station
- 61 Museum
- 62 The Great Wall Of China
- 63 Used Car Lot
- 64 Bank
- 65 Video Store
- 66 Computer Store

DIE ROLL: 4, 5 OR 6

- 11 Logging Camp
- 12 Horse Race Track
- 13 Magic Shop
- 14 Comic Book Shop
- 15 Hog Farm
- 16 Aircraft Carrier
- 21 Freight Train
- 22 Movie Theater
- 23 Redwood Forest
- 24 The Alamo
- 25 Hotel
- 26 Funhouse
- 31 Volcano
- 32 Nursery (the kind for plants)
- 33 Submarine
- 34 Construction Site
- 35 Video Arcade
- 36 Day Care Center
- 41 City Park
- 42 Empire State Building (with giant ape)
- 43 Radio Station
- 44 Dentist's Office (Yow!)
- 45 Nightclub
- 46 Cafe
- 51 Fire Department
- 52 Amusement Park
- 53 Nuclear Power Plant
- 54 Rock Concert
- 55 Buckingham Palace
- 56 County Fair
- 61 Airport
- 62 Bus Station
- 63 Candy Store
- 64 Hardware Store
- 65 Library
- 66 Mount Fuji

STEP SIX: ITEMS THAT MIGHT BE FOUND INCLUDE . . .

(Roll one die to see which table to use, and then roll on that table for an item. Repeat as many times as you want.)

DIE ROLL: 1, 2 OR 3

- 11 Frozen Eggrolls
- 12 An Atomic Death Ray Pistol
- 13 An Uncle Spud's Gearshift Knob
- 14 A Big Bag of Money
- 15 Instant Giant Chicken Pills
- 16 The Holy Quail
- 21 The Maltese Falcon
- 22 A Mark V Cyberdeck
- 23 A Magic Wand
- 24 Ten Pounds of Beeswax
- 25 A Box Full of Ball Bearings
- 26 A Copy Of The
Necronomicomizomicon
- 31 Aardvark Repellent
- 32 Anti-Boggle Goggles
- 33 An Anchovy Pizza
- 34 A Coaster Cart
- 35 A Bag of Feathers
- 36 One Cowboy Boot
- 41 A Ginsoo Sword
- 42 Spare Robot Parts
- 43 A Stuffed Moose Head
- 44 Three Pounds Of Garlic
- 45 143 Burned-Out Lightbulbs
- 46 A Heat-Seeking Cream Pie
- 51 A Pair of Atomic Speed Shoes
- 52 A Tube of Toothpaste
- 53 A Philosopher's Stone
- 54 A Sack Of Potatoes
- 55 The Eraser of Yuk
- 56 A 13-Foot-Long Garlic Bread Stick
- 61 Jellybeans, Hundreds of Them
- 62 A Jar of Magnetizing Powder
- 63 An Old, Beat-Up Saddle
- 64 A Solid Gold Manhole Cover
- 65 Squid Paste
- 66 The Keys to Uncle Spud's Car

DIE ROLL: 4, 5 OR 6

- 11 A Rich Tycoon's Wallet
- 12 The Lost Ark Of The Covenant (HUH?)
- 13 Maximum Boggle Spray
- 14 A Bucket of Runny Oatmeal
- 15 A Rocket Pack
- 16 A Couple of Old, Beat-Up Bowling Balls
- 21 A Glue Filled Anvil
- 22 A MiniMek
- 23 A Bag Full of Meatballs
- 24 A Football
- 25 Mutant Repellent
- 26 A Bottle of "Dr. Whizzo's Miracle
Medicine"
- 31 Five Pounds of Pickled Pigs Feet (could be
attached to a group of pickled pigs)
- 32 A Bathtub on Wheels
- 33 A Skateboard With a Warped Drive
- 34 A Box Full of Old Comic Books
- 35 A Magic Ring
- 36 A Doctor's Bag
- 41 The Crown Jewels of England
- 42 The Crown Jewels of Grand Fenwick (worth
about three bucks)
- 43 An Ace Boom Box
- 44 Several Magic Potions in Unlabelled Bottles
- 45 A Catcher's Mitt
- 46 A Stuffed Rhinoceros
- 51 A One Gallon Can of Plaid Paint
- 52 A Wind-Up Version of Any Other PC
- 53 A Computer
- 54 Elroy The Talking Phone Book
- 55 A Fully Equipped Duelcar
- 56 A Short, Pink, Furry, Robotic Bunny With a
Bass Drum
- 61 A 600-Pound Block of Ice
- 62 A Jet-Powered Surfboard
- 63 An Old Top Hat
- 64 The Chocolate Chip Cookies of The Gods
(and boy, are they ever tasty)
- 65 Itching Powder Mixed With Glue (Yow!)
- 66 A Killer Teddy Bear

STEP SEVEN: AT SOME POINT IN THE ADVENTURE, THE ANIMATOR WILL ROLL ON THE FOLLOWING TABLES . . .

(Roll as many times as you want. The more tables you use the better. During the adventure, roll for a result on one of the chosen tables. Don't worry if the table is inappropriate for the scene as long as it's funny.)

- 11 Random Tool Table (TT20)
- 12 Species Table (T19)
- 13 Failed Shape Change Table (T204)
- 14 The "We're Scanning Something Ahead" Table (TTG142)
- 15 The "I've Fallen And I Can't Get Up" Pit Table (TT130)
- 16 The Lost A Fight Table (TT50)
- 21 The "What Created It" Table (TTG24)
- 22 Bottle Contents Table (T205)
- 23 The Spiffy "Super Car Breakdown" Table (TT157)
- 24 Occupations (T21)
- 25 The "Technogeek Mistake" Table (TTG192)
- 26 The Silly Snares And Terrible Traps Table (TTG107)
- 31 Boggle Effects (T200)
- 32 Unbelievably Silly Species Table (T203)
- 33 The Outrageous Catchooloid Spell Generator (TT113)
- 34 The Insanity Loss Results Table (TTG71)
- 35 Random Teleport Location Table (T205)
- 36 Silly Species Table (T20)
- 41 Random Warehouse Box Contents Table (TT87)
- 42 The "And The Treasure Is . . ." Table (TT75)
- 43 Random Disguise Table (T202)
- 44 Random Trap Table (T201)
- 45 The Crash Results Table (TTG48)
- 46 Really Silly Species Table (T202)
- 51 "Call Me A Taxi" Table (T204)
- 52 The Incredibly Silly Vulnerability Table (TTG174)
- 53 Random Item/Animal Table
- 54 The Ninja Traps And Ambush Table (TT49)
- 55 The Handy Dandy Alien Creation Table (TTG141)
- 56 The Presto Change-o Spell Result Table (TT130)
- 61 The Spell Fumbles Table (TTG105)
- 62 Things Falling From Sky (T200)
- 63 The Dreaded "Uh Oh, Equipment Failure" Table (TTG120)
- 64 The "What Zaps It" Table (TTG24)
- 65 Failed Hypnosis Table (T203)
- 66 The Really Neat Instant Slurping Horror Generator (TT114)

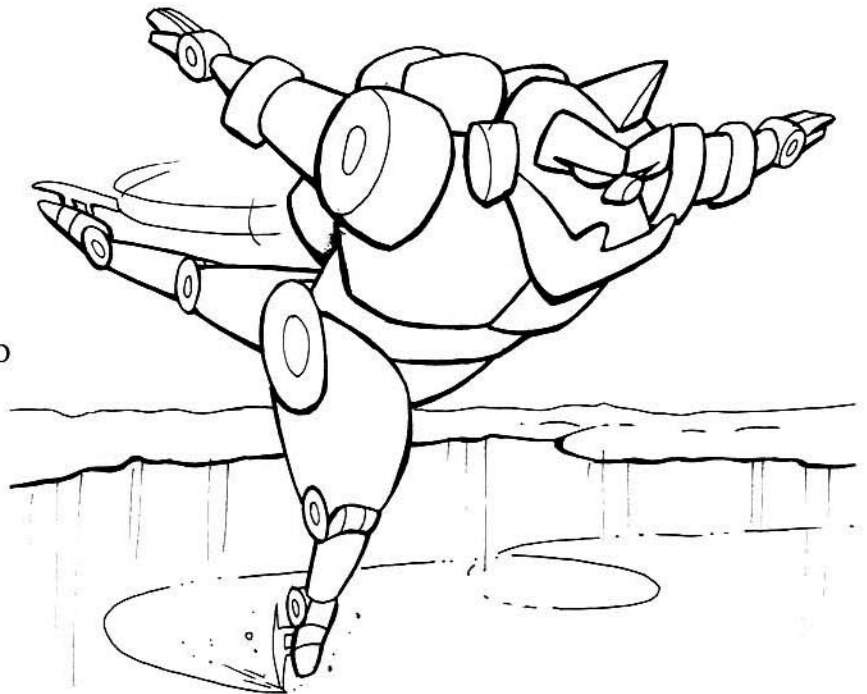
**YES,
IT'S A
TABLE
OF
TABLES.**

*YA HAHHA HAH
HAHA HA HA HAH!
HAH HAHAH AHHAH
AH AHHA AHHA
AHHA! AH . . .*

STEP EIGHT: JUST TO MAKE THINGS REALLY LOONY, THE FOLLOWING SPECIAL GUEST WILL MAKE ONE OR MORE RANDOM APPEARANCES . . .

(Roll once. Well, OK, if you absolutely *must*, you can roll *more* than once!)

- 11 Abraham Lincoln
- 12 Godzilla
- 13 Marie Antoinette
- 14 Thomas Edison
- 15 Socrates
- 16 Janis Joplin
- 21 Count Dracula
- 22 Florence Nightengale
- 23 Errol Flynn
- 24 The Hunchback of Notre Dame
- 25 Paul Bunyan
- 26 Number 6 (from "The Prisoner")
- 31 Howard Hughes
- 32 King Kong
- 33 Scarlett O'Hara
- 34 Babe Ruth
- 35 King Arthur
- 36 W.C. Fields
- 41 The Scarlet Pimpernel
- 42 Cleopatra
- 43 Walt Disney
- 44 Chief Sitting Bull
- 45 The Werewolf of London (Aaho)
- 46 Mao Tse Tung
- 51 Sigmund Freud
- 52 Carrie Nation
- 53 Plato
- 54 William Shakespeare
- 55 Boris Karloff
- 56 Old Blue Eyes
- 61 Mata Hari
- 62 Ernest Hemingway
- 63 Bill Clinton
- 64 Bruce Lee
- 65 Zeus
- 66 Princess Anastasia



**STEP NINE: IF THE ANIMATOR WANTS, THE ACTION
CAN SHIFT FROM THE PLACE IT STARTED IN TO
THE FOLLOWING NEW SETTING . . .**

(Roll one die. If you roll a 1, 2 or 3, go back and re-roll on the table in Step One. If you roll a 4, 5 or 6, roll on this table.)

- 11 Honk Kong
- 12 A Player's House
- 13 17th Century France
- 14 Darkest Africa
- 15 Cleveland
- 16 The Tunnels Under Mouskatonic University
- 21 The Animator's House
- 22 11th-Century China
- 23 Atlantis
- 24 The Planet Ugfwez
- 25 Camelot
- 26 The 1968 Democratic Convention
- 31 On Top of the Vampire Stake Building
- 32 San Francisco, just before the 1906 earth
- 33 Mars
- 34 The North Pole
- 35 Cyberspace
- 36 Miami Beach
- 41 Earth During The Age of Dinosaurs
- 42 The Dungeon of Howling Animators
- 43 New York City in 1934
- 44 Canada
- 45 The World Headquarters of Ace Industrie
- 46 New Orleans
- 51 The London Zoo
- 52 The Australian Outback ("G'day, Mate!")
- 53 Venus
- 54 Earth During The Ice Age
- 55 Japan
- 56 Death Valley
- 61 The Amazon Jungle
- 62 A Colony On The Moon
- 63 Butte, Montana
- 64 India During The Colonial Period
- 65 Hollywood (any year)
- 66 Anytown



STEP TEN: IF THE ANIMATOR GETS STUCK FOR A BIG FINISH, HE WILL USE THIS ONE . . .

(Roll once and hold the results in reserve in case your players don't provide you with an opportunity for a really neat ending.)

- 11 Animator falls asleep during game. Characters leave in disgust.
- 12 Space/Time portal takes characters to the Planet of Political Speeches and they rapidly fall asleep. (and lose Smarts points)
- 13 Characters' moms yell that it's time to come in for dinner.
- 14 Alarm clock goes off and all characters awaken in bed . . . the *same bed!*
- 15 Background artist spills paints on drawing board. A huge, multicolored blob wipes out the known Tooniverse.
- 16 Warranty expires on all items in the adventure and they break. Characters head for Ace Repair Department. Things get ugly.
- 21 Characters accidentally run off the film and fall into projectionist's trash can.
- 22 Fat movie critic and bald movie critic appear and give the adventure two thumbs down. Characters go home angry at critics.
- 23 Strange ray from space strikes all of the characters, turning them into statues until the next game session.
- 24 Time traveler character from the future tells characters how the adventure ends. Adventure ends and characters decide to go out for Chinese food.
- 25 Animator's check bounces. Ace repossesses everything, including the characters! Animator and Ace argue! Things get ugly.
- 26 Sound goes out. Silence causes most characters to go nuts and run away.
- 31 All dice and clocks melt. The game ends!
- 32 Aliens from planet Ugfwiz beam all the characters into holding cells on their prison ship.
- 33 Really good movie comes on TV. All characters stop to watch it.
- 34 Serious Police (from *Toonpunk 2020½*) arrest everyone for "premeditated lunacy."
- 35 Large, smiling purple dinosaur appears and starts singing. Characters run screaming in all directions.
- 36 Characters all suddenly develop amnesia and wander off saying "Who am I? Where am I?"
- 41 Squidzilla eats everyone, then takes a nap.
- 42 Disgusted with the way things are going, characters go out on strike. Animator refuses to listen to them. Things get ugly.
- 43 Artist's hand cramps up. Entire Tooniverse ceases to exist.
- 44 Characters all decide to become nonviolent and peaceful. End of adventure.
- 45 Short, politically active billionaire from Texas buys cartoon studio. Characters run screaming in all directions.
- 46 Characters get into argument about who gets star billing. Everyone calls their lawyer. Things get ugly. Lawyers get rich.
- 51 Government agency breaks into adventure and illegally confiscates all Ace products. Characters are out of work, but will eventually win the lawsuit.
- 52 Characters decide to stop the adventure and play *Advanced Squid Leader* instead.
- 53 Character accidentally hits the Animator for 12d+10 of Badly Whacked Animator Damage. End of known Tooniverse.
- 54 Whistle blows. Characters' work day is done. Everyone goes home.
- 55 Catchoolu appears and all characters are driven sane. Game ceases to be any fun.
- 56 Camera crews pull up and interview everyone for an upcoming talk show.
- 61 Anvils rain from the sky. Characters take this as a sign to end the adventure.
- 62 Characters don't like the way the players are dressed. They stop working in protest.
- 63 Animator remembers an urgent dentist's appointment. Game over.
- 64 Characters fall off movie screen and then get thrown out of theater for not having tickets.
- 65 Projectionist leaves out final reel of cartoon. Adventure stops in mid scene.
- 66 A group of Things become ugly and attack the characters. Adventure ends and big fight begins.

ACE INDUSTRIES PRODUCT COMPLAINT FORM

PLEASE ANSWER THE FOLLOWING QUESTIONS SO THAT WE MAY BETTER HELP YOU. YOU MAY USE A SEPARATE SHEET OF PAPER IF YOU DON'T HAVE ENOUGH ROOM BELOW. ACE IS VERY EAGER TO PLEASE ALL OF ITS CUSTOMERS, EVEN WHINING LITTLE WIMPS LIKE YOU.

Your Name: _____

Your Age: _____ Your Blood Type: _____

Your Usual Occupation: _____

Your Unusual Occupation: _____

Your Favorite Food: _____

Your Shoe Size: _____

1: What is the name of the product that you are complaining about?

2: What is the *exact* nature of your complaint?

3: *Exactly* what were you doing when you attempted to use the product?

4: Did you follow the instructions for the product? If not, then why are you complaining that the product didn't work right?

5: What was the weather like on the day you attempted to use the product? Be very specific.

ACE INDUSTRIES PRODUCT COMPLAINT FORM

PAGE 2

6: Have you ever stirred up trouble with us before? If so, when and why?

7: Did the product cause any serious injuries?

8: Was the product *supposed* to cause any serious injuries?

9: Have you ever suffered from headaches, nausea, itchiness, hair loss, stomach cramps, spontaneous mutation and/or combustion, flat feet, night sweats, blurred vision, purple discoloration of the tongue, mold, mildew, radioactivity, allergies, goose pimples, blindness, nervousness or recurrent boggling as a result of the product's use?

10: Did anyone else attempt to use the product? If so, what happened?

11: Are you just trying to con us out of some money or free stuff? If yes, please indicate why you *think* you're clever enough to pull it off.

12: Do you still have the product in your possession? If not, does the product have *you* in *its* possession?

ACE INDUSTRIES PRODUCT COMPLAINT FORM

PAGE 3

13: Were any of the following items or creatures present when you attempted to use the product: Foogle Birds, toxic waste, Toxic Foogle Birds, loaded weapons, cheese sandwiches, wolverines, broken microwave ovens, fish (fresh or salt water), cream pies, 4-wheel-drive vehicles, large ugly aliens, dancing pigs, parakeets or small round paisley things that go "Poing"?

14: Are you tired of answering questions yet? If not, why?

15: Are you 100% sure that the product didn't function properly, or is it just that you were "expecting something different"?

16: Had you ever before used a product similar to this one?

17: Did you actually buy the product from us or did you steal it from another character?

18: Do you own 2 or more *Toon* books? If Yes, why? If No, why not?

19: Was the product tampered with by anyone? This includes the Animator.

ACE INDUSTRIES PRODUCT COMPLAINT FORM

PAGE 4

20: Did you do your very best to prevent the tampering, or did you just stand there looking stupid?

21: Do you think Elvis is dead? If not, then just what the heck is he up to?

22: If we gave you a free replacement for the product, would you shut up and go away?

23: Do you think the Animator is out to get you? Go ahead and be truthful, we won't tell him! (*Honest!*)

24: Do you own stock in Ace Industries?

25: Have you answered every question on this form honestly? If not, why?

26: Did you think that was going to be the last question?

27: Do you think this is the last question?

28: Are you disappointed?

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TOON

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CHARACTER SHEET

NAME:

SPECIES:

NATURAL ENEMIES:

CHARACTER TYPE:

ALIASES/SECRET IDENTITY:

BELIEFS & GOALS:

HIT POINTS	PICTURE
PLOT POINTS	
SPEED	DESCRIPTION

<i>Attribute</i>	<i>Skill</i>	<i>Skill Level</i>	<i>Attribute</i>	<i>Skill</i>	<i>Skill Level</i>
MUSCLE <input type="checkbox"/>	Break Down Door	_____	SMARTS <input type="checkbox"/>	Hide/Spot Hidden	_____
	Climb	_____		Identify Dangerous Thing	_____
	Fight	_____		Read	_____
	Pick Up Heavy Thing	_____		Resist Fast Talk	_____
	Throw	_____		See/Hear/Smell	_____
ZIP <input type="checkbox"/>	Dodge	_____		Set/Disarm Trap	_____
	Drive Vehicle	_____		Track/Cover Tracks	_____
	Fire Gun	_____	CHUTZPAH <input type="checkbox"/>	Fast-Talk	_____
	Jump	_____		Pass/Detect Shoddy Goods	_____
	Ride	_____		Sleight of Hand	_____
	Run	_____		Sneak	_____
Swim	_____				

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