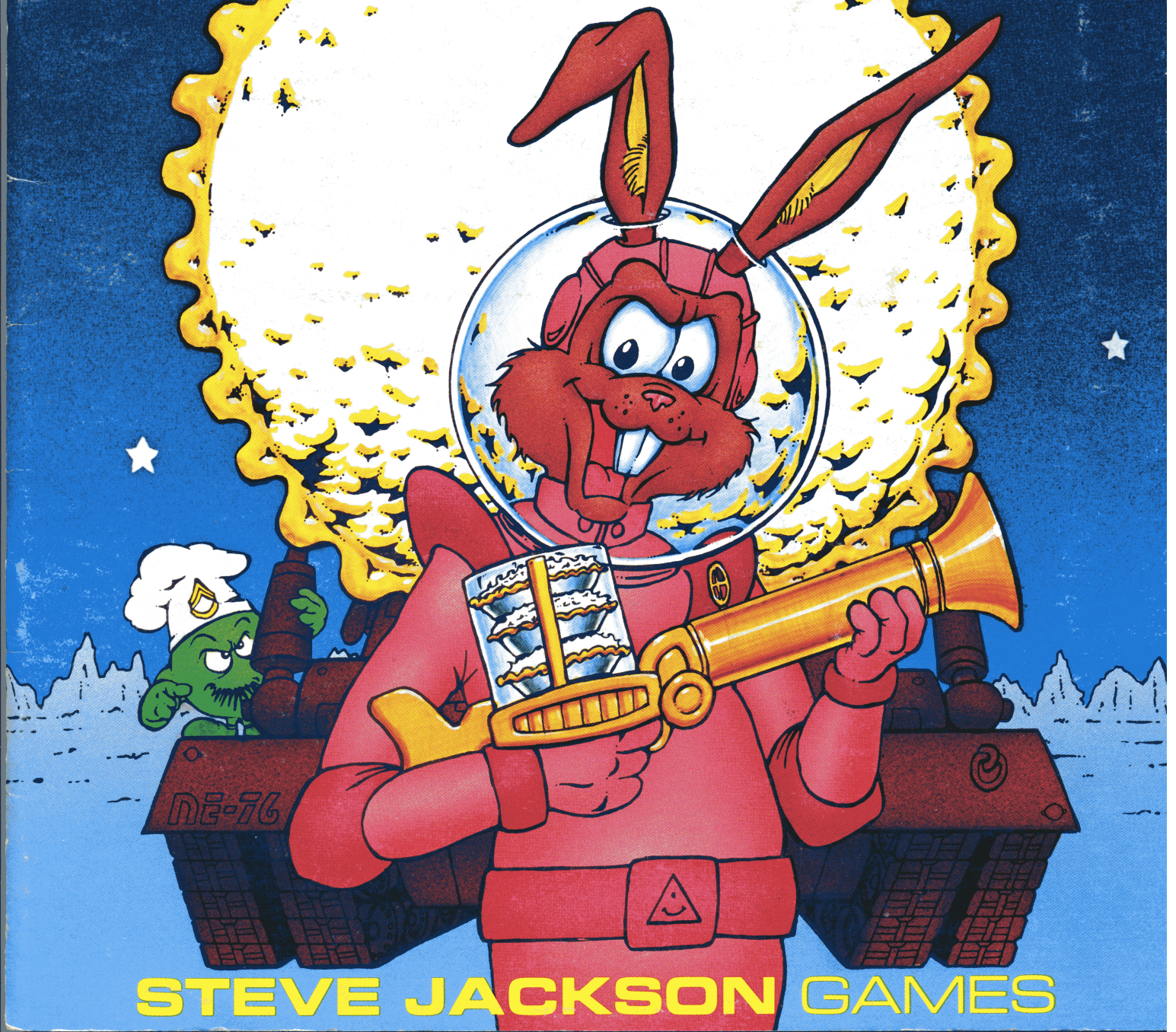


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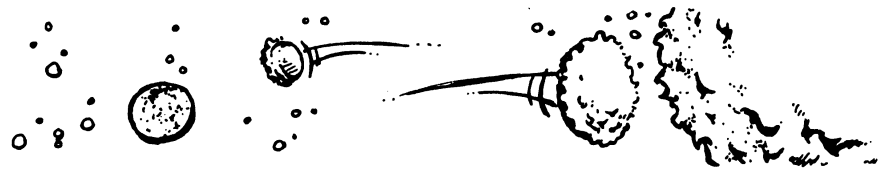
## STRIKES AGAIN



STEVE JACKSON GAMES

# TOON™

## STRIKES AGAIN



by Warren Spector

Creative Interference by Steve Jackson and Allen Varney

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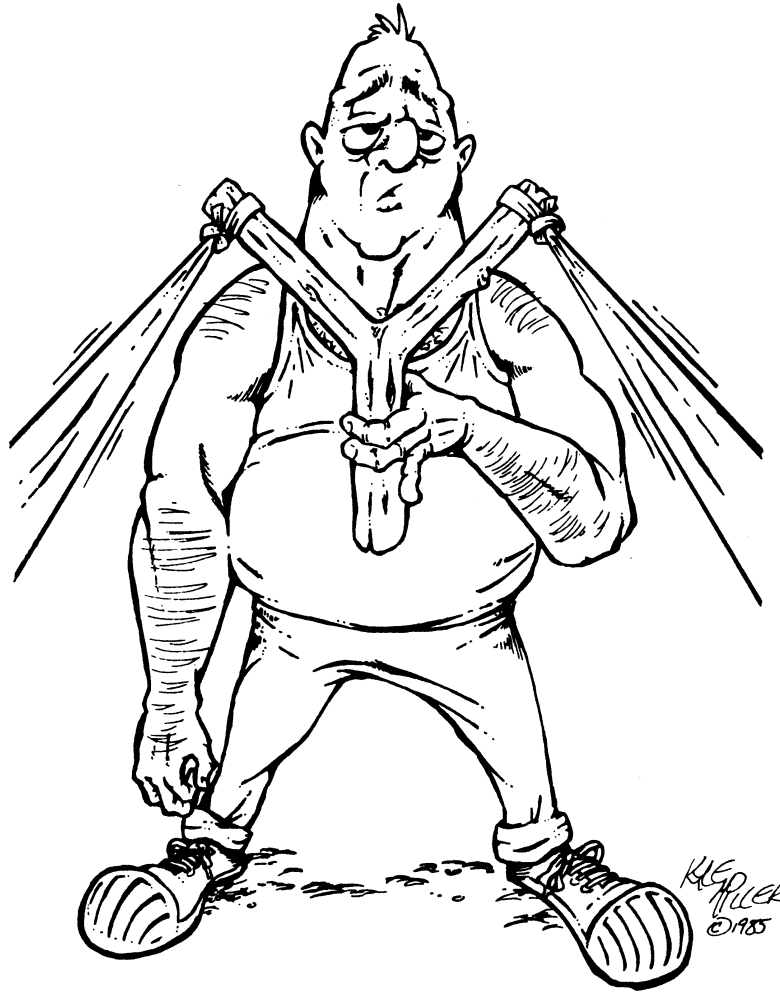
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# Introduction

Welcome to the first *TOON* supplement. In the pages that follow, you'll find four new adventures — two Short Subjects and two Feature Films — along with complete stats for a few of our favorite *TOON* characters.

But before we get to the adventures and characters, a few words about being an Animator and a good *TOON* player.

## The *TOON* Commandments

1. Forget everything you know about roleplaying.
2. Act before you think.
3. Know the rules — checking rules is slow. Slow is bad.
4. Know your character as yourself.
5. If you want to do it, exaggerate it.
6. If it's simple, complicate it.
7. If you're in a jam, take all steps possible to make it worse.
8. When in doubt, recap.
9. When you can't recap, make something up.
10. When you can't make something up, cheat.

# Being An Animator

You're five minutes into Animating your first *TOON* game and the players have forgotten all about your carefully plotted scenario. Characters are running around doing everything except what they're supposed to do in order to make the adventure come out right. Your heart sinks as you realize you've lost control of the game. **WHAT DO YOU DO?**

## Recap

Anytime things start getting out of hand and you're not sure what's going to happen, take a moment to recap what each player is doing: "Okay, the gremlin is up front riding the bull's horns; the rabbit is in the fighter plane that's being attracted by the magnet in the duck's pocket; the cow is flying to the second floor and the bomb the snail threw is right behind it (*Ssssss*)."

Recapping will give you a chance to think of something funny (and the recap is often funny itself). It'll help you remember what's going on; it'll remind players where they are and give them a chance to figure out what they're going to do next; it'll allow you to spot inactive players and plot some way to bring them back into the action.



## Cheat

If the players just refuse to follow the storyline, and you didn't think of a way to get them back on the track during your recap, drop the crucial events of the storyline in wherever you like. Forget about logic. Skip whole sections of the plot. The players won't know what you're skipping, and we certainly won't tell.

Even better, any time players do things for which you are totally unprepared, just think of the funniest, silliest, strangest thing that could possibly happen — and make it happen.

**Ignore any rule or die-roll which would prevent something funny from happening. Ignore logic and the laws of nature. Funny is all that matters.**

Let's say the players were supposed to find the secret door which led to the can of shaving cream which was the only way to defeat the hideous Were-Penguin. Only problem is . . . the secret door is on Earth and the players have gone to the Moon. No problem. You can have a coconut plummet from the Earth to the Moon with the shaving cream can inside. You can just say the secret door is on the Moon. You can let the players find a sign that says "THIS WAY BACK TO THE CAN OF SHAVING CREAM." Impossible only counts in the real world; this is a cartoon!

# More Cartoony Things

## Potions and Pills

**Vanishing Cream:** Characters who rub this on themselves turn invisible. This works like the Sneak skill, except no roll is necessary. Other characters must make See/Hear/Smell rolls to spot the invisible character. Two invisible characters can't see each other. Vanishing cream works just as well on objects as it does on characters. The effect lasts until the character rubs the cream off, gets wet, or takes damage (even one Hit Point).

**Smart Pills:** When swallowed, these increase a character's Smarts (and all Smarts skills) by one for each pill swallowed, up to a maximum of 6. Any character who tries to increase his or her skill above six will find that it *drops* to 1 instead! (The lesson here is, never be greedy!) The Animator should roll two dice. The number rolled is how long the effect lasts in minutes. If you Fall Down while your Smarts is increased, that's tough luck. The three minutes you're out *do* count against the time you stay smart.

**Jekyll/Hyde formula:** This turns characters into hideous monsters. (Or, if they're already hideous, it can turn them into raving beauties.) Any character who sees a transformation will be terrified — and boggled. None of the changed character's attributes or skills are affected, but nasty characters become good guys and nice characters turn mean. The effect lasts as long as the Animator wants it to, and the character could change back and forth several times even if the character took only one swallow. (See page 23 for more details and variations.)

**Magic Beanstalk Beans:** Put a beanstalk bean in the ground and a giant beanstalk shoots up instantly. Nothing can stop the growth of a beanstalk (except an Animator who wants it to stop growing). Beanstalks can be used as a convenient means of escape from a sticky situation. It can also be used by the Animator as a way to get characters into an adventure. Characters who swallow Magic Beanstalk Beans might turn green, or sprout green shoots from their ears, or anything else the Animator thinks would be funny. They'll also grow about thirty feet — instantly. None of their attributes or skills change. They'll get one chance to use their new height. The second time they try, they'll shrink back to normal size.

## Still More Cartoony Things

### Rocket Pack

The rocket pack is worn like a backpack. It allows a character to fly (for short distances), but its most common use is as a substitute for the Run skill — really slow characters can strap on a rocket pack and make Drive Vehicle rolls any time a Run roll would normally be required. A roll of 12 means the rocket pack malfunctions — it runs out of gas, or goes haywire (sending the character hurtling into Outer Space at Incredible Speed), or something equally silly. Rocket packs can be *made* to malfunction by a character who makes a Set/Disarm Trap roll. Rocket packs are pretty powerful things, and shouldn't be passed out lightly — there's a fifty percent chance any rocket pack a player gets will be shoddy.

### The Conscience

All cartoon characters have a conscience. The conscience appears as a little angel-like version of the character. Generally, the conscience appears when the character has some sort of moral decision to make. The conscience tries to talk the character into doing the "right" thing.

The conscience is usually accompanied by a little devil-like version of the character who tries to talk the character into doing the "wrong" thing.

**Players can make up their own minds** about what they want to do. As an alternative, the Animator can have the conscience-stricken player roll his or her own Fast-Talk and Resist Fast-Talk skills. If the Fast-Talk succeeds, the devil wins, and the player does the "wrong" thing; if the Resist Fast-Talk succeeds, the conscience wins, and the player does the "right" thing. ("Right" and "wrong" are determined by the Animator.)

### Running Out of Gas

If characters are in a car or boat when they run out of gas, the vehicle just stops. No big deal. If the characters are in an airplane, a helicopter, or a spaceship, the vehicle will stop dead, immediately, in mid-air. It doesn't fall! This is a great way for the Animator to avoid crashes — tell the players the vehicle has run out of gas, just before it hits the ground . . . If the players think to empty the gas tank on purpose, that will work, too. Fifty percent of the time!

## Improvise

If you don't feel like cheating to get back in control, let the players keep doing whatever they want. They're having fun, and that's what counts. (And look at it this way — if your players never get past the first scene of your cartoon you can always try the same cartoon again sometime!)

Of course, to do this, you'll have to make things up as you go along. (Luckily, you've got the Fifty Percent Rule to help you out.) The more you know about cartoons, the easier it is to improvise. Watch as many cartoons as you can. Try to remember the gags that make you laugh and use them the next time you play *TOON*. Try to remember the traps and fast-talk routines the characters use and incorporate them into your game.

## Writing Cartoons

Watching a lot of cartoons will make it easier to improvise when you're animating; it'll also help you write your own adventures. Model the cartoons you write after the ones you see on television. Here are some of the more common types of cartoons:

1. Two or more characters compete for a treasure, a girl, a guy, or some other prize.
2. One character chases another character — a hunter stalks his or her prey.
3. Several characters work toward a single goal.
4. Two or more characters are simply thrown into a particular situation and mess around for awhile (the "situation comedy").

Bear in mind that all of time and space are available to you — you can set adventures in Outer Space, or in the Stone Age, or anywhere.

In general, the cartoons that work best in *TOON*, the ones that are easiest to recreate, are the ones in which several players work toward a specific goal. (Of course, there's no reason why they have to work *together* . . .) But don't take our word for it. Try writing a variety of *TOON* scenarios and see which ones work best for you.

## Being A *TOON* Player

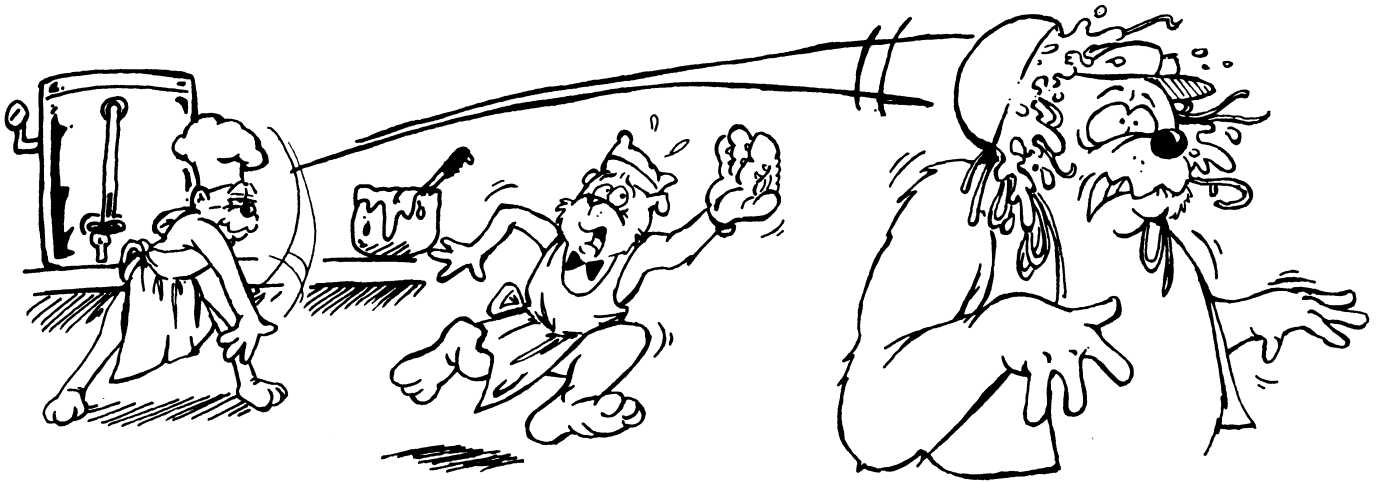
A lot of advice for *TOON* Animators applies to players as well. Players have to be able to improvise too. That means having a head full of cartoony things ready to go. Players have to know the rules as well as the Animator, so the action moves along at a fast pace.

Figure out ahead of time what your character can and can't do. Before you sit down to play, think up some good gags, traps, and bits your character might want to use. In other words, round out your character's personality so actions become automatic. Beliefs & Goals get you started thinking about your character, but they should be just a start. Get to know your character. (If you're new to roleplaying, you might want to recreate one of your favorite TV cartoon characters, one you already know all about.) Just remember, you don't want to have to think, "What would my character do now . . ." You want to be thinking like your character from the opening credits to the final fade-out.

# Short Subject:

# Fast Food Fracas

*by Warren Spector and Allen Varney*



## Cast Of Characters

The Animator and up to four players. The players take on the roles of whatever characters they want. Characters who want to be rich will be especially fun. The Animator plays a villainous mongrel named Seamus McPoodle (who takes the alias Silas Boodle IV), a millionaire cat named Silas Boodle IV (who takes the alias Howard Mews), a dumb bear named Goofus Gallant, a dangerous puppy named Bowser Schnauzer, and two trouble-making janitors — Hubert and Dupont.

## Location

The middle of nowhere. Somewhere out in the reaches of the vast desert which is, of course, just Outside of Town. There's a road passing through this desert, and there are mountains on either side of the road. Players who look around will see lots of Saguaro Cactus (the cartoony kind of cactus that looks like people). The Animator can have all sorts of fun with these spiny plants (like having any character who lands on or runs into one take a die of damage). Animators can also allow these cacti to come to life, scream, and run away when really big trouble starts. (You probably shouldn't have cacti cause trouble for the players. They're mostly for effect.) Rocks litter the landscape — rocks just perfect for throwing and rolling down mountainsides.



## Seamus McPoodle

**Description:** McPoodle looks like a sleazy, underworld poodle. He speaks with a thick Irish brogue. He is human-sized, and wears a kilt. He has a generally unsavory look about him. (By the way, Seamus is pronounced “Shame-us.”)

**Beliefs & Goals:** What’s mine is mine. What’s yours is mine. I want it all and I want it now and I don’t care what I have to do to get it.

**Hit Points:** 8

**Muscle:** 2

Break Down Door: 2

Climb: 4

Fight: 7

Pick Up Heavy Thing: 7

Throw: 7

**Zip:** 3

Dodge: 6

Drive Vehicle: 3

Fire Gun: 7

Jump: 5

Ride: 3

Run: 6

Swim: 3

**Smarts:** 4

Hide/Spot Hidden: 6

Identify Dangerous Thing: 8

Read: 8

Resist Fast-Talk: 8

See/Hear/Smell: 7

Set/Disarm Trap: 7

Track/Cover Tracks: 4

**Chutzpah:** 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 9

Sleight of Hand: 6

Sneak: 6

**Shticks**

Disguise: 8

## The Situation

The players stumble upon a deserted restaurant called Noodle-Oodle-Ooo. In the window is a sign:

To Whom It May Concern:

This place is yours if you want it! I’ve had  
**ENOUGH!**

signed,  
Robert Cat

PS. This place is going to the dogs.

The door is unlocked and the place is deserted. This could be the perfect place for a bunch of enterprising characters to make a fortune!

The players aren’t the only ones who think this is a great place to strike it rich in the food business — there’s another diner right across the road! This diner is called “McPoodle’s Oodles o’ Noodles.” No sign of McPoodle (but if the players make See/Hear/Smell rolls, they’ll notice a sinister dog-shaped shadow watching them from behind the curtains in the Oodles o’ Noodles window . . .).

## Object Of The Adventure

McPoodle will try everything he can think of to force the players out of business (not that there’s much business to be forced out of, way out here in the desert). The players have to stay open for business, continue serving customers, and thwart McPoodle (and his allies) any way they can. If this involves destroying McPoodle’s Oodles o’ Noodles, so much the better.

(The action can also become a competition for customers: The players and Seamus McPoodle could try to feed as many people as possible, steal customers away from each other, and wreck the other side’s diner.)

## The Plot

When the player characters look around their diner, they’ll find a pasta-making machine, pots, pans, ovens, and malted milk machines — all in pretty good shape. The refrigerator is full of ice cream; the cupboards are full of spaghetti — all sizes, shapes, and colors — and nothing else. All the players have to do is wait for their first customer.

## The Competition

The players should be discouraged from going across the street to McPoodle’s, but if they insist, they’ll find that the place looks a lot like their restaurant — only it’s dark, dingy, dusty, and downright dirty. McPoodle is there, and he’ll ask what they want in a nasty sort of way. If they order some food, he’ll cook it up — it does one point of damage to anyone who eats it. If they tell him they own the place across the street, he’ll give each player character a complimentary bowl of spaghetti (with a bomb disguised as a big meatball — one die of damage unless an Identify Dangerous Thing roll is made). If this doesn’t convince the characters to leave, McPoodle will start blasting away with a shotgun (1 die +2 damage). The only way to get out of here without any trouble is to leave immediately and wait for a customer back at Noodle-Oodle-Ooo.

## Please Bear with Us

Back at Noodle-Oodle-Ooo, the players wait for a customer. Eventually, a big, dumb-looking bear named Goofus Gallant walks in and asks for a steak. Unfortunately, the characters have nothing but noodles and milk shakes. (If one of the characters manages to find a steak somewhere, Goofus will insist he ordered fish sticks. If one of the characters manages to find fish sticks, he'll claim he ordered split pea soup, and so on.)

*SECRET: Goofus Gallant works for McPoodle, the mysterious shadow from across the street.*

When the characters admit they don't have what he wants, Goofus will get mad and start a fight. Any equipment in the restaurant can be used as a weapon — tables, chairs, and pans can be thrown (one die of damage); characters can be stuffed into the pasta machine and come out looking like a big piece of spaghetti (one die of damage and boggled); malted milk machines can mix up characters as easily as ice cream (one die of damage, boggled, and the floor will be covered with melted ice cream. Players will have to make Zip rolls to stay on their feet. They could also swim through the ice cream, or surf on it, or anything else that's so silly it couldn't possibly work in the real world).

Once the fight has been resolved, Goofus Gallant will leave. (If he Fell Down, he'll "come back" outside the restaurant — unless the players do something with him.) The players will see Goofus enter McPoodle's.

## Bowser with a Bazooka

If the players try to follow Goofus to McPoodle's, they will run into a cute little puppy dog named Bowser Schnauzer in the middle of the road. He's directing traffic away from Noodle-Oodle-Ooo and into McPoodle's parking lot.

If the players give Bowser a hard time, or try to get past him to McPoodle's, he will pull a tiny little bazooka from his Back Pocket. Grinning evilly, he'll fire at the nearest character, miss, and hit a nearby rock. The rock turns to powder. The bazooka makes *the loudest* sound the characters have ever heard. (*Animators: For maximum effect, make a very loud gun-like noise here.*) This would be a good time to have a nearby cactus scream and run away. This is one of the deadliest weapons the players have ever seen (two dice of damage), and Bowser will turn it on them unless they Fast-Talk him, make him Fall Down, or come up with some other clever way to deal with him.

## Chaotic Clean-Up

As the players struggle with Bowser, they will see two vehicles drive up to their diner. The first is an old junker of a car with a scroungy cat inside. The second vehicle is a truck with the words Jolly Janitors written on it. Three dogs dressed in white jumpsuits get out of the truck and enter the diner carrying all sorts of bizarre machinery. Customers! The player characters will have to drop whatever they're doing and return to Noodle-Oodle-Ooo to serve them.

Inside the diner, the cat from the jalopy will introduce himself as Howard Mews. He'll order a milk shake and a plate of spaghetti with cream sauce. Don't let the player characters serve him his food just yet — first, the dogs in white suits introduce themselves as the Jolly Janitors: Hubert, Dupont, and a new member of the staff, Ludwig. They were hired by "Bob" Cat to clean the place up (and it sure needs cleaning up right now, after the fight with Goofus Gallant). They set to work cleaning up.



## Goofus Gallant

**Description:** A big, dumb, roly-poly lovable sort of bear about eight feet tall. Wears a little black vest, a flat little hat, and nothing else.

**Beliefs & Goals:** Mr. McPoodle is my friend and dat's what friends is all about. Duh, yup. Friends is friends. Dat's all whut I care about. My friend is my frie . . . *Shut up, Goofus* . . . Duh, okay.

**Hit Points:** 12

**Muscle:** 6

Break Down Door: 8

Climb: 6

Fight: 8

Pick Up Heavy Thing: 8

Throw: 8

**Zip:** 5

Dodge: 5

Drive Vehicle: 5

Fire Gun: 5

Jump: 5

Ride: 5

Run: 5

Swim: 5

**Smarts:** 1

Hide/Spot Hidden: 1

Identify Dangerous Thing: 1

Read: 1

Resist Fast-Talk: 2

See/Hear/Smell: 4

Set/Disarm Trap: 1

Track/Cover Tracks: 2

**Chutzpah:** 1

Fast-Talk: 1

Pass/Detect Shoddy Goods: 1

Sleight of Hand: 1

Sneak: 1





## Bowser Schnauzer

**Description:** A cute little puppy dog, about the size of a chihuahua. White with brown spots. Bowser loves dog biscuits more than anything else in the world. He'll do just about anything for a dog biscuit. Bowser has a bazooka (two dice of damage).

**Beliefs & Goals:** Beat up anything and everything. Every day in every way I get nastier and nastier — and I like it! Get dog biscuits at all costs.

**Hit Points:** 12

### Muscle: 6

Break Down Door: 6  
Climb: 6  
Fight: 7  
Pick Up Heavy Thing: 6  
Throw: 7

### Zip: 6

Dodge: 8  
Drive Vehicle: 6  
Fire Gun: 8  
Jump: 6  
Ride: 6  
Run: 6  
Swim: 6

### Smarts: 2

Hide/Spot Hidden: 2  
Identify Dangerous Thing: 6  
Read: 2  
Resist Fast-Talk: 5  
See/Hear/Smell: 7  
Set/Disarm Trap: 2  
Track/Cover Tracks: 9

### Chutzpah: 5

Fast-Talk: 5  
Pass/Detect Shoddy Goods: 5  
Sleight of Hand: 5  
Sneak: 5

*SECRET: Hubert and Dupont really are janitors from the Jolly Janitor Company. They just want to clean up — and they'll do it with a vengeance. Any player character who makes a mess will be set upon by the two clean freaks (Fight rolls as they try to clean up the mess the character has made). Hubert and Dupont will simply clean up a mess made by a non-player character — including their co-worker, Ludwig. Ludwig is actually Seamus McPoodle! A See/Hear/Smell roll will allow players to see through McPoodle's disguise. He's here to sabotage the equipment in Noodle-Oodle-Ooo.*



“Ludwig” (This is really Seamus in disguise)

If the players spot McPoodle, he'll spill the beans about wanting to drive them out of business. (*Bad guys always spill the beans about their dastardly plans.*) It's time for another fight. McPoodle is armed with an industrial-strength vacuum cleaner which can suck up any size and number of characters — one at a time — on a successful Fire Gun roll. Characters sucked up must Fight their way out (6 points of damage to the vacuum cleaner will do it) or be blown out when the vacuum cleaner is reversed. (McPoodle will have to be Fast-Talked into reversing the vacuum cleaner.) Hubert and Dupont are armed with big mops (one die of damage).

If the players don't see through the disguise, McPoodle will vacuum up all their supplies — they can't help but notice that. They can try to stop him. Hubert and Dupont will mop the floors until they're too slick to walk on. (Characters can make Zip rolls to skate — or they can fly. Somehow, they'll have to figure out a way to get around.) Ludwig will also sabotage the cooking devices in the diner so they'll go haywire next time the player characters try to prepare a meal.

Even if the players saw through McPoodle's disguise before he had a chance to sabotage the cooking equipment, the whole place will go haywire when they try to prepare the cat's meal. The malted milk machine floods the kitchen (Zip rolls to remain standing); the sink backs up with a slurp and a gush — and the faucet sticks, flooding the entire restaurant; the macaroni-maker sucks one of the characters into itself and spits the character out in a long, thin strand (one die of damage and bogged).

Howard Mews thinks this is just hysterically funny as he staggers, gasping for breath, back to his beat-up old jalopy. He drives off, still laughing, leaving the players to deal with their problems.

## Big Deal

Any player who makes a See/Hear/Smell roll after the episode with the clean-up crew will see Ludwig/McPoodle getting away on the back of the old jalopy. He's got too big a head start, though. Even Incredible Speed or a jet plane won't catch him before he's out of sight. Before the players have time to worry about McPoodle's escape, a huge limousine pulls up outside Noodle-Oodle-Ooo. Another customer! This is the characters' lucky day. In the limousine is Silas Boodle IV, immensely wealthy businessman, owner of the Boodle's Noodles restaurant chain.

*SECRET: This isn't really Silas Boodle IV. It's Seamus McPoodle in disguise again. This is a great disguise, however, and the players won't be able to see through it — at first.*



“Silas Boodle IV” (This is really Seamus in disguise, too)

“Boodle” greets the player characters and offers a fabulous sum — “mere pocket change,” he sniffs — for the diner, which he wants to turn into a Boodle's Noodles. Before giving them the money, however, he wants to inspect the place — “just to be sure everything is perfectly in order.” Of course, the diner is a wreck; he saw to that himself, and even with Incredible Speed there hasn't been enough time for the players to tidy up.

“Boodle” will sniff and look disappointed. “I'm afraid this isn't what I expected at all,” he'll say. “I'll have to withdraw my initial offer. Now, if you'll settle for . . .” — and he names a pitiful amount. (Perhaps something one of the players has chosen as a Goal.)

Whether or not the players take the offer, “Boodle” will start to leave, but Goofus Gallant will barge in shouting at him:

“Boss, boss, Mr. McPoodle, that cat-feller's here, that feller whut wants tuh buy youse out! He's here, boss! He's here!” By this time, the players should have figured out Boodle is really their nemesis, Seamus McPoodle. “Boodle”/McPoodle will hiss, “You idiot! I had these fools right where I wanted them.” By this time, the players should be ready to jump him. He Runs out the door. The players can do anything they want to poor Goofus Gallant, or they can chase Seamus McPoodle, or both.



## Hubert and Dupont

**Description:** Identical-looking janitors who just happen to be dogs. They stand about four and a half feet tall and walk on their hind legs. Their uniforms consist of white jumpsuits. Very polite — as they cause no end of trouble.

**Beliefs & Goals:** Always be polite, but look out for Number One. Cleanliness is next to dogliness. *Keep the uniform clean at all costs!*

**Hit Points:**

Hubert — 9

Dupont — 12

**Muscle: 3**

Break Down Door: 3

Climb: 8

Fight: 7

Pick Up Heavy Thing: 3

Throw: 9

**Zip: 6**

Dodge: 9

Drive Vehicle: 6

Fire Gun: 6

Jump: 9

Ride: 3

Run: 9

Swim: 6

**Smarts: 5**

Hide/Spot Hidden: 9

Identify Dangerous Thing: 7

Read: 6

Resist Fast-Talk: 7

See/Hear/Smell: 9

Set/Disarm Trap: 9

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**Chutzpah: 6**

Fast-Talk: 8

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 8

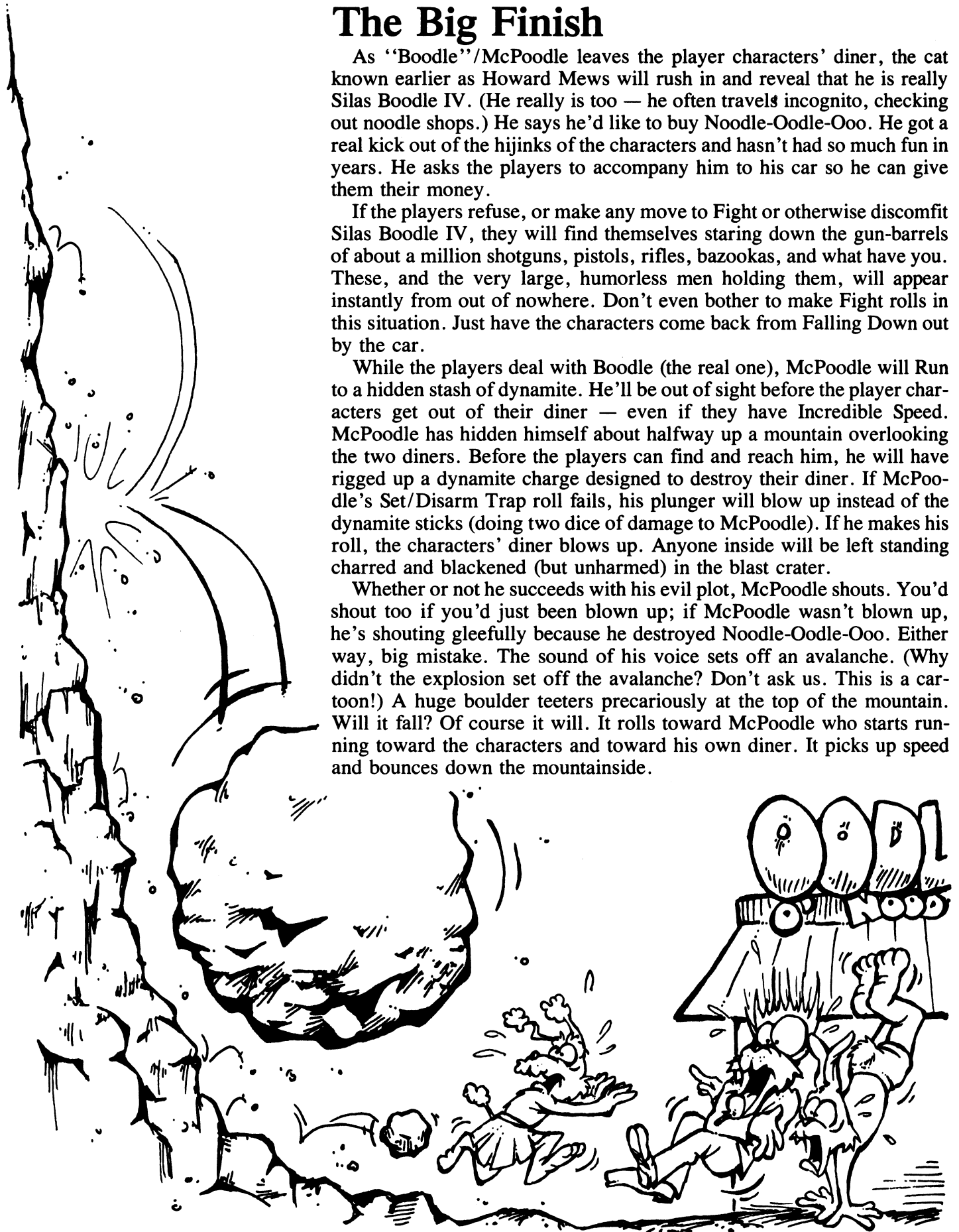
## The Big Finish

As “Boodle”/McPoodle leaves the player characters’ diner, the cat known earlier as Howard Mews will rush in and reveal that he is really Silas Boodle IV. (He really is too — he often travels incognito, checking out noodle shops.) He says he’d like to buy Noodle-Oodle-Ooo. He got a real kick out of the hijinks of the characters and hasn’t had so much fun in years. He asks the players to accompany him to his car so he can give them their money.

If the players refuse, or make any move to Fight or otherwise discomfit Silas Boodle IV, they will find themselves staring down the gun-barrels of about a million shotguns, pistols, rifles, bazookas, and what have you. These, and the very large, humorless men holding them, will appear instantly from out of nowhere. Don’t even bother to make Fight rolls in this situation. Just have the characters come back from Falling Down out by the car.

While the players deal with Boodle (the real one), McPoodle will Run to a hidden stash of dynamite. He’ll be out of sight before the player characters get out of their diner — even if they have Incredible Speed. McPoodle has hidden himself about halfway up a mountain overlooking the two diners. Before the players can find and reach him, he will have rigged up a dynamite charge designed to destroy their diner. If McPoodle’s Set/Disarm Trap roll fails, his plunger will blow up instead of the dynamite sticks (doing two dice of damage to McPoodle). If he makes his roll, the characters’ diner blows up. Anyone inside will be left standing charred and blackened (but unharmed) in the blast crater.

Whether or not he succeeds with his evil plot, McPoodle shouts. You’d shout too if you’d just been blown up; if McPoodle wasn’t blown up, he’s shouting gleefully because he destroyed Noodle-Oodle-Ooo. Either way, big mistake. The sound of his voice sets off an avalanche. (Why didn’t the explosion set off the avalanche? Don’t ask us. This is a cartoon!) A huge boulder teeters precariously at the top of the mountain. Will it fall? Of course it will. It rolls toward McPoodle who starts running toward the characters and toward his own diner. It picks up speed and bounces down the mountainside.



McPoodle has no chance to get out of the way. He'll be squashed flat. Any characters who don't Dodge, Teleport, or otherwise get themselves out of the boulder's way will also be flattened (two dice of damage and boggled . . . and flat). Boodle will be snatched from harm's way by a handy flunky. As he's snatched, he shouts, "Save the diners!"

If the players manage to save at least one diner, Boodle will retrieve any squashed player characters and "shake" them back to three-dimensional health. Boodle will frame the mashed McPoodle like a painting and hang the frame (complete with inscription: "Our Founder") in the remaining diner. McPoodle will just hang there muttering, "I'll get even with you guys yet!" (Another adventure begins?)

Boodle will then offer to buy the diner from the players for a lot of money — he knows a good thing when he sees one.

If they accept his offer, Boodle gives them the money. If they refuse or if they failed to save at least one of the diners, Boodle will laugh madly and snap his fingers. A flunky produces a *huge* gun and, as the cartoon ends, Boodle chases the player characters all over the landscape, blasting away with glee and abandon. (This could also be the start of another adventure.)

## Plot Points

In addition to the usual Plot Points for creative play, give out Plot Points for the following:

Any player who makes McPoodle, Goofus Gallant, Bowser, or any other McPoodle henchman Fall Down gets a Plot Point.

Any player who harms Howard Mews/Silas Boodle IV loses a Plot Point.

Players who harm the Jolly Janitors don't gain or lose Plot Points. Hubert and Dupont deserve anything they get.

A player who makes an especially bad "Noodle" or "Pasta" pun may get or lose a Plot Point, depending on whether the Animator likes horrid puns.



**Silas Boodle IV**  
*(the real one)*

**Description:** A scroungy-looking, emaciated, human-sized alley cat. Dresses in rumpled sport coat, rumpled tie, rumpled fur. When in hobo-mode, goes by the name of Howard Mews.

**Beliefs & Goals:** Laughter is the best medicine. I just want to have fun . . . and be very, very, insanely rich. I always get my way . . . or else.

**Hit Points:** 8

**Muscle:** 3

Break Down Door: 3  
Climb: 9  
Fight: 6  
Pick Up Heavy Thing: 3  
Throw: 6

**Zip:** 5

Dodge: 9  
Drive Vehicle: 5  
Fire Gun: 5  
Jump: 9  
Ride: 5  
Run: 7  
Swim: 5

**Smarts:** 3

Hide/Spot Hidden: 6  
Identify Dangerous Thing: 6  
Read: 8  
Resist Fast-Talk: 9  
See/Hear/Smell: 6  
Set/Disarm Trap: 3  
Track/Cover Tracks: 6

**Chutzpah:** 5

Fast-Talk: 5  
Pass/Detect Shoddy Goods: 9  
Sleight of Hand: 5  
Sneak: 5

# Short Subject:



# Beach Nuts, or, No Sense Atoll

*by Gerald D. Swick*

## Cast Of Characters

The Animator and up to four players. The players can choose any sorts of characters they want.

The Animator plays a shark, a meat-eating plant, a tiger, a taxi-driving fish, and Mergatroid Monkey (a simian whose idea of a good time is throwing coconuts at anything that moves). The Animator also plays Oog, a primitive soul who craves a turkey dinner — even though he's never seen a turkey in his life.

## Location

The adventure begins in Anytown, as the players board a ship to go treasure hunting. The real action takes place in the uncharted reaches of the Pacific Ocean. Specifically, it finds the characters exploring two desert islands. These are rather ordinary Pacific islands — palm trees, sand, jungle, and the like. Some flotsam and jetsam have washed ashore on the beach of the smaller of the two islands.

# The Situation

Mixed in with the flotsam and jetsam on the beach are the player characters. Their ship got caught in foul weather, and they now find themselves shipwrecked with no way to get home. (For the purposes of this scenario, a Bag of Many Things will produce anything *except* a means of transportation capable of getting the players home. Any items carried in a character's Back Pockets which might prove useful are either missing or water-logged. And it's much too far to fly.)

# Object Of The Adventure

Find the treasure on the large island and get home to Anytown.

# The Plot

Having been washed ashore on a tiny desert island, the characters should be given a chance to look around for awhile. There's sand, and palm trees, and coconuts galore. There's also another island nearby, just across a narrow channel.

After the Animator has set the scene, a bottle washes ashore. Each player should make a See/Hear/Smell roll to see who finds the bottle. (If nobody makes the roll, the Animator should decide who finds it.)

Inside the bottle is a map. The map (labelled "Acme Treasure Map") shows the island the characters have been marooned on and the other island across the channel. The map has a big "X" on it. Next to the "X" are the words, "Your ticket home," in very old, faded writing. (Make a Read roll. If failed, this might be misinterpreted as "The treasure's gone.")

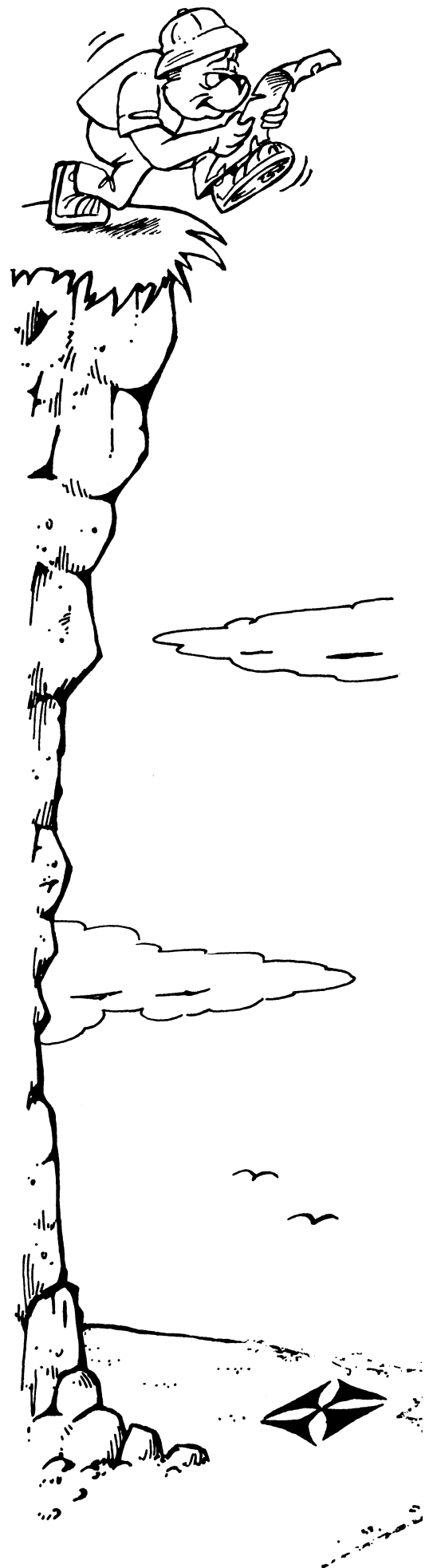
One way or another, the Animator should encourage the players to move their characters to the other, larger island.

# Island Hopping

The channel separating the two islands is thirty feet wide — too wide to jump across, but an easy swim (assuming a Swim roll is made), and no problem at all for a character who can fly (and makes a successful Flying shtick roll). A character who *fails* a Smarts Attribute check can walk across the ocean bottom without worrying about petty details like breathing.

The trip from island to island may be short, but it's no picnic. Characters will see a large black fin cutting back and forth through the water separating the two islands.

Any character who tries to swim or walk to the other island will meet a *huge* shark. The shark is ravenous and will try to eat anything it sees in the water. (This includes inanimate objects — a fact the characters can turn to their advantage. Note also that it is possible to Fast-Talk or Hypnotize the shark, if anyone thinks of it.) The shark eats by making Fight rolls and causing victims to Fall Down. Any character who Falls Down in the water, for any reason, will wake up in the shark's belly. It is possible to Fast-Talk the shark from inside, or to Sneak out of his jaws. Almost any other silly escape method should work, but the player should think of it themselves!





**Description:** Oog is a standard cartoon native with a bone through his nose. He stands about four feet tall in his bare feet. He carries a spear which he can throw. He can also stick characters with it. Either way, the spear does 1 die plus 1 damage. Oog has lived most of his life on fish. He's sick of fish.

**Beliefs & Goals:** Get turkey dinner!  
**Hit Points:** 10

**Muscle:** 4  
 Break Down Door: 4  
 Climb: 5  
 Fight: 7  
 Pick Up Heavy Thing: 4  
 Throw: 4

**Zip:** 3  
 Dodge: 5  
 Drive Vehicle: 3  
 Fire Gun: 3  
 Jump: 3  
 Ride: 3  
 Run: 6  
 Swim: 5

**Smarts:** 1  
 Hide/Spot Hidden: 4  
 Identify Dangerous Thing: 2  
 Read: 1  
 Resist Fast-Talk: 6  
 See/Hear/Smell: 5  
 Set/Disarm Trap: 7  
 Track/Cover Tracks: 7

**Chutzpah:** 3  
 Fast-Talk: 3  
 Pass/Detect Shoddy Goods: 3  
 Sleight of Hand: 3  
 Sneak: 3

In order to aid characters in moving from one island to the other, the Animator can throw in some cooperative flying fish (who will, miraculously, fly characters from one island to the other — if they're Fast-Talked or Hypnotized into doing it).

In addition, there's a small fish (called the Tijuana Bass), who operates a taxi service between the two islands. Have one of the characters find a whistle in the sand. If the whistle is blown, the Tijuana Bass will show up. He won't take the characters home, but he will ferry them to the other island. Then he will demand payment — just about anything will satisfy him. If a character refuses to pay, an ill-tempered octopus (Fight: 8, Hit Points: 10) will appear to stomp the offending character.

Once on the large island, the characters must, collectively or in competition, set out for the spot marked "X" on the map. But before they reach the treasure, the characters will encounter a few obstacles.

## Ooga Booga . . . Turkeys!

The first (and most persistent) obstacle between the characters and the treasure is a spear-carrying native named Oog. When the characters arrive on the island, Oog is standing hip-deep in the pounding surf, trying (without much luck) to spear a fish.

Oog is fed up with fish! What he really wants is a turkey dinner. Unfortunately, Oog has no idea what a turkey looks like. Any characters he sees (with the exception of monkeys, gorillas, tigers, and other animals he might have seen on his island) will be mistaken for turkeys.

Oog is out in the open and the characters will spot him immediately. At the same moment, he will spot them. As soon as he sees the characters, Oog will jump up in the air and shout "Ooga Booga . . . Turkeys!" — and start chasing the biggest of them. If he catches the character, he'll start gnawing on a "drumstick." It will take enough Fight rolls to make Oog Fall Down or a successful escape to get rid of him.

Oog will continue to show up periodically during the adventure.

## What's a Turkey Dinner without Some Vegetables?

After their first encounter with Oog, the players will have to plunge into the jungle in order to find the treasure. Shortly after leaving the beach, they will run into their second obstacle — a cartoonivorous, meat-eating plant.

The character who's in the lead (or the first character into the jungle, if they've separated) will have to make a See/Hear/Smell roll to notice the tendrils of the cartoonivorous plant sneaking up and entangling him or her. The plant must be made to Fall Down before it will release any character it gets hold of.

## Traps, Traps, and More Traps

Unbeknownst to the characters, Oog has scattered several traps around the island. The characters should encounter at least two traps before arriving at the spot marked "X" on the map. These traps can be rolled on the Random Trap Chart in the original *TOON* rules or they can be pre-planned. Here are two suggestions:

First, the player might stumble upon one of Oog's tiger traps. This is the old "palm-fronds-over-the-hole" trick. The pit is 10 feet deep. (Characters take one die of damage from the fall.) The characters will know they've fallen into a tiger trap because there's a tiger at the bottom!

(Use the Fierce Tiger stats from *I Foogled You!* in the original *TOON* rules.) A Fast-Talk attempt may get its cooperation in an escape attempt. If the tiger helps out, *either* the tiger or the character can escape from the pit. It will require a second successful Fast-Talk to convince the tiger to let the imprisoned character go first. If the tiger is freed from the trap, it will roar and run into the jungle. However, if its rescuer later winds up in Oog's pot, the tiger will appear and Fight with Oog, allowing the victim to escape.

Another classic jungle trap is the Noose Trap. A concealed noose on the ground may snag a character's feet and fling the character up into the air. The victim will end up dangling in mid-air — upside down, of course. Activating this trap will set off a bell alarm which will bring Oog on the run (perhaps even drawing him away from someone else). This trap does no damage. It simply prevents players from doing anything until they think of a way to free themselves. They can escape by making a Sleight of Hand roll to untie the knot, by making a Zip roll to swing themselves around so they can chew through the ropes, by setting the rope on fire (Ouch!), by Fast-Talking other players into untying the knot, or anything else the Animator thinks will work.

## Ooga, Booga . . . Giblets!

After the traps have been encountered, Oog will show up again. The little native will leap from behind a bush, shouting "Ooga, Booga . . . Turkey! Ooga, Booga . . . Giblets! Ooga, Booga . . . Cranberry Sauce!" If a character has been caught by the noose or a similar trap, Oog will show up before he or she can be freed.

If the characters are together, the Animator should roll one die. On a 1, 2, or 3, the native attacks the same character he did the first time. On a 4, 5, or 6, the Animator can decide who he attacks. If the characters have separated, Oog will attack the player who's closest to getting the treasure.

If Oog is defeated, the characters can continue to search for the treasure. If he defeats whichever character he attacks, he'll drag that character off to his hut to cook "turkey."

## In Oog's Hut

Oog's hut is just a hut. There is a pile of old fish bones inside. A big, black metal pot filled with water sits outside the hut. There is a pile of wood underneath the pot.



## The Cartoonivorous Plant

**Description:** Six-foot tall plant with purple leaves. The plant is topped by a flower — the flower petals open and close like a mouth, and the edges of the petals are sharp, like teeth. The plant also has vines that creep out to grab unsuspecting characters.

**Beliefs & Goals:** You've got to be kidding! Plants don't have any Beliefs or Goals.

**Hit Points:** 8

**Muscle:** 6

Break Down Door: NA  
Climb: NA  
Fight/Fight With Weapon: 6  
Pick Up Heavy Thing: 6  
Throw: 6

**Zip:** NA

Dodge: NA  
Drive Vehicle: NA  
Fire Gun: NA  
Jump: NA  
Ride: NA  
Run: NA  
Swim: NA

**Smarts:** NA

Hide/Spot Hidden: NA  
Identify Dangerous Thing: NA  
Read: NA  
Resist Fast-Talk: NA  
See/Hear/Smell: NA  
Set/Disarm Trap: NA  
Track/Cover Tracks: NA

**Chutzpah:** NA

Fast-Talk: NA  
Pass/Detect Shoddy Goods: NA  
Sleight of Hand: NA  
Sneak: NA



Oog has only a half dozen matches with which to light a fire under the pot. A player who awakens in the pot can try to blow the matches out as Oog lights them. (Make a Zip roll for each match you try to blow out.) Or a player could try to *fail* a Smarts Attribute check in order to take a nice hot bath in the pot without getting boiled alive. A quick Fast-Talk roll and some creative use of fish bones (as combs) could convince the gullible Oog that he's at a beauty parlor and the character is his hairdresser. There are all sorts of possibilities here. Regardless of what happens, the Animator should not let Oog finish his dinner.

## Monkey See, Monkey Do

There is at least one other obstacle the players must overcome before they reach the treasure. There's a mischievous monkey named Mergatroid on this island. He's quite bored. He wants someone to play with. Of course, what he thinks of as "playing" may not be what the characters think of as playing — he likes to scamper from tree to tree, tossing coconuts at anything beneath him.

Mergatroid is just an animal, so he can't talk to the characters. He *can* be Hypnotized or Fast-Talked. Mergatroid really gets around, and he's a real pain in the neck. Every so often, the Animator should roll one die. On a 1, 2, or 3, Mergatroid shows up and pelts a character with a coconut. On a 4, 5, or 6, he's off doing something else and doesn't appear. Mergatroid can be used to slow up a character who's getting too far ahead of the rest of the players, or as a way to liven things up a bit if players get bogged down.

Anyone hit by a coconut takes two points of damage. If a character shoots at Mergatroid or attacks him in any way, he will toss a very special coconut at them — this one will land on a character's head, split open, and reveal a round, black object with a sputtering fuse. It's a bomb! The character must make an Identify Dangerous Thing roll in order to realize it's a bomb. If the roll is made, the character has one action to do something about it. If the roll fails, the victim will take one die of damage.

## The Big Finish

Eventually, the players will arrive at the spot marked "X" on the map. (Of course, the ground is marked "X" as well.) A little digging will reveal a treasure chest. The chest is not locked (though it can be locked by the characters). Inside the chest is a plaque which reads "Ace Novelty Company." The chest also contains a squirting flower, a buzzer ring, and a whoopee cushion. Finally, the chest contains lots and lots of balloons and lots of fireworks. (The Animator can throw in anything else that seems amusing.)

The players can use these items to get home. The whoopee cushion can be used as a raft; the balloons can be inflated and attached to the chest, allowing characters to fly home; the chest could be used as a boat. It is possible to attach the fireworks to the chest (or just about anything else) and build a rocket — this is pretty risky, however.

## Plot Points

A Plot Point goes to the first character (or characters) to reach the treasure. A Plot Point goes to the first character(s) to escape from the island and return to Anytown. A Plot Point goes to any character who makes Mergatroid or Oog (or any other unfriendly NPC) Fall Down.



**Feature Film:**

# **Fangs For The Memories**

*by Warren Spector*



## **Cast Of Characters**

The Animator and up to three players. (If you're a really experienced Animator, you can try this with more than three players.) The players can choose any characters they want. Natural Enemy pairs should be avoided. The characters should work together in achieving their goals.

The Animator takes on the roles of Dr. Nutzenboltz (a mad scientist) and Count Gotchula, an aging, toothless vampire. The Animator also plays Sgt. Karpov Trotsky (a diligent and none too intelligent police officer), Dr. Nutzenboltz' monsters, and any townspeople players encounter.

## **Location**

The scenario is set in Transylvania. The main locations are a small Transylvanian village, a medium-sized Transylvanian mad scientists' lab, and a large Transylvanian mountain (upon which sits a really scary castle).

## **Situation**

The characters work for a cartoon company in Anytown. They've been sent by their boss to do research for a big-budget horror film. They've also been instructed to



## Sgt. Karpov Trotsky

**Description:** Yet another tubby cartoon policeman. He wears baggy leather shorts, a too-tight leather vest, and cap with a feather in it. He has a huge moustache that changes shape to fit his mood. (When he's angry, the ends straighten out; when he's happy, the ends curl, etc.) He turns red at the slightest provocation. The lowest volume-level he can achieve when speaking is a bellow. Sgt. Karpov Trotsky carries a blunderbuss (one die of damage) and wears a badge.

**Beliefs & Goals:** Do whatever anyone in authority tells him to do. Everyone is suspect. Criminals can be spotted because they have shifty eyes. Criminals must be caught and locked up.

**Hit Points:** 11

### Muscle: 4

- Break Down Door: 6
- Climb: 4
- Fight/Fight With Weapon: 7
- Pick Up Heavy Thing: 4
- Throw: 5

### Zip: 2

- Dodge: 5
- Drive Vehicle: 2
- Fire Gun: 6
- Jump: 2
- Ride: 2
- Run: 5
- Swim: 2

### Smarts: 2

- Hide/Spot Hidden: 6
- Identify Dangerous Thing: 4
- Read: 2
- Resist Fast-Talk: 4
- See/Hear/Smell: 6
- Set/Disarm Trap: 2
- Track/Cover Tracks: 6

### Chutzpah: 2

- Fast-Talk: 2
- Pass/Detect Shoddy Goods: 2
- Sleight of Hand: 2
- Sneak: 2

return to Anytown with a star for that film — a real-life vampire. They were given bus tickets to the wilds of Transylvania for this purpose.

Unfortunately, they've been told to be back within two weeks . . . and the next bus doesn't leave Transylvania for a month! Planes, boats, trains, and other forms of transportation are unavailable. The entire party must return together. For the purposes of this scenario, a Bag of Many Things will produce anything *except* a form of transportation.

*The townspeople — a superstitious lot — are terrified of monsters, or anyone they think might be a monster. All strangers are suspected of being monsters . . .*

## Object Of The Adventure

The characters have to return home to Anytown, *together*, and preferably with a vampire.

*Secret: This can be accomplished in several ways. Dr. Nutzenboltz has a device which will teleport characters home if they can find it and learn how to use it. If they don't know how to use it, there's no telling where they might end up. (It's not a bad idea to pop them over to the Count's castle.)*

*Another way for the characters to get home is to convince the Count to turn into a bat and fly them home. (He turns into a really big bat!) He'll do this if they make Fast-Talk or Hypnosis rolls.*

If the characters can't get the Count, they might grab his huge treasure and *buy* an ocean liner or airplane to take them home. (This could also be the beginning of another adventure. Who else might be on the ship? Can any of the characters fly a plane? You get the idea.)

## The Plot

The characters start off by entering the sleepy little town of Bloodburg. ("Pronounced Blued-berg, not Blutberg," as the sign outside of town indicates.) From there, they can travel to the Count's castle, or to Dr. Nutzenboltz' lab, as they wish. However, until they pick up some rumors in town, they will not even know that the Doctor is around.

## The Town

Players will find just about anything they want in the town — an inn, huts in which the villagers live, a jail, a produce stand, etc. What they won't find is any trace of high technology — it will not be possible to find dynamite, or machinery of any complexity, here unless players think to use Instant Mail Service.

Note that the town exists pretty much to provide players with information, and perhaps a bit of trouble in the form of mistaken identity problems — many of the townsfolk will mistake the characters for the escaped monsters. If it appears that the players are spending too much time in the village, have Sgt. Trotsky, perhaps with a horde of villagers (carrying torches and pitchforks, of course) show up and cart them off to the laboratory.

Dusk is falling as the players arrive in Bloodburg, and the town is quiet as the grave. There is no activity whatsoever. No one in Bloodburg ventures out after dark, so the characters will have to knock on some doors (or otherwise enter buildings) in order to gather information at night.

All the buildings in town look pretty much alike (and the players can't read the signs). The Animator should roll one die and consult the appropriate encounter table (day or night — see page 25) to see where they looked and the reaction of the people inside.

## The Count's Castle

This is your standard cartoon haunted castle. There's always a storm cloud above the castle (accompanied by lightning and thunder). The sound of wolves can be heard, howling in the perpetual night which engulfs the castle. Any ridden animals will buck their riders off if forced to come near the castle.

When the characters approach the castle, they will come to the front door. (There is no way to get to any other part of the castle except by flying — and in the storm, that would be risky at best.) The door will swing open by itself before any character has a chance to touch it, emitting an eerie squeak. *Everything* in the castle emits an eerie squeak, including the characters' footsteps! (Add one to all Sneak rolls while in the castle — a character who needs to roll a four normally will need a *five* in the castle.)

### Room 1: The Main Hall

The front door opens on the huge main hall. It is filled with spider webs and dusty furniture. There is a huge staircase along the wall to the right of the door, leading to a second floor. In the middle of the huge room is an open trapdoor set in the floor. There is a low arched doorway to the left of the door.

### Room 2: The Dungeon and Treasure Room

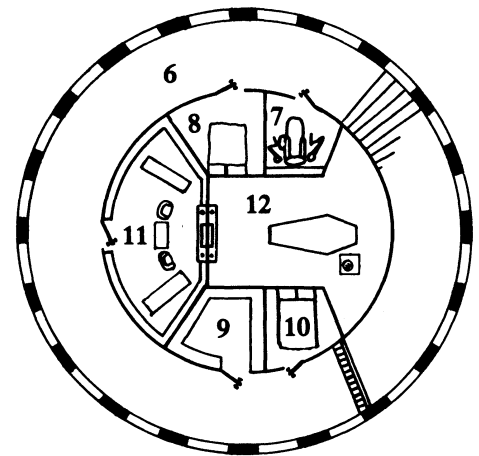
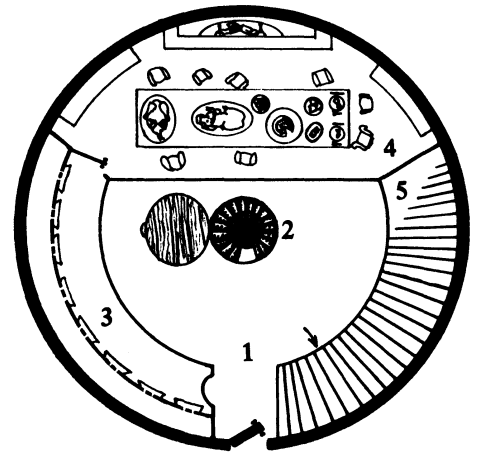
The trapdoor leads to the lower level of the castle. A very long, winding staircase seems to go down forever. Finally (after the characters have become thoroughly exasperated) it ends in a dungeon. Here they'll discover wealth beyond their wildest dreams — enough gold, silver, jewels, carrots, whatever, to buy an army, an ocean liner, a fleet of airplanes — anything. They'll also find several skeletons (some human, some rabbit, some cat) chained to the wall.

Unless they've followed the Count here (or the Count has followed them), the characters will be perfectly safe here.

### Room 3: The Portrait Room

The doorway to the left of the main entrance leads to the Portrait Room, a long, narrow room which follows the curve of the outer wall. The walls are lined with dusty portraits of strange semi-human creatures. Players who make a See/Hear/Smell roll will notice that the eyes of the portraits seem to follow them. If the characters move one of the portraits they will discover that the eyes are just cut-outs and there's a secret passage behind the wall. This leads to the Dungeon, just like the trapdoor in the middle of the Main Hall. Players who discover the secret passage will also catch a glimpse of a huge bat-like creature flapping down the passageway. None of the characters can move that fast unless they have Incredible Speed.

Characters who follow the secret passage will end up in the Dungeon. If the characters have followed the huge winged creature, they will encounter the Count there. He will try to Hypnotize the characters. His power is special; he can try to Hypnotize them *all* at the same time!



## The Count's Castle

1. The Main Hall
2. The Dungeon and Treasure Room
3. The Portrait Room
4. The Dining Hall
5. The Squeaky Stone Staircase
6. The Circular Hall
7. The Dental Office
8. The Red Bedroom
9. The Storeroom
10. The Black Bedroom
11. The Library
12. The Count's Hiding Place

## The Infamous Count Gotchula

**Description:** Count Gotchula is getting on in years, even as vampires go. His original fangs are gone, and he has false ones (which do not fit very well). Animators who find it easy to do a vampire accent should try talking like a *toothless* vampire. (“Wehcom oo my cahhle. I ah Count Goshuha. Aww I wahh ih a lihha uh your bwuuuuhd.”)

The Count does not like physical exertion, and he will try to use his Hypnosis shtick whenever he meets the characters. He also has an aversion to garlic (which the characters may guess if they notice the garlic hanging around the village). Subtract 1 from any Fight roll made against the Count by a character wearing garlic. Add 1 to any Fast-Talk or Hypnosis roll made against him by a garlic-wearer. The Count is not upset by crucifixes, wooden stakes, mirrors, or silver.

If the Count gets the better of his visitors, they will awaken in an upstairs bedroom (all piled in the same bed), each with two little holes in his or her neck. This may happen more than once if they persist in attacking the vampire unsuccessfully! The bite of the Count will not make the characters turn into vampires (though an Animator who wants to add this complication is free to do so).

If the characters make the Count Fall Down, they can tie him up and prepare for their return trip. But as soon as they turn their backs, he will turn into a rat and slip out of the ropes — and then into a bat and fly back to his castle. The characters will have to think of some other way to bring him back to Anytown. (It *is* possible to bind the Count — he can't turn into mist or anything like that — so he can be trapped in a box, a jar, a bag, or something of that sort.)

A successful Fast-Talk or Hypnosis roll is the best way to get the Count to come to Anytown. Fast-Talk will genuinely convince him. Once he quits trying to bite the characters and listens to their story, he will realize that the life of a movie star is better than what he has now. Hypnosis is risky. In order to hypnotize the Count, you must look into his eyes . . . so the Count can try his *own* hypnosis roll against a character trying to hypnotize him!

If the characters find the Count's treasure, but cannot convince the Count to return, they may steal the treasure. This may lead to a sequel . . . because Count Gotchula will want his treasure back!

If the Count wins, all the characters will wake up in a bedroom upstairs with two little holes in their necks. If he fails, the characters can Run, Fight, Fast-Talk, or do anything else they want.

### Room 4: The Dining Hall

Characters who follow the Portrait Room all the way around will end up in a large dining hall containing a huge fireplace, a huge table with several chairs, and two cabinets — one contains lots of silverware and silver goblets and the like; the other cabinet contains lots of fine china. The entire room is decorated in crimson and black — very elegant but very spooky. The table is set with a full-course meal, steaming hot and delicious-looking.

When the players enter this room, the fireplace will spring to life as if by magic. If any of the characters have as one of their Goals the acquisition of a particular kind of food, they will find that food on the table. What the characters don't know is that the food has been drugged. Anyone who eats anything will fall asleep two actions later. Characters who make See/Hear/Smell rolls will sense that something's wrong with the food — they won't know what, but they'll know something is wrong.

The Count will arrive a few rounds after the characters enter the Dining Hall. Any character who doesn't eat the food will still be here to encounter him. The Count will express great dismay that all of his hoped-for victims aren't asleep. (Remember, he's an old, toothless vampire who's tired of having to fight his victims.) He'll be quite confused by the situation, giving the characters a chance to Run, Fight, Fast-Talk, or anything else they'd care to do. If they do nothing, the Count will try to Hypnotize them. (Remember, he can attack them all at once with his super Hypnosis!) If the characters are defeated, they will awaken in a bedroom upstairs, each with two little holes in his or her neck. If they defeat the Count, they can do with him what they will.

### Room 5: The Squeaky Stone Staircase

The stairs to the right of the main entrance curve upwards to the second floor, hugging the wall of the castle. The stone stairs squeak. Each step makes a different bloodcurdling noise — all except one. The sixth step makes no noise. Even if the characters come back and jump up and down on it, they will not be able to get a sound out of it. This does not mean anything — it is just put in to drive the players crazy.

### Room 6: The Circular Hall

The circular hallway curves almost all the way around the castle. It ends in a low railing just above the stairway. A character running around the hallway may have to make a Zip roll to keep from falling off the edge and landing back down on the first floor. There are windows all around the outside of the hallway. There is nothing of interest outside except the storm. Five doors open off the circular hallway (see map, page 19).

### Room 7: The Dental Office

This room contains a full, working dentist's office, including a dentist's chair and facilities for drilling teeth (1 die plus 1 damage to anyone who gets drilled). It will take a successful Fight roll to force (and strap) anyone into the chair. Then, a successful Fight roll must be made to use the drill. There are also facilities for creating false teeth — plaster, rubber molds, and the like.

## Room 8: The Red Bedroom

A bedroom, decorated in blood red. There's a bed and a dresser in the room. In the dresser is a jar of Vanishing Cream (page 3).

## Room 9: The Storeroom

This room contains several sets of false vampire teeth. (Characters can wear these on a roll of 1 or 2 on one die. This will allow them to do 1 die plus 1 damage with their bite — using normal Fight rolls to determine whether or not they hit.) The room also contains several shovels (for digging graves), lots of capes, and shelves full of ketchup bottles.

## Room 10: The Black Bedroom

Another bedroom — black. There's a bed and a dresser in the room. In the dresser is a bottle containing a dozen Smart Pills (page 3).

## Room 11: The Library

This is a well-stocked library. Characters who say they want to look around and make successful Spot Hidden rolls will find only one book of interest. This is a book, written by Herr Doktor Professor Nutzenboltz, describing a machine of his creation. The book is entitled *The Teleportation of Matter*. (Characters must make Read rolls to figure this out. If the characters misunderstand what the book says, they will think it is called *Teller For a Nation* and think it's a book about banking.)

This room also contains a small fireplace (unlit). Any character who touches any part of the fireplace will be whirled around into the next room (#12). The remaining characters in the Library will see an identical fireplace and no character.

## Room 12: The Count's Hiding Place

This is where the Count spends his days. It contains his coffin (closed) and a small table upon which sits a glass of water. In the glass is a set of false vampire teeth.

If the characters haven't run into the Count before now, they will find him here. He's asleep in the coffin, but by no means helpless — perpetual night surrounds this castle. The Count doesn't like to be awakened and will be angry enough to Hypnotize or Fight the characters (though he will whine loudly and annoyingly about the inconvenience of it all). If he defeats the characters, they will awaken in one of the upstairs bedrooms with two little holes in their necks.

## Dr. Nutzenboltz' Laboratory

If the characters are captured by Sgt. Trotsky (who thinks they are the escaped monsters) they will be taken to the laboratory run by Dr. Nutzenboltz. The lab is a small, windowless building on a hill outside of town.

## The Wall and the Gate

The lab is surrounded by a ten-foot-high stone wall a foot thick. The only entrance to the lab grounds is the main gate. This is your standard swinging gate, made up of two barred halves opening from the middle. The bars are close enough together to prevent a human-sized character from getting out (or in), but smaller characters will have no trouble slipping through the bars. There is no guard at the gate.



## Count Gotchula

**Beliefs & Goals:** The Count just wants to live in peace, sucking blood, sleeping all day, studying dentistry. If he can do all this without expending any effort, so much the better. He would do *anything* for dentures that really fit.

**Hit Points:** 12

### Muscle: 5

Break Down Door: 5

Climb: 5

Fight/Fight With Weapon: 7

Pick Up Heavy Thing: 6

Throw: 5

### Zip: 4

Dodge: 8

Drive Vehicle: 4

Fire Gun: 4

Jump: 4

Ride: 4

Run: 7

Swim: 4

### Smarts: 6

Hide/Spot Hidden: 7

Identify Dangerous Thing: 7

Read: 9

Resist Fast-Talk: 8

See/Hear/Smell: 6

Set/Disarm Trap: 6

Track/Cover Tracks: 6

### Chutzpah: 1

Fast-Talk: 2

Pass/Detect Shoddy Goods: 2

Sleight of Hand: 2

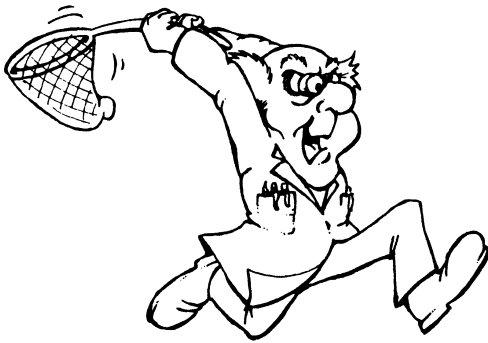
Sneak: 5

### Shticks:

Change Shape: 9

Flying: 7

Hypnosis: 8



## Dr. Nutzenboltz

**Description:** Dr. Nutzenboltz is human, about 4 feet tall, and bald. He wears thick glasses and is quite blind without them. He wears a white lab coat with deep pockets. (Instead of a *Bag of Many Things*, Dr. N has *Pockets of Many Things*.) He carries a Butterfly Net and a Deaf Ray (page 23).

**Beliefs & Goals:** Dr. Nutzenboltz is a typical Mad Scientist. Knowledge is good. He captures interesting specimens and experiments on them. He loves machinery and gadgets. He also builds monsters, because he knows a mad scientist is supposed to, but he hasn't quite got the hang of it. All his monsters are silly rather than ferocious.

**Hit Points:** 10

### Muscle: 2

Break Down Door: 2  
Climb 2  
Fight/Fight With Weapon: 5  
Pick Up Heavy Thing: 2  
Throw: 2

### Zip: 4

Dodge: 4  
Drive Vehicle: 4  
Fire Gun: 8  
Jump: 4  
Ride: 4  
Run: 5  
Swim: 4

### Smarts: 6

Hide/Spot Hidden: 9  
Identify Dangerous Thing: 9  
Read: 9  
Resist Fast-Talk: 9  
See/Hear/Smell: 9  
Set/Disarm Trap: 9  
Track/Cover Tracks: 9

### Chutzpah: 5

Fast-Talk 5  
Pass/Detect Shoddy Goods: 5  
Sleight of Hand: 5  
Sneak: 5

### Shticks:

Bag (Pockets) of Many Things: 5

## The Laboratory Grounds

The main gate opens onto a large forested area. The trees are easily capable of hiding several characters apiece if need be. A road twists and turns crazily between clumps of trees. The grounds are riddled with harmless traps set by Dr. Nutzenboltz to prevent the monsters from escaping. Many of these are still active. If the characters are being escorted by Sgt. Trotsky, they'll have no problem with traps. If they're on their own, the Animator should roll once for each player on the Random Trap Chart in the *TOON* rules before the characters reach the lab.

## The Front Door

An ordinary door — closed, but unlocked. If the characters simply turn the knob they can enter without any trouble. But if they ring the doorbell, they *are* in trouble. The button will, indeed, activate a doorbell; it will also activate a trap door. If the characters are standing directly in front of the door, the trap is located directly in front of the door. If they are located to the right of the door, the trap is to the right. If they are to the left of the door, it is to the left! A successful Identify Dangerous Thing roll will warn a character not to push that button. A successful Zip roll will give a character enough warning to jump out of the way. Characters who fall in will find themselves in a ten-foot-deep hole in the ground.

If the characters are being escorted by Sgt. Trotsky, the sergeant will ring the doorbell and step back. The Animator then rolls a die. On a 1, 2, or 3, the trapdoor will open and all the player characters will fall in. Sgt. Trotsky will tip his hat to them all and leave. However, on a 4, 5, or 6, it will be Sgt. Trotsky who falls in. Either way, the players are free to do what they want at that point. The sergeant is out of the picture, and Dr. Nutzenboltz will not answer the bell (he's working with one of his gadgets, and he can't hear anything).



## Room 1: The Hallway

A perfectly normal hallway, with threadbare carpeting covered with monster tracks and broken electrical parts. Four doors lead from the hallway — see the Laboratory Map on page 24.

## Room 2: The Kitchen

All meals are prepared here, but Dr. Nutzenboltz uses this as a chemistry lab as well. There is nobody here except the characters. They will find all the usual kitchen-stuff plus some bunsen burners, strange glassware, and even stranger chemicals in the cabinets. Everything is well-labelled, but characters will have to make Read rolls to make any sense of any of the labels.

When the players enter the kitchen, there is a large pot filled with an aromatic stew bubbling away on the stove. In addition, a strange flask filled with an odd purple concoction is bubbling away.

If the characters drink the liquid in the flask, they will find that it tastes delicious. (In fact, it increases a character's Muscle and Muscle skills by one point for the duration of this cartoon. Unfortunately, there is only enough of this liquid for one character.)

If the characters drink the stew in the pot, roll one die. After that many rounds (different for each character), anyone who drinks it will become huge and ugly. (There's plenty of this stew for everyone, of course!) This is a Jekyll-Hyde formula! In Monster form, Muscle and Zip go to 6 (with all Muscle and Zip skills raised accordingly). Smarts and Chutzpah go to 1 (with all Smarts and Chutzpah skills lowered accordingly). The character becomes incredibly hostile, attacking anything in sight.

Once this cartoon ends, the character will return to normal, but for the duration of the adventure, he or she will change to the monster form at the most inopportune moments! Whenever the character Falls Down (and whenever the Animator feels like it), the Animator should roll one die. On a 1, 2, or 3, the character changes into a monster; on a 4, 5, or 6, the character remains unchanged. Unless the other characters make See/Hear/Smell rolls each time the character changes, they won't notice anything odd about their monstrous companion until they are attacked.

However, the Monster state is fragile. *Any* damage — even a single hit — will cause the monstrous character to snap out of it and come back to normal. And the Electric Chair (below) will cure the condition permanently.

### Room 3: The Electrical Lab

This is where Dr. Nutzenboltz conducts his electrical experiments. Here players will find what appears to be an electric chair, and a device that looks like a telephone booth. If the players make Spot Hidden rolls, they will also find a Ray Gun. There is a Fifty Percent chance that Dr. Nutzenboltz himself is here.

The electric chair is just what it sounds like. If a character sits in it (or is pushed into it), straps on the arms and legs will snap shut, holding the character in place. There is a big switch on the wall next to the chair. If this is turned on, the chair does two dice of damage, and then immediately releases the victim. The chair is securely fastened to the floor and cannot be moved. This chair is the cure for the Jekyll/Hyde formula from the kitchen.

The telephone booth is actually a combination phone/teleportation device. If the characters have already been to the Count's castle and found the book about the device (and they've managed to read it successfully) they can simply get in and go home, ending the game. If they haven't met all of these conditions, roll one die. On a 1, 2, or 3, the booth will act like an ordinary phone booth, connecting them with Myrt — the local switchboard operator and town gossip. She knows everything on the Rumor Table (page 25), and will be more than happy to share her information with the characters. On a 4, 5, or 6, anyone in the booth will be teleported instantly into Dr. Nutzenboltz' dungeon.

The ray gun — hidden in a drawer — is a Deaf Ray. Dr. Nutzenboltz was trying for a Death Ray but couldn't quite pull it off. If the Deaf Ray is aimed at anyone and the trigger pulled, crazy bolts of electricity arc out from its barrel. The target will be unable to hear a thing for five actions.

### Room 4: The Bathroom

Even a mad scientist's lab needs a bathroom. This one is perfectly ordinary except for the pet frogs living in the bathtub and the copy of "How I Did It," by V. von Frankenstein, on a shelf.

## A Visit With Dr. Nutzenboltz

The monsters created by Dr. Nutzenboltz may be silly, but his *machinery* is very clever indeed. (It may not work all the time, but it's clever nonetheless.) His latest invention is the Deaf Ray. There is a Deaf Ray gun in the electrical lab, and another in Dr Nutzenboltz' Back Pocket. This wonderful gadget will make its target deaf for five actions (no chance to Dodge). The deaf person is immune to Fast-Talk and Hypnosis until the effect wears off. Dr. Nutzenboltz knows this, and will use the gun on himself if he thinks he is about to be talked into something he might not want to do!

When Dr. Nutzenboltz sees the characters, he will be angry at them for interrupting his experiments. "Vot are you doink in mein laBORatory?" If he does not get a satisfactory answer, he will shoot the offender with the Deaf Ray.

If the characters do not attack him, there is a Fifty Percent chance that Dr. N will be good-natured and answer questions — *unless* a question is asked about his inventions. This will convince him the characters are spies. He will then attack, pulling a weapon of some type (Animator's choice) out of his "Pockets of Many Things."

If Dr. Nutzenboltz overpowers a character, he will proceed to experiment on them. However, he will (gleefully) explain everything as he does it, which can give the characters valuable information. The Animator rolls one die for each character Dr. N experiments on, to see what he does:

1-2: Force-feeds them Monster Stew from the kitchen.

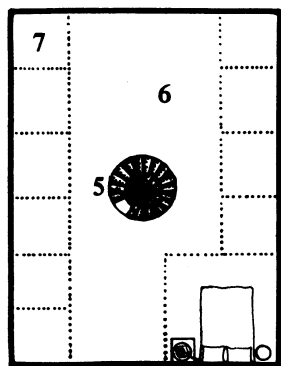
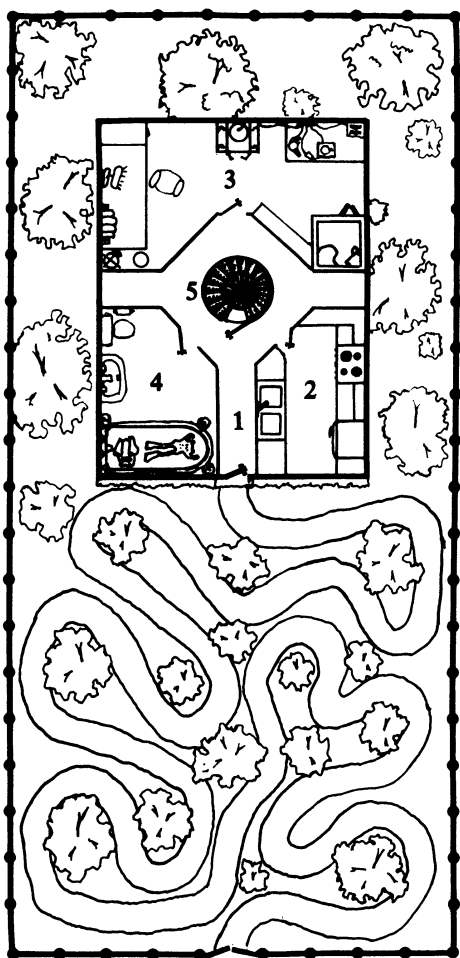
3-4: Makes them listen to Transylvanian rock music (1 die damage).

5-6: Straps them into the Electric Chair and tickles them with a feather, taking notes the whole time. (This does no damage).

When he is through with his fiendish experiments, the Doctor will put the characters into the Teleport Booth and send them to the Count's doorstep — or anywhere else the Animator thinks would be amusing.







## Dr. Nutzenboltz' Laboratory

1. The Hallway
2. The Kitchen
3. The Electrical Lab
4. The Bathroom
5. The Stairway
6. The Dungeon
7. The Cells

## Room 5: The Stairway

This is a long, dark stairway, just exactly like the stairway that goes down to the Count's dungeon. It should be described in just exactly the same way, winding on forever into the blackness . . . Finally, it reaches the dungeon.

## Room 6: The Dungeon (*Everyplace in Transylvania has a dungeon!*)

This is where Dr. Nutzenboltz keeps his most dangerous monsters (as well as his failed experiments). There is a Fifty Percent chance he will be here himself, if he has not been encountered earlier. The dungeon is dark and cluttered with strange pieces of machinery. If the players say they are looking for *anything* mechanical — except, of course, for a means of transportation — there is a Fifty Percent chance they will find it.

The players will only find one monster here — the others have all escaped. The one that remains is an insurance salesman — the most dangerous monster in the lab. The insurance salesman will follow the characters everywhere, trying to Fast-Talk them into buying insurance policies. He will not quit until the players make him Fall Down.

## Room 7: The Cells

The cells are heavily barred, though a smaller than human-sized character will have no trouble slipping between the bars. However, Dr. Nutzenboltz feels it is cruel to keep monsters in little tiny cells, so he uses the cells for closets — all except the biggest one, which is his bedroom. The characters will find him there if they have not encountered him earlier.

## The Big Finish

If the players got the Count to come back with them, the Big Finish is their triumphant return to Anytown . . . either atop a giant bat, or in a shower of multi-colored sparks from the teleportation device! The fade-out comes as everyone at the cartoon company applauds their success and shakes hands with the Count — soon to be a cartoon star!

If the players failed to get the Count to come back with them, but stole his treasure instead, the Big Finish is a fade-out with the characters on their pile of treasure. And in a dark corner, a red-eyed rat with false vampire teeth watches and says "I'll get you yet!"

And if the players really failed totally, Sgt. Trotsky can grab them and drag them back to the lab . . . where some of Dr. Nutzenboltz' monsters can grab them and bring them to the Doctor . . . who will laugh evilly, throw them into his teleportation chamber and push the button . . . sending all the characters to the silliest place the Animator can think of to end the cartoon.

## Plot Points

Any player who makes the Count Fall Down gets two Plot Points. Anyone who Fast-Talks or Hypnotizes the Count into coming along with the party gets one Plot Point. Anyone who defeats Dr. Nutzenboltz or the insurance salesman gets one Plot Point. Anyone who makes Sgt. Trotsky (or any other citizen of Bloodburg) Fall Down loses a Plot Point.

## The Insurance Salesman

**Description:** This is Dr. Nutzenboltz' most hideous creation. He is human (at least in appearance). He stands nearly six feet tall. He wears a dull gray suit (to match his dull gray personality). He drones on endlessly about policies, and security, and benefits. Even in the midst of a fight, he will keep trying to sell a character a policy.

**Beliefs & Goals:** Sell that policy!!

**Hit Points:** 12

**Muscle:** 4

Break Down Door: 4

Climb: 4

Fight/Fight With Weapon: 4

Pick Up Heavy Thing: 4

Throw: 4

**Zip:** 4

Dodge: 4

Drive Vehicle: 4

Fire Gun: 4

Jump: 4

Ride: 4

Run: 4

Swim: 4

**Smarts:** 1

Hide/Spot Hidden: 2

Identify Dangerous Thing: 2

Read: 8

Resist Fast-Talk: 8

See/Hear/Smell: 2

Set/Disarm Trap: 2

Track/Cover Tracks: 2

**Chutzpah:** 6

Fast-Talk: 9

Pass/Detect Shoddy Goods: 9

Sleight of Hand: 6

Sneak: 6



## Night Encounter Table

### Roll one die

1: The players have chosen to investigate the jail. There, they run into Sgt. Trotsky. He will be drunk, but not so drunk that he loses sight of the fact that his job is to catch the monsters who have escaped from the laboratory. He will immediately shout a warning and try to catch the players. If he succeeds in chasing and subduing them, they will be hauled back to the lab and delivered to Dr. Nutzenboltz.

2-4: The players have chosen to investigate a normal residence. The Animator should make another die roll to determine the reaction of the people in the house. On a roll of 1 or 2, the people in the house are friendly and will reveal information from the Rumor Table (one rumor per residence), answer what questions they can, and offer to put the characters up for the night. On a roll of 3-6, the people in the house run from the house, screaming at the top of their lungs — "They're here! They've come for us! Vampires! Monsters! We're doomed!"

5-6: The players have entered a public building (an inn, a store — Animator's discretion). The players will encounter several people in each public building they enter. In this case, the Animator should roll one die to determine the reactions of *all* the people in the building. On a roll of 1-4, the characters find a friendly NPC. On a 5 or 6, the NPCs do the screaming and running bit.

## Day Encounter Table

### Roll one die

1: The players have encountered Sgt. Trotsky. He has the only gun in town (a huge blunderbuss). He will level it at the characters and say: "Right, back to the lab for you birds. The Doctor warned me you'd be heading this way and I was ready for you and I'm too smart for the likes of you, eh? Come on now, march!" He will make every effort to catch the characters and return them immediately to the laboratory.

2-3: The NPC runs away, screaming: "The monsters . . . The monsters are here! The work of the evil Doctor . . . They've come for us! Run away! Run away!"

4-6: The NPC volunteers information from the Rumor Table. If the players ask specific questions, the NPC will make every effort to answer them. Bear in mind, however, that the natives of Bloodburg aren't terribly bright, and they are very superstitious. (In fact, they'll probably run in terror if one of the characters is a black cat; they'll probably chase down a bird for its wishbone, or a rabbit for its lucky rabbit's foot.) On the whole, they don't know a whole lot about what's going on in and around their town.



## Rumor Table

In town, the characters can learn several things from the villagers. Whenever the characters are in Bloodburg and things seem to be slowing down, or the encounter tables say so, the Animator should roll one die to determine which rumors the players hear:

1: There's been a big escape from Dr. Nutzenboltz's laboratory. No one is sure just how many monsters got out, or which ones, but Sgt. Trotsky is out looking for the escaped monsters even now. (Actually, there aren't any monsters in Bloodburg — unless the Animator wants to create them. Sgt. Trotsky, the inhabitants of the town, and the players don't know this, however.)

2: The Count is believed to be a vampire. That's why there's so much garlic all over the place. He's quite old and has been terrorizing the villages in this area for centuries.

3: Dr. Nutzenboltz has lots of machines, including one that makes people disappear and reappear elsewhere.

4: The Count is quite wealthy, having taken money, jewels and who knows what else from his countless victims.

5: Dr. Nutzenboltz is a mad scientist. His lab is said to be filled with strange potions, not to mention monsters of all sorts.

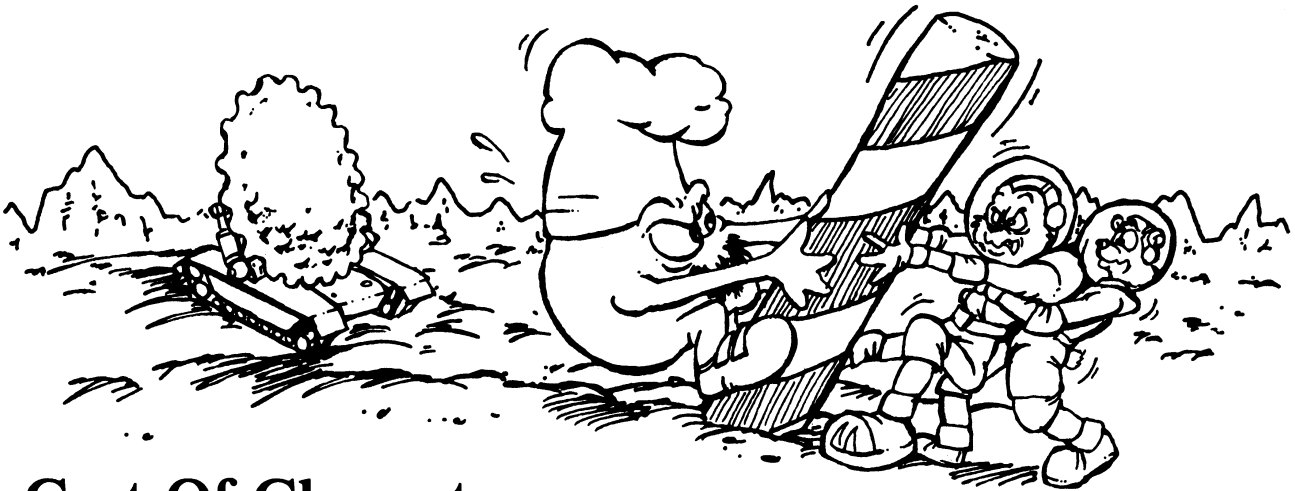
6: The Count has been seen changing into a huge winged creature — like a bat only many times bigger.

**Feature Film:**

# **Mars Needs Creampuffs**

*by Warren Spector*

*inspired by Greg Costikyan*



## **Cast Of Characters**

The Animator and any number of players. Players can choose any sorts of characters they want, but characters whose Beliefs & Goals involve food will be big fun. The player characters work for the Space Aeronautics Patrol Squad — or S.A.P.S., for short — an organization devoted to the study of Outer Space. They all know each other and work together. Ignore Natural Enemy pairings. The characters are issued special SAPSuits consisting of a pink space suit made of a miracle wonder plastic that stretches like crazy, a pink leather aviator helmet, and a clear plastic bubble-shaped helmet.

The Animator takes on the roles of Do-Nut (a little green baker from Mars), Marvin (his incredibly stupid assistant), an army made of bread, Mayor Beauregard G. Hogwash, Whitebread Milquetoast (the City's newly-crowned Kruller King), Dora Flora (a society matron), and assorted citizens of the galaxy.

## **Location**

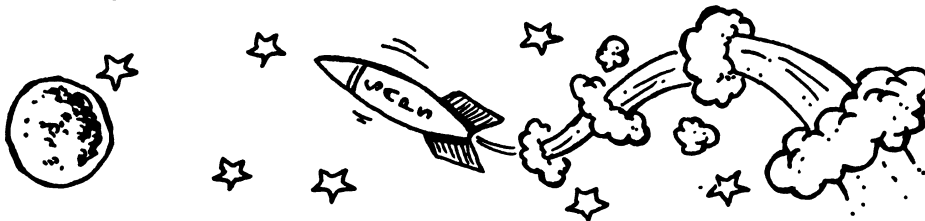
The first part of the adventure takes place in The City. The second part takes place in Outer Space. The Big Finish takes place on the planet Eclair or on the planet Prune or on Mars or on Earth or on . . .

# Situation

A new moon has been spotted orbiting the planet Mars. This new moon seems to be made of ice cream. Now, a Martian flying saucer has been spotted hovering above The City. Since the saucer's appearance, The City has been thrown into a panic by the appearance of a strange army of "Dough Boys" (see page 29). S.A.P.S. officials figure the Martian plans to disrupt the festivities scheduled for later today at the newly-completed Kruller King Building.

To celebrate the completion of the building, Mayor Beauregard G. Hogwash announced the First Annual Kruller King Cake-off and Calorie Count. All the bakers in The City were invited to enter their finest pastries. After careful taste-testing, The Mayor selected the one he thought was best. Today, the winner of the contest will be crowned The City's Kruller King.

*SECRET: Do-Nut, the Martian, is actually a baker by trade, known throughout the galaxy for his Martian Creampuffs Supreme. He's insulted because he wasn't invited to take part in the Kruller King Cake-off. He's so insulted, he plans to kidnap the Earth's Kruller King and destroy the entire planet. Do-Nut will head for planets unknown to gather the instruments of destruction necessary to destroy an entire planet. His first stop will be on the planet Prune (a mistake), the second will be on the ice cream moon called Eclair.*



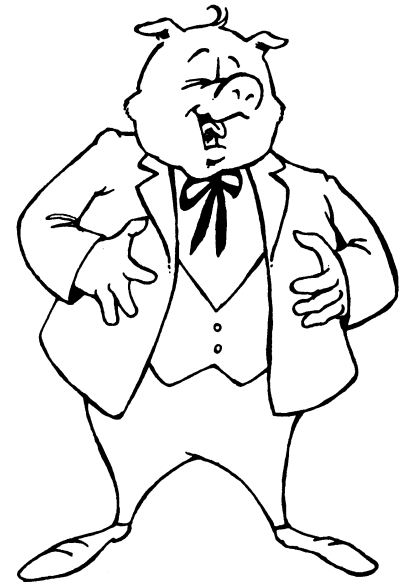
# Object Of The Adventure

The first part of the adventure is a big fight to get players in the *TOON* spirit. The player characters have to fight their way through an army of Dough Boys and reach the Kruller King Building in time to rescue the Kruller King — or try. (If you're short of time, this part of the adventure can stand alone and be run as an entirely separate adventure.)

Once they've dealt with the Dough Boys, the players have to figure out the connection between the new Martian moon, the Martian saucer spotted in The City, and the festivities at the Kruller King Building. (The connection should be intuitively obvious to the most casual observer!) If anything threatens the Earth, they have to put a stop to it. In order to do all this, the players will have to follow the Martian into Outer Space and prevent him from making good on his threat to destroy the Earth. If possible, S.A.P.S. officials would like the players to bring the Martian back to S.A.P.S. HQ.

# The Plot

Begin by telling the players about the appearance of the Martian flying saucer. There are reports of a strange army running amok in The City. (Don't describe the army; let the players discover for themselves what sort of enemy they're up against.) The players are to make their way to the Kruller King Building, believed to be the focal point of all the strange activity.



## Mayor Beauregard G. Hogwash

**Description:** A very fat, loudmouth politician pig. He doesn't walk; he waddles. He doesn't talk; he lectures. He isn't stupid, just a little dense.

**Beliefs & Goals:** There is nothing as sweet as my own voice. Everyone should listen to me and do exactly as I say. Food is good. Eat long and prosper.

**Hit Points:** 8

**Muscle:** 3

Break Down Door: 3

Climb: 3

Fight: 5

Pick Up Heavy Thing: 3

Throw: 4

**Zip:** 1

Dodge: 2

Drive Vehicle: 5

Fire Gun: 4

Jump: 1

Ride: 1

Run: 2

Swim: 1

**Smarts:** 6

Hide/Spot Hidden: 6

Identify Dangerous Thing: 6

Read: 8

Resist Fast-Talk: 9

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: 6

Sneak: 6



## Mar-Vin, Do-Nut's Assistant

**Description:** A big, dumb, green martian. Looks a lot like every other Martian, only bigger. Has a raygun and a Beanstalk bean.

**Beliefs & Goals:** Duh.

**Hit Points:** 12

**Muscle:** 6

Break Down Door: 9

Climb: 9

Fight: 9

Pick Up Heavy Thing: 9

Throw: 9

**Zip:** 1

Dodge: 1

Drive Vehicle: 5

Fire Gun: 7

Jump: 1

Ride: 1

Run: 1

Swim: 1

**Smarts:** 1

Hide/Spot Hidden: 1

Identify Dangerous Thing: 1

Read: 1

Resist Fast-Talk: 4

See/Hear/Smell: 7

Set/Disarm Trap: 1

Track/Cover Tracks: 1

**Chutzpah:** 1

Fast-Talk: 1

Pass/Detect Shoddy Goods: 1

Sleight of Hand: 1

Sneak: 1

**Shticks:**

Change Shape: 9

Disguise: 9

Teleport: 8

## That Was No Lady . . .

The City seems deserted as the players make their way toward the Kruller King Building. Suddenly, they notice something odd — a little old lady gesturing toward them from the upper girders of a construction site. She has an umbrella in one hand and a disintegrator ray (two dice of damage) in the other!

*SECRET: The little old lady looks just like Dora Flora, a character the players will meet later in the adventure. In fact, it isn't Dora at all. It's really Mar-Vin, the Martian's assistant.*

The construction site is littered with machinery (cranes, steamrollers, elevators, forklifts, jackhammers), plus anything else you'd expect to find at a construction site — hammers, nails, screwdrivers, dynamite, girders, concrete, etc.

If the players head for the construction site, the little old lady will fight for a while (just long enough for the players to get a good look at her) and then she will disappear — literally. (Mar-Vin has the Teleport Shtick.) The players will have no idea where she went.

If the old lady Falls Down before she has a chance to Teleport away, the players can take her raygun and umbrella. The umbrella will protect characters from rain, but it's also a portable Rocket Pack (see page 4). Of course, it will take a Drive Vehicle roll to make it work and it will run out of gas at the funniest possible moment.

*SECRET: When the pack runs out of gas, it will just stop in mid-air (see "Running Out of Gas," p. 4). The player has two obvious choices: Wait up in the wild blue yonder for a firetruck with a ladder to come to the rescue, or let go of the pack and drop like a rock. Players will no doubt come up with other crazy things to do. That's fine. Just make sure something funny happens.*

If the little old lady Falls Down, a little yellow bean will roll out of her pocket. This is a beanstalk bean. If planted, it will grow and grow forever. (The players can use this to follow the Martian into Outer Space later in the adventure.) If the pill is swallowed, the beanstalk will start to grow inside the player who swallowed it. It will stop growing once the player has stretched to about thirty very skinny feet. This newly-gained height can be used just once. The second time a stretched player tries to do something that requires abnormal height, the beanstalk will shrivel up and the player will shrink back to normal size.

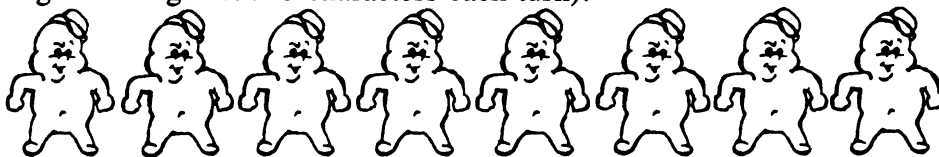
## Over there with the Dough Boys

Right after the episode with the little old lady (whether she disappeared or the players made her Fall Down), the characters will hear the tramp, tramp, tramp of feet — lots of them. Then the Dough Boys appear from around a corner. There are about a thousand of them . . . all about two inches tall. The Dough Boys are chubby little guys made of dough with cherries for eyes.

The Dough Boys can't be Fast-Talked or befriended in any way. They do just one thing — Fight (one point of damage each time they hit). They'll swarm all over the player characters for awhile, with a bunch attacking each player, but at two inches tall there isn't much they can do. (You don't have to roll for each Dough Boy — there are too many of them — just roll once for each player involved in the fight. If the roll succeeds, the character takes one point of damage.)

After a while (if the action slows down, or the players get rid of a dozen or so Dough Boys, or whenever the Animator feels like it), the remaining Dough Boys will start rolling around on the ground. They'll merge with each other until a baker's dozen (13) Big Dough Boys, about human size, remain. Each Big Dough Boy will fight from a distance by pulling hunks of dough from its body and Throwing them at the players (one die of damage), and at close range by simply making Fight rolls (also one die of damage).

After another while (when the action slows, or the players have dealt with five Big Dough Boys), the remaining Big Dough Boys will begin rolling on the ground, merging into one Huge Dough Boy thirty feet tall. The Huge Dough Boy will just wade in among the player characters and make Fight rolls (two dice of damage whenever it hits — and it can make Fight rolls against *two* characters each turn).



## Dealing with the Dough Boys

Guns don't work against Dough Boys, but other weapons do:

Knives and swords will slice Dough Boys up — but each slice will keep fighting until the Dough Boy runs out of Hit Points. (Players make one Fight roll against all of the slices — they still count as one Dough Boy in game terms. All of the slices make just one roll against any character they Fight. The slices are just for effect and have no effect on play unless the Animator wants them to.) Baseball bats, clubs, and fists will pound the Dough Boys flat, but they'll rise (like real bread dough), and come back for more until all their Hit Points are gone. Heat will bake the Dough Boys solid. A flamethrower will turn an army of Dough Boys immobile (and quite delicious) with just one successful Fire Gun roll.

Characters can eat Dough Boys. One bite can be taken for each successful Fight roll made. Each Dough Boy consists of as many bites as it has Hit Points. Eating Dough Boys is risky; they're full of yeast and after downing ten hit points' worth of them, even the hungriest character will blow up like a balloon — stuffed to the point of being boggled. (One pin prick will deflate the fattest character.)

Once a Dough Boy Falls Down, it doesn't come back. It collapses forever into a mound of gooey dough.

Players can try to climb right into a Dough Boy. There's nothing inside the Dough Boys except dough and a small space at the center just big enough for a character. Only the tiniest characters will be able to climb into two-inch tall Dough Boys, but just about any character can climb into a bigger Dough Boy. Once inside Dough Boys, characters can work them like puppets!

Finally, players can take advantage of the fact that bread dough — even living bread dough — isn't very bright. Players can try to disguise themselves as Dough Boys. Moments after the fight begins there'll be dough all over the place. All players have to do is gather enough dough to cover themselves and wrap themselves up in it. This doesn't require the Disguise shtick, but it won't fool anything smarter than a Dough Boy. If characters disguise themselves as Dough Boys, their costumes will become real live Dough Boys fifty percent of the time when players drop the disguise. The other fifty percent of the time, the Dough Boy costume simply collapses in a gooey mound.



## The Dough Boys

**Description:** These fellows are made of raw bread dough, brought to life through some process know only to Martian chefs. Dough Boys start out really little — about two inches tall. They have the ability to combine and form bigger versions of themselves. They generally merge into human-size and monstrous Dough Boys.

**Beliefs & Goals:** You've got to be kidding!

### Hit Points:

Dough Boys — 1  
Big Dough Boys — 6  
Huge Dough Boys — 24

### Muscle: 1

Break Down Door: 1, 3, 9  
Climb: 1, 3, 9  
Fight: 1, 6, 9  
Pick Up Heavy Thing: 1, 3, 9  
Throw: 1, 6, 9

### Zip: 2

Dodge: 4, 3, 2  
Drive Vehicle: 1, 1, 1  
Fire Gun: 8, 8, 8  
Jump: 4, 3, 2  
Ride: 4, 3, 2  
Run: 4, 6, 9  
Swim: 1, 1, 1

### Smarts: 1

Hide/Spot Hidden: 1  
Identify Dangerous Thing: 1  
Read: 1  
Resist Fast-Talk: NA  
See/Hear/Smell: 1  
Set/Disarm Trap: 1  
Track/Cover Tracks: 1

### Chutzpah: NA

Fast-Talk: NA  
Pass/Detect Shoddy Goods: NA  
Sleight of Hand: NA  
Sneak: NA



## Do-Nut, The Little Green Baker From Mars

**Description:** A little green man wearing a baker's hat and sneakers.

**Beliefs & Goals:** I'm the greatest baker ever and I'll fry anyone who says I'm not. Pastry is good. Pastry should be seen and not eaten.

**Hit Points:** 11

**Muscle:** 6

Break Down Door: 6

Climb: 6

Fight: 8

Pick Up Heavy Thing: 6

Throw: 7

**Zip:** 6

Dodge: 6

Drive Vehicle: 9

Fire Gun: 7

Jump: 6

Ride: 6

Run: 7

Swim: 6

**Smarts:** 4

Hide/Spot Hidden: 4

Identify Dangerous Thing: 5

Read: 4

Resist Fast-Talk: 8

See/Hear/Smell: 7

Set/Disarm Trap: 6

Track/Cover Tracks: 4

**Chutzpah:** 6

Fast-Talk: 6

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 6

Sneak: 6

## The Kruller King Building

Once they've dealt with the Dough Boys, the players will have no trouble reaching the Kruller King Building. In front of the building is a rickety stage. On the stage is a table and on the table is a pastry — the winning entry in the Kruller King Cake-Off and Calorie Count. This is a really huge, silly-looking thing made of ice cream, whipped cream, potato chips, hair curlers, and automobile parts — anyone who falls into this concoction will land on a spring, go flying high in the air, land on the funniest thing (or character) available and take one die of damage. Sharing space on the stage with the pastry are Mayor Beauregard G. Hogwash, Dora Flora (a society matron out to snag a husband), and Whitebread Milquetoast, the Kruller King.

By the way, Dora Flora looks just like the old lady the players saw brandishing a raygun just before they ran into the Dough Boys.

*SECRET: Dora Flora was nowhere near the construction site when the players saw the old lady with the raygun. The players spotted Mar-Vin, the Martian's very stupid assistant, disguised as Dora Flora.*

If the players make any move against Dora they'll find she's pretty tough for a society matron. She's got a mean right hook and uses her umbrella the way Babe Ruth used a baseball bat. She'll knock the block off any character who tries to lay a hand on her. ("You brute! You boulder! I'll teach you a lesson you won't soon forget . . ." Pound, slam, bang.)

If the players try to tell the Mayor they saw Dora carrying a raygun and directing an army of unbaked bread, he'll poo-poo the whole idea. (He'll be equally skeptical of the Martian threat.) A Fast-Talk or Hypnosis roll will convince the Mayor that Dora's a Martian; he might even attack her, but she'll misinterpret his actions as flirtation and won't fight back. Of course, when she comes back from Falling Down, the players will have a mean little old lady to deal with.

Eventually, things will either have settled down or reached a fever pitch. Once either extreme is reached, Whitebread Milquetoast, the new Kruller King, will shout, "Look, op een ze sky!"

## The Martian Saucer Appears!

All eyes turn to the heavens. There, hovering above the building, is a flying saucer. The saucer moors itself to the antenna atop the Kruller King building. A Martian appears and descends to the balcony of the building's penthouse. His voice booms over a loudspeaker: "You have insulted me, puny Earthlings. I am the greatest pastry chef in the galaxy. I will hold this building hostage until you name me Kruller King. If you refuse, your planet and all its pastry will be destroyed! Heed my warning."

With this, the Martian disappears inside the building. The Kruller King leaps to his feet, shouting in his silly French accented-voice: "Ow dare you insult me lahk zees! I am ze greatest bakeur! I weel show you!" And he rushes into the building. The Mayor quickly confers with Dora Flora and then turns to the S.A.P.S., saying: "We will beard the lion in his den. Will you help us?"

The Mayor and Dora charge after the Kruller King. After a moment, the flying saucer will blast off, pulling the building along — with the Kruller King, the Mayor, and Dora Flora aboard! The characters will have to pursue the Martian (and the Kruller King Building) into Outer Space.

S.A.P.S. expects all characters to act heroically, and what could be more heroic than saving the Earth? It would never occur to a S.A.P.S. member to say no to a request to save the world. The Animator should feel free to erase any character who doesn't want to follow the fiendish Martian. The erased character will Fall Down and return to the game onboard the Kruller King Building along with the other player characters.

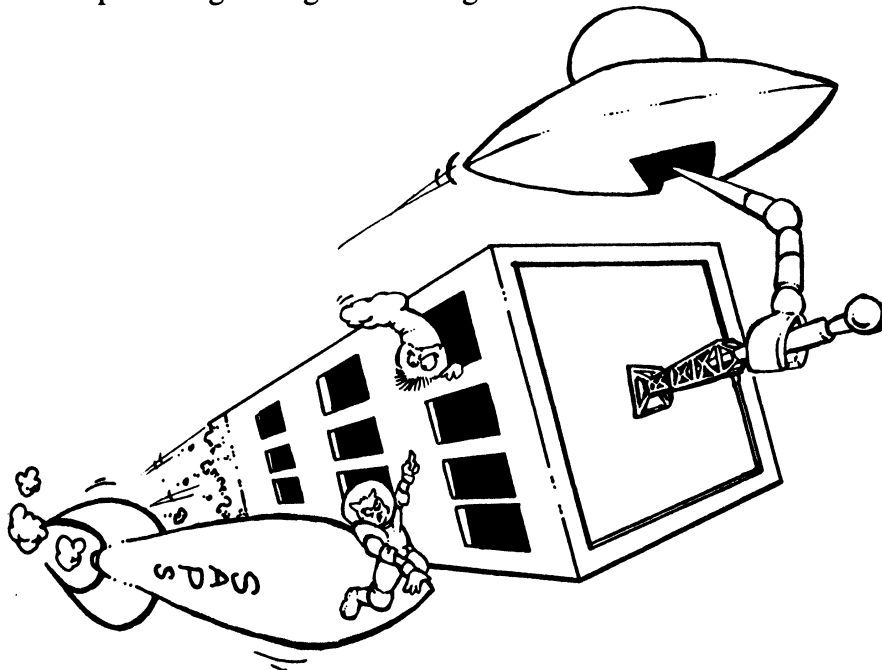
## Not So Hot Pursuit

One way or another, the players should make their way into the building:

If they charged right in behind the Mayor and Dora Flora, there's no problem. They're in.

If they didn't charge in, have a S.A.P.S. helicopter handy. (The players can pilot the helicopter into Outer Space or they can allow the chopper to take them to the Rocket Launch Pad just Outside of Town.) At the Rocket launch Pad, they'll be loaded into a SAPship and blast off in hot pursuit of the Martian and his captives. (Use the rocket ship description from *Spaced Out Saps* in the original *TOON* rules.)

If they give chase in the helicopter or SAPship, a successful Drive Vehicle roll will allow them to moor their ship to the antenna, alongside the flying saucer. (The saucer is empty — the whole operation is running on autopilot.) A successful Drive Vehicle roll will also allow them to pull up alongside so they can climb in a window, or pretend to be traffic cops, or anything else they can think of to do alongside the building. A failed Drive Vehicle roll will result in the SAPship ramming into the side of the building . . . and plunging right out the other side! The Animator should describe the looks of amazement on the faces of Do-Nut, Mar-Vin, and anyone else inside the Kruller King Building — it isn't everyday you see a rocket ship blasting through a building!



## Exploring the Kruller King Building

However they get inside, the players can enter the building on any floor. Animators who value their sanity will keep all of the player characters together and try to get them in on the ground floor. (Animators who don't care about things like sanity can do anything they want.)



## Dora Flora, The Society Matron

**Description:** A little old lady who dresses like something out of the 1920s (which she is). Carries an umbrella which she uses as a weapon (one die of damage).

**Beliefs & Goals:** Be polite, but don't take any guff from anybody — especially young whippersnappers. Find a husband — preferably one who's rich and powerful. An Earthling would be nice, but who can afford to be picky?

**Hit Points:** 7

**Muscle:** 3

Break Down Door: 3

Climb: 3

Fight: 9

Pick Up Heavy Thing: 3

Throw: 3

**Zip:** 4

Dodge: 4

Drive Vehicle: 4

Fire Gun: 4

Jump: 4

Ride: 4

Run: 4

Swim: 4

**Smarts:** 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 7

Read: 9

Resist Fast-Talk: 8

See/Hear/Smell: 7

Set/Disarm Trap: 5

Track/Cover Tracks: 5

**Chutzpah:** 1

Fast-Talk: 1

Pass/Detect Shoddy Goods: 1

Sleight of Hand: 1

Sneak: 1





## Whitebread Milquetoast

**Description:** A puny little fellow. Wears chef's outfit and big moustache. Speaks with a thick (and very silly) French accent.

**Beliefs & Goals:** Pastry is more important than life. Milquetoast cares more about his title — Kruller King — than he does about his freedom. He'll risk any danger to prove he deserves the title.

**Animators:** It would be in keeping with Milquetoast's character to have him insist on a baking contest aboard the Kruller King building. Milquetoast could try to create his own Dough Boy — with disastrous results.

**Hit Points:** 7

### Muscle: 1

Break Down Door: 1  
Climb: 1  
Fight: 2  
Pick Up Heavy Thing: 1  
Throw: 4

### Zip: 6

Dodge: 6  
Drive Vehicle: 6  
Fire Gun: 6  
Jump: 6  
Ride: 6  
Run: 6  
Swim: 6

### Smarts: 4

Hide/Spot Hidden: 4  
Identify Dangerous Thing: 8  
Read: 5  
Resist Fast-Talk: 7  
See/Hear/Smell: 6  
Set/Disarm Trap: 7  
Track/Cover Tracks: 4

### Chutzpah: 1

Fast-Talk: 1  
Pass/Detect Shoddy Goods: 5  
Sleight of Hand: 5  
Sneak: 7

The players get inside just in time to see Dora Flora charging for the stairs at the back of the building. Also against the back wall are two elevators. The players will see the Mayor run straight into the one on the left. As soon as the elevator doors close, the doors of the elevator on the right will open and the "Mayor" will pop out and start blasting the players with a strange looking raygun — it's a Miniaturizer. Anyone hit takes no damage, but instantly becomes six inches tall. The effect can last for the entire adventure or until the Animator decides it would be funny to have it wear off. As soon as one of the characters has been hit by the miniaturizing ray, the "Mayor" will retreat into the elevator and get away.

*SECRET: It should be obvious that this isn't really the Mayor, but Mar-Vin, the Martian's assistant in another disguise. Each time the players reach a new floor, roll one die: On a 1, 2, or 3, the real Mayor (or Dora) appears; on a 4, 5, or 6, Mar-Vin will show up disguised as the Mayor (or Dora) and blast the players with one of his rayguns (see page 37) — Animator's choice. After he's hit one of them, Mar-Vin will Teleport away (to the penthouse, but the players don't know that). As soon as he's gone, have the real Mayor (or Dora) show up. Then watch the fun begin as the players blast their friends!*

By the time the players reach the third floor, they should be so spooked they'll either shoot at the Mayor and Dora without even thinking or be so confused they won't shoot and Mar-Vin will get a clear shot at them. Eventually, everyone in the building, including the players' fellow Earthlings, could end up against them!

## Going Up In Levels

The Kruller King Building is three stories tall. There are two elevators on the back wall and a stairway connecting the first two floors. Each floor serves a different purpose:

Level 1: Ground level pastry shops, kitchen facilities.

Level 2: Storage — cherries, chopped nuts, sauces, milk, eggs, flour, mixed-but-raw dough, kitchen facilities.

Level 3: Penthouse living quarters, kitchen facilities, the Martian control-room.

The Kruller King building has all the modern conveniences, including air-conditioning. This means there is always air inside the building. Holes punched in the walls by rocket ships, raygun blasts, and flying characters have no effect on the air inside. If something happens to the air-conditioning system, well, that's another story.

Don't forget that the S.A.P.S. all have their SAPsuits, so they can breathe in Outer Space. And characters who fail their Smarts rolls can survive in a vacuum because they are too stupid to realize they can't. The Martians just don't have to worry about air — they grew up in a vacuum.

## Level 1: The Cakemaker and the Dough Boys

The ground floor houses several pastry shops, each specializing in a different kind of sweet. There's a chocolate shop, a cake shop, a cookie shop, an ice cream parlor, etc. (If the players name any kind of pastry or sweet, there will be a shop selling it here.) In each shop, the players will encounter a SourDough Boy creating deadly pastries.

In the chocolate shop, a SourDough Boy is stuffing cherry bombs in the cherry-filled chocolates (one point of damage per chocolate eaten or thrown). In the cake shop, a SourDough Boy is whipping up a batter made with gunpowder instead of flour (one die of damage when thrown or eaten). In the cookie shop, a SourDough Boy is baking cookies rock hard — the better to throw them accurately (one die of damage when thrown). In the ice cream parlor a SourDough Boy is making sundaes by squirting the ingredients (whipped cream, ice cream, a strange green sauce) from odd dispensers into bowls. The dispensers look (and work) suspiciously like guns (one point of damage each time a character is hit). The strange green sauce turns players green — handy if anyone wants to pretend to be a Martian. The effect lasts until the end of the cartoon.

If the players go into any of the shops, the Dough Boy inside will try to sell them dangerous food items which will blow up or otherwise cause trouble when eaten or thrown. The only way to avoid trouble with the SourDough Boys is to trade something for their wares. Players can trade any one item in their possession for one item from the SourDough Boy. The SourDough Boys will take any offer (then attack the character with whatever was traded). If the players refuse to trade, the SourDough Boys will attack, using their deadly wares as weapons. The Sourdough Boys can be Fast-Talked out of their wares and their weapons. (A failed Fast-Talk roll or a SourDough Boy's successful Resist Fast-Talk roll will result in a Fight.)

If the players choose not to go into the shops, the SourDough Boys will come after them — pelting them with their wares. Either way, the players will have to deal with these guys. Luckily, the SourDough Boys won't follow them to the second or third levels. They'll just go back to their stores and wait for more customers — what did you expect from characters with whipped cream for brains?

## Level 2: Assorted Nuts

This level is used to store all the stuff necessary to concoct any sort of pastry. There is a room full of cherries — loose, of course. When the door to this room is opened, the cherries will come pouring out. Another door opens into a room filled with chopped nuts. Yet another door opens onto a room containing huge vats of chocolate and strawberry sauce. Milk, eggs, and flour are stored on this floor as well. Finally, this is the dough storage and main kitchen level.

Mar-Vin will be found here trying to bake a cake — and having very little luck at it. He'll start a messy food fight here unless the players beat him to it. Use your judgement when it comes to the amount of damage done by various types of foods used as weapons. Little stuff should do about a point of damage; whole cakes, nuts fired from nutcrackers, etc. might do one die of damage, and so on. If the players get the upper hand, Mar-Vin will start firing a Gigantizer raygun at them.

If the players give Mar-Vin too hard a time here (Animator's decision), a DoughBot will pop out of one of the many ovens found on this floor.

**SECRET: Do-Nut is inside the DoughBot, controlling its actions.**

There's really only room for one character inside the DoughBot, but if one of the player characters jumps into the DoughBot with Do-Nut, the Martian will start fighting and the DoughBot will go haywire and start attacking everybody in the room — Martian and Earthling alike. If you want, it could even thrash around enough to get all the players stuck to its gooey sides, break through a wall, and go off into Outer Space! Players who make a Fight roll can break free and "Swim" back to the building.



## SourDough Boys

**Description:** SourDough Boys are just like ordinary (human-sized) Dough Boys except they have something resembling a brain — actually, it's whipped cream, but that's more than Dough Boys usually have. There are a few differences in play between SourDough Boys and regular Dough Boys: SourDough Boys can use Smarts skills and have lots of Chutzpah. SourDough Boys talk; regular Dough Boys don't.

**Beliefs & Goals:** Make and sell stuff. Anybody who doesn't want to buy my stuff has to be convinced to buy it. Anybody who can't be convinced to buy my stuff has to get hit. And that's all there is to that.

**Hit Points:** 6

**Muscle:** 3

Break Down Door: 3

Climb: 3

Fight: 6

Pick Up Heavy Thing: 3

Throw: 6

**Zip:** 3

Dodge: 3

Drive Vehicle: 3

Fire Gun: 8

Jump: 3

Ride: 3

Run: 6

Swim: 1

**Smarts:** 5

Hide/Spot Hidden: 5

Identify Dangerous Thing: 5

Read: 7

Resist Fast-Talk: 7

See/Hear/Smell: 7

Set/Disarm Trap: 9

Track/Cover Tracks: 5

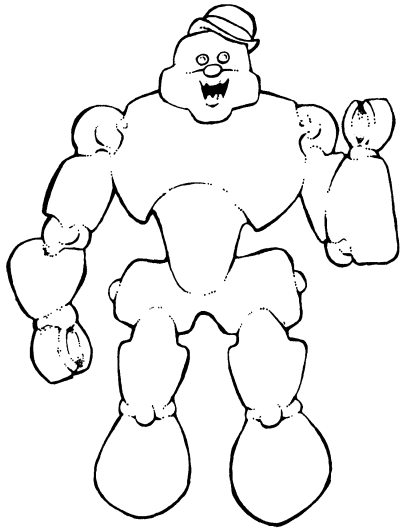
**Chutzpah:** 6

Fast-Talk: 8

Pass/Detect Shoddy Goods: 8

Sleight of Hand: 9

Sneak: 9



## The DoughBot

**Description:** The DoughBot is made of dough and stands ten feet tall. It has the power to Change Shape, but it can't do this (or anything else) unless someone climbs inside and operates it. If the DoughBot Falls Down, its operator is unharmed, though it may take awhile to get free of all the dough. A character whose DoughBot has just Fallen Down is Boggled.

A successful Change Shape roll allows the DoughBot to change into a tank, a cannon, or anything the operator wants. A failed Change Shape roll will turn the DoughBot into something totally unthreatening and very silly — an ironing board, a giant petunia, a baby carriage . . .

**Beliefs & Goals:** Identical to its operator's Beliefs & Goals.

**Hit Points:** 12

**Muscle:** 6

Break Down Door: 8  
Climb: 6  
Fight: 8  
Pick Up Heavy Thing: 8  
Throw: 6

**Zip:** 3

Dodge: 5  
Drive Vehicle: 3  
Fire Gun: 7  
Jump: 5  
Ride: 3  
Run: 5  
Swim: 3

All Smarts and Chutzpah skills are the same as the operator's.

**Shticks:**

Change Shape: 7

If the players look like they're going to defeat the Martians, Do-Nut will leap out of the DoughBot (having first steered it back to the Kruller King Building, if it ended up in Outer Space), and hop into one of the many huge, identical ovens on this level, dragging Mar-Vin along. The DoughBot will stop in its tracks. When they examine the oven, the players will discover the Martian is gone. The oven — big enough to hold all the characters — has been transformed into a teleportation device by the Martian. If the players have trouble figuring this out, tell them.

Before the players have a chance to follow the Martian by jumping into the oven, the DoughBot will get even gooier than usual and collapse, burying this level in batter. The characters can still move, but it isn't easy wading through thick batter. Swimming may be easier (if the players have decent Swim scores).

The ovens — about a dozen — are all covered with dough. They all look identical. There is no way to tell which oven is the teleportation device. If the players are foolish enough to try to use one of the ovens as a teleportation device, apply the Fifty Percent Rule. On a 1, 2, or 3, they actually managed to find the teleportation oven. On a 4, 5, or 6, they picked a real oven. Anyone who jumps in a real oven takes one die damage. Hot stuff!

The teleportation oven zaps players to the penthouse, where they'll find Do-Nut, Mar-Vin, the Kruller King, The Mayor, and Dora Flora.

If the players don't jump into the right oven, they'll have to climb up the outside of the building, or use their own Teleport shticks, or think of some clever way to get to the penthouse — the stairs and elevators don't go up that high. (The building was designed to keep the riff-raff out of the Kruller King's hair.) There is a secret elevator from the second level to the penthouse. Players will have to make a Hide/Spot Hidden roll to find it. If they do, roll one die. On a 1, 2, or 3, the players figure out how to work the elevator; on a 4, 5, or 6, they push the wrong button and the elevator shoots straight through the penthouse, straight through the roof, and into Outer Space. It's still connected to the building by a cable, but the players will have to make Zip or Climb rolls to get back inside. When they do, they'll be in the penthouse.

## Level 3: Pent Up in the Penthouse

One way or another, allow the players to reach the penthouse of the Kruller King Building. Do-Nut and Mar-Vin will be there with martianmallow guns ablazing. The martianmallow gun spits out marshmallows the way a machine gun spits out bullets. It does one die of damage. Characters hit by a martianmallow are boggled, sticky, and thrown against the nearest wall, where they will be stuck until one of the Martians frees them. While they are trapped, Do-Nut will whisper something to Mar-Vin. Mar-Vin will nod his head and teleport up to the saucer, which is still moored to the antenna above. The Kruller King Building changes course. Do-Nut explains that he is taking the characters to his greatest pastry creation — an edible pastry planet!

If the players managed to defeat Do-Nut, have Mar-Vin teleport out of harm's way and into the flying saucer. The saucer and the building veer off in a new direction. Mar-Vin's voice is heard over a loudspeaker in the penthouse: "Duh, my boss he told me tuh take you to his greatest creation — a whole entire planet he made himself! Youse are gonna love dis!"

# The Desert Planet, or, A Very Punny Interlude

Eventually, Mar-Vin, the Martian assistant, brings the saucer and the Kruller King Building in for a landing. (If the players made Do-Nut Fall Down he'll regain consciousness at this point.) Looking out the windows, the players will see they are on a barren wasteland of a planet — desert as far as the eye can see. Mar-Vin will reappear in the Penthouse. The two Martians will have a conversation that goes something like this:

Mar-Vin: "Duh, here we are, Boss, the planet Prune, just like you wanted."

Do-Nut: "But I told you to take us to the planet Eclair, you dimwit!"

Mar-Vin: "No, Boss, you said take us to the desert planet, and here we are on the desert planet, Prune."

Do-Nut (doing a slow burn): "You nincompoop. I said *DESSERT* planet, not *DESERT* planet. I wanted to go to the planet Eclair — the dessert planet. Prune is a terrible place, my first (and worst) attempt to create a planet. There is no ice cream to be found on the entire planet, making the inhabitants too nasty for anyone to deal with. Someday they'll cause trouble, mark my words."

Mar-Vin: "Duh, I'm sorry, Boss."

Do-Nut (to players): "It's so hard to get good help these days."

With that, Mar-Vin will teleport back to the saucer, blast off, and in the twinkling of an eye, the saucer and the building will touch down at the North Pole of the dessert planet Eclair, in orbit around Mars. (This is the new moon S.A.P.S. scientists spotted circling Mars.)



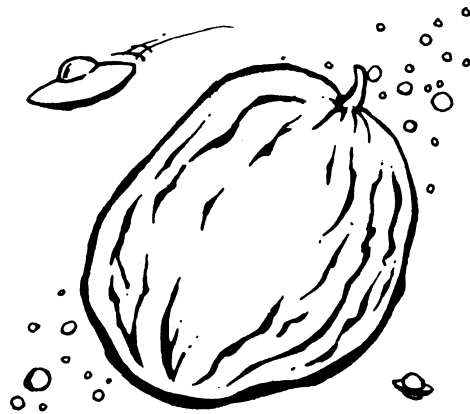
## The Martian's Fiendish Plan

During the trip from Prune to Eclair, Do-Nut (or Mar-Vin, if the other Martian has fallen down) will tell the characters what's going on. Get the gist of what follows across, but don't slow down the action any more than necessary. This information is provided so the players can come up with funny ways to end the cartoon:

Eclair is Do-Nut's crowning achievement as a pastry chef. Everything on Eclair is edible — from the ice cream floes of the North Pole, to the chocolate syrup rivers, to the seas of strawberry sauce, to the brown sugar desert, to the maraschino cherry mines, to the big rock candy mountains, to the marshmallow clouds. The planet is stuffed full of everything under the sun. In fact, it's so stuffed it's a gigantic, edible time bomb.

The only thing preventing Eclair from exploding is a giant (edible) candy cane the Martian set at the planet's North Pole. Removing the candy cane from the ice cream ground will cause the planet to blow to sticky smithereens. Pushing the candy cane like a videogame joystick shifts Eclair's gooey core, causing the planet to move!

The Martian's plan is to head the planet in the direction of the Earth, wait until it gets close enough, and then remove the candy cane, destroying Eclair and the planet Earth.



## Things To Do on the Planet Prune if the Planet Prune Had Anything To Do with this Cartoon

Since its creation by the Martian baker, Do-Nut, the planet Prune has been a popular vacation spot among the lunatics of the galaxy. Among its many pleasures:

Listen to the heat.

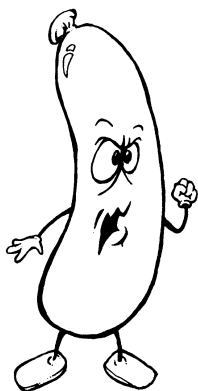
Watch the ground dry up and wrinkle.

Eat the sand, for which the planet is widely known.

Dodge the monstrously huge — and deadly dangerous — dessertworms which appear at the slightest scent of spicy desserts. They love eating spicy desserts. Anything between them and a spicy dessert will end up flatter than a pancake. The dessertworms aren't malicious, just hungry.

This episode is really just a joke, but if the players decide they want to look around Prune, they could run into the dessertworms (or, to be more precise, *get run over* by the dessertworms). They could also encounter the inhabitants of Prune — wrinkly, purple folk who moan constantly about the lack of ice cream and cheesecake — it's tough putting one over on the dessertworms. Other complaints might concern the heat, and how awful it is eating sand, and so on.

Mirages could play an important part in the players' experiences on Prune. The inhabitants of the planet could think the players are mirages (or vice versa). The players could encounter real, harmless mirages. The players could encounter real, dangerous mirages that do real damage. Use the Random Item/Animal chart from the *TOON* rules, or one of the Species Tables, or just make something up, to determine what sort of mirage shows up.



## The Inhabitants of the Planet Eclair

**Description:** The inhabitants of the planet Eclair look like large water balloons — about four feet tall and half as wide around. They speak in a strange, unearthly language. Characters will be unable to communicate with them unless they fail Smarts rolls, indicating they are too dumb to realize they can't speak the language. There's very little chance the players will interact with the Eclairians, but just in case, here are their statistics.

**Beliefs & Goals:** Find something other than ice cream and candy to eat.

**Hit Points:** 3 (They burst and Fall Down if they take more than three hits.)

### Muscle: 1

Break Down Door: 2

Climb: 2

Fight: 3

Pick Up Heavy Thing: 2

Throw: 4

### Zip: 2

Dodge: 2

Drive Vehicle: 2

Fire Gun: 7

Jump: 2

Ride: 2

Run: 4

Swim: 9

### Smarts: 4

Hide/Spot Hidden: 5

Identify Dangerous Thing: 6

Read: 7 (in their own language)

Resist Fast-Talk: 7

See/Hear/Smell: 6

Set/Disarm Trap: 9

Track/Cover Tracks: 5

### Chutzpah: 3

Fast-Talk: 3

Pass/Detect Shoddy Goods: 6

Sleight of Hand: 3

Sneak: 3

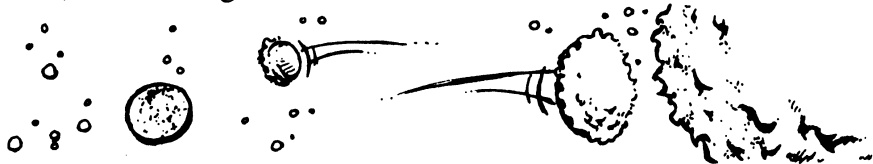
## Pies Away!

When they land, the players find themselves in the middle of an inter-planetary war — bombs are exploding all around them. (Two dice of damage — but don't let any of the player characters get hit. This is just for effect. Of course, the players could try to turn the bombs to their advantage . . .)

It seems the inhabitants of Eclair (who look sort of like overstuffed water balloons) are tired of eating nothing but ice cream and candy and they've attacked Mars in a search for new kinds of food. As the players arrive, they've just finished constructing a Giant Cream Pie Launcher and they're about to start pelting the Martians with giant cream pies.

These pies do no more damage than a regular cream pie — players hit by giant cream pies are really Boggled, though. Giant cream pies can be aimed at more than one character (Animator's decision about how many and how close they have to be). Giant cream pies can't be Dodged like ordinary Fire Gun attacks. A successful shot hits automatically.

The Giant Cream Pie Launcher is unguarded. The Martians will ignore it, meaning the players can turn it on their enemies. They can make Fire Gun rolls and turn it on Mars or the Earth. They can ride giant cream pies back to Earth. They can aim it at the candy cane joystick or the Kruller King building. There are all sorts of possibilities here. Let your players figure them out for themselves. And don't forget to determine what players hit if they fire a cream pie and miss their target — everyone rolls one die; low roller gets hit.



## On The Dessert Planet

Do-Nut doesn't seem to care about the war going on all around him. He doesn't seem to care about the Earthlings. He says, "Watch now, puny Earth creatures, as I send my creation to its glorious consumption." And with that, Do-Nut and Mar-Vin make a beeline for the candy cane. If they reach it, they will push it toward Earth, and the whole planet will begin to move.

In order to prevent Do-Nut and Mar-Vin from moving Eclair to Earth, the players will have to escape from their gooey bonds, if they haven't already done so. If they need a hand, Whitebread Milquetoast has a martianmallow solvent that will dissolve any kind of sweet. ("Thees ees my most prized possession," he says. "I could not risk 'aving eet fall een ze 'ands of ze Martian fakeur.") Having escaped, the player characters must make Do-Nut and Mar-Vin Fall Down before they can send the planet Eclair hurtling toward Earth. Any kind of Fighting around the candy cane will result in a tug-of-war that will send the entire planet careening wildly through Outer Space, bouncing off other planets like a billiard ball.

It takes a successful Drive Vehicle roll to steer the planet in the desired direction. A failed roll sends Eclair in the worst possible direction. It takes another successful Drive Vehicle roll to stop it in the right place. A failed roll at this time will blow the planet up and leave the players hanging from whatever shreds are left.

# The Big Finish

The cartoon can end in a variety of ways:

The players could steer the planet Eclair into orbit around Prune and then remove the candy cane. This would turn the desert planet into a sticky paradise — and give the inhabitants of the two planets some new types of food to eat. (This could be the start of a whole new adventure — give these alien races a taste of something new and when they run out, they'll loot the galaxy looking for new taste treats.)

The players could remove the candy cane while Eclair remained in orbit around Mars. The Martians would respond by launching a huge fleet of Martian flying saucers — all after the characters. (This could also be the start of a new adventure, with Do-Nut, Mar-Vin, the Kruller King, the Mayor, Dora Flora, and the player characters on the run for their lives.)

The players could steer Eclair toward Earth and set up shop as the greatest pastry chefs in the galaxy, using the raw material provided by the planet Eclair. One neat ending would have the players honored with a ticker tape parade through the streets of The City; of course, the parade would be somewhat dampened by a strawberry sauce rainstorm, and cherry hailstones!

The players could blow Eclair up accidentally and end up stranded somewhere in Outer Space waiting for a S.A.P.S. rescue operation. Better luck next time.

The players could convince Dora Flora that Mar-Vin (or DoNut) is the "man" of her dreams. She could marry him and henpeck him into giving up his attempt to destroy the Earth.

The players could leave the planet Eclair alone and fulfill the goals of their mission by chasing Do-Nut off, sending him into space on a giant cream pie, or returning with him to S.A.P.S. HQ.

Finally, the players could try something totally unexpected. This is the most likely finish to any *TOON* game.

## Plot Points

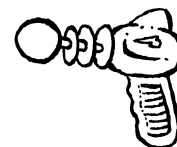
In addition to the usual Plot Points for creative play, the Animator can assign Plot Points as follows:

Give one Plot Point to any player who makes the Martian or his assistant, Mar-Vin, Fall Down.

Give one Plot Point to anyone who causes a human-size (or bigger) Dough Boy to Fall Down.

Give one Plot Point to any player who thinks to steer the planet Eclair back to Earth without destroying the Earth.

Give any player crazy enough to think of steering Eclair back to Prune two Plot Points. Then have that player seek professional help.



## Martian Rayguns

All Martian rayguns look alike — except to Martians. A player who picks one up will have no idea what it does until it's been fired.

**Disintegrator (2 dice of damage):** Character disappears. How much of character disappears depends on how much damage the gun does and what the Animator decides will be funniest. Every time a player is hit, the Animator should roll one die. On a 1, 2, or 3, the player's top half is gone; on a 4, 5, or 6, the player's bottom half is gone. The effect lasts just long enough to get the player nervous — no more than an Action or two. The damage doesn't go away until the player Falls Down and returns after three minutes.

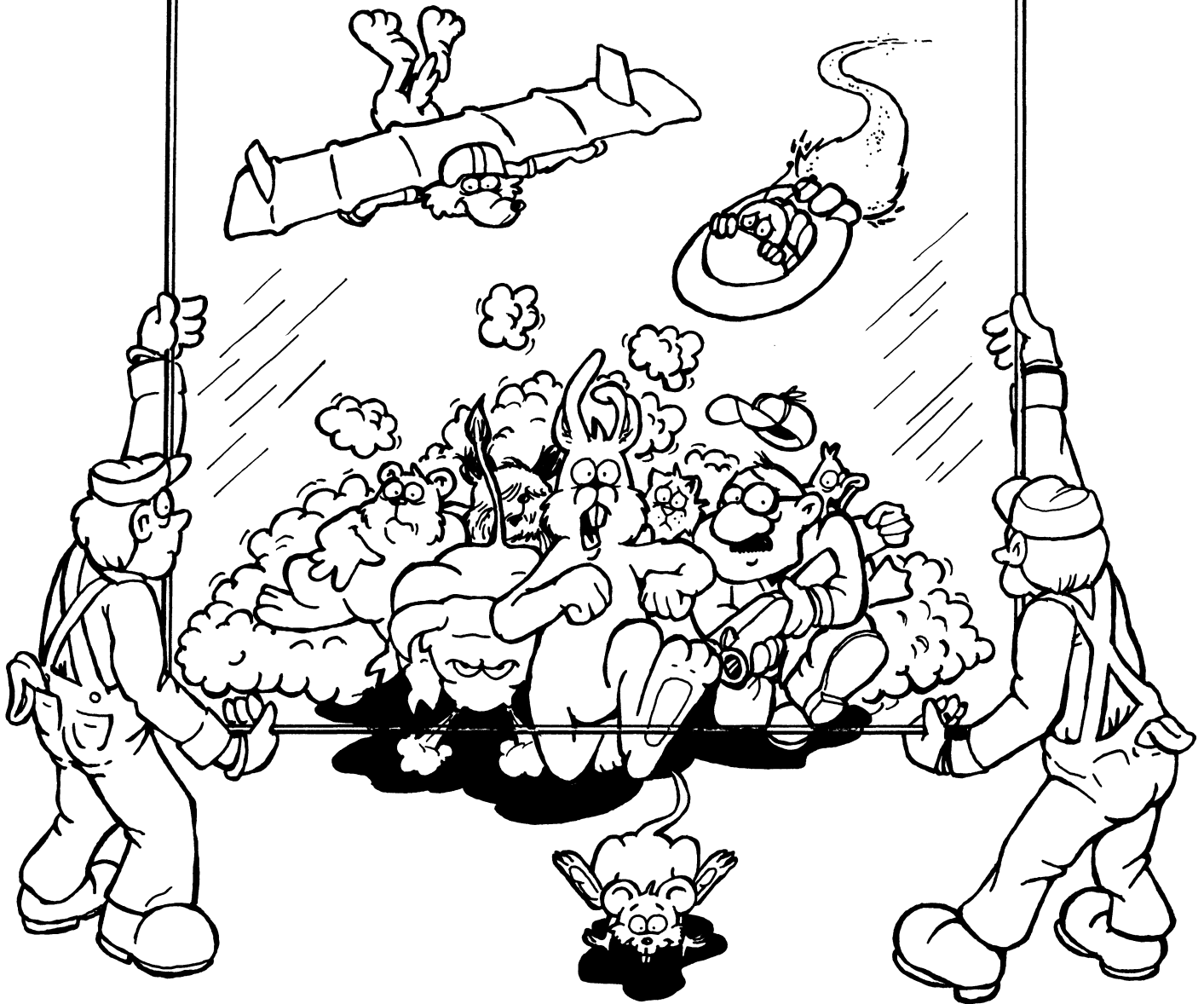
**Miniaturizer (No damage but Boggles):** Character shrinks to 1/10 normal size. The character can regain 1/10 of normal size for every Hit Point of Dough Boy he or she eats. The Animator is free to determine whether other food items will restore size. Feel free to decide arbitrarily when the character returns to normal. Do whatever seems funniest and causes the most trouble. (For example, a character masquerading as a tiny Dough Boy should return to normal height while surrounded by real Dough Boys!) A blast with a Gigantizer reverses the effects immediately.

**Gigantizer (No damage but Boggles):** Character grows to five times normal size. A pin prick, or any other puncture, will return the character to normal size. The effect should be quite explosive. Feel free to decide arbitrarily how long the effect lasts if nobody thinks to puncture the enlarged character. Do whatever is funniest and causes the most trouble. A blast from a Miniaturizer reverses the effects immediately.

**Pie-gun (No damage but Boggles):** A rapid-fire machinegun that fires cream pies. The Pie-gun doesn't look like other Martian guns (see cover illustration). It can fire up to six pies before it needs reloading. Two pies can be fired at once (with a single Fire Gun roll) — at two different targets or at the same target.

**Martianmallow Gun (one die of damage):** Character is automatically boggled and very sticky.

# Cartoon Stars



What makes a cartoon character a star? Is it lots of skills at high levels, so characters succeed in everything they do? No, that's not it — failure is half the fun in *TOON*. Is it lots of Hit Points, so characters never Fall Down? That's not it either — who cares about Falling Down when you know you'll pop back up in three minutes?

So what is it that makes a star a star? Two things, really — Beliefs & Goals and possessions. Carefully selected Beliefs & Goals will guide your character's every action. They'll allow you to make speedy decisions about how your character will respond to any situation. Cartoony possessions will help insure that the response is a funny one. A character who has a wad of bubblegum and a flamethrower is likely to use them; a character with no possessions has fewer funny options.

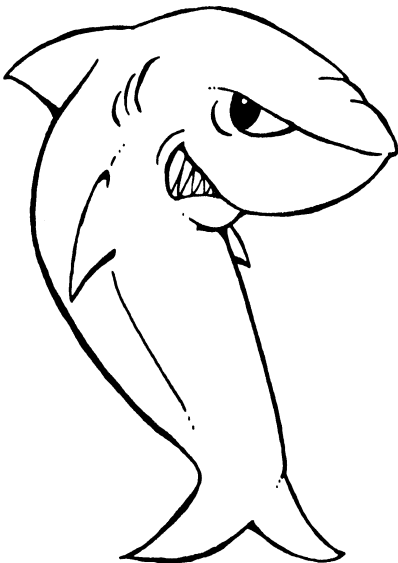
To illustrate these points, and give you some neat characters to play around with, here are some of our favorite cartoon stars. Each has been fully playtested for your gaming enjoyment. Add these to your Cast of Characters and watch the fur fly!

## Species Table Two

The original *TOON* rules included a long list of things you could be. Here are some more — even sillier than the first set. Some of these character types will be difficult to play unless the Animator helps out. Sharks, for instance, should be allowed to breathe out of water and walk (flop?) around on land as if they had legs. Some of these character types might require Shticks. The Animator should decide which Shticks, if any, these characters have and how many points (if any) the Shticks cost.

To use this table, make a tens-and-ones roll and check the appropriate number to find out what you are.

- |                   |                 |
|-------------------|-----------------|
| 11. Frog          | 41. Grasshopper |
| 12. Crow          | 42. Werewolf    |
| 13. Stork         | 43. Ghost       |
| 14. Dinosaur      | 44. Vampire     |
| 15. Elephant      | 45. Monkey      |
| 16. Hippo         | 46. Bull        |
| 21. Mynah Bird    | 51. Foogle Bird |
| 22. Squirrel      | 52. Elf         |
| 23. Panda         | 53. Gremlin     |
| 24. Penguin       | 54. Dwarf       |
| 25. Giant Penguin | 55. Hobbit      |
| 26. Giant         | 56. Orc         |
| Were-Penguin      | 61. Lizard      |
| 31. Roadrunner    | 62. Unicorn     |
| 32. Tortoise      | 63. Fish        |
| 33. Walrus        | 64. Shark       |
| 34. Deer          | 65. Whale       |
| 35. Alligator     | 66. Octopus     |
| 36. Panther       |                 |



### Mack the Mouse

**Description:** Mack is a cigar-smoking mouse from Brooklyn. He is a little bigger than your average mouse, and a lot tougher. He wears no clothes, walks on two legs, and has a prehensile tail!

**Beliefs & Goals:** Mack loves to con other players out of their possessions — and brag about it. He has a homicidal hatred of cats and birds. He has a gun (one die of damage) and he tends to be trigger-happy.

**Hit Points:** 12

**Muscle:** 3

- Break Down Door: 3
- Climb: 3
- Fight: 8
- Pick Up Heavy Thing: 3
- Throw: 3

**Zip:** 2

- Dodge: 2
- Drive Vehicle: 2
- Fire Gun: 4
- Jump: 2
- Ride: 2
- Run: 3
- Swim: 2

**Smarts:** 5

- Hide/Spot Hidden: 5
- Identify Dangerous Thing: 5
- Read: 5
- Resist Fast-Talk: 8
- See/Hear/Smell: 5
- Set/Disarm Trap: 6
- Track/Cover Tracks: 5

**Chutzpah:** 5

- Fast-Talk: 9
- Pass/Detect Shoddy Goods: 9
- Sleight of Hand: 5
- Sneak: 5

**Shticks:**

- Hypnosis: 5



### Duck Drake

**Description:** Duck-sized black duck. Wears a trench coat and snap-brimmed hat. Carries a magnifying glass, notebook and pencil, cigars and matches, and a gun (one die of damage).

**Beliefs & Goals:** Always solves his case. Will stop at *nothing* to get his man. Tries (and fails) to act like Sam Spade. Duck Drake's natural enemies are booze, broads, and bum raps.

**Hit Points:** 11

**Muscle:** 3

- Break Down Door: 6
- Climb: 3
- Fight: 7
- Pick Up Heavy Thing: 3
- Throw: 3

**Zip:** 4

- Dodge: 4
- Drive Vehicle: 5
- Fire Gun: 6
- Jump: 4
- Ride: 4
- Run: 4
- Swim: 4

**Smarts:** 2

- Hide/Spot Hidden: 4
- Identify Dangerous Thing: 2
- Read: 6
- Resist Fast-Talk: 2
- See/Hear/Smell: 6
- Set/Disarm Trap: 2
- Track/Cover Tracks: 5

**Chutzpah:** 4

- Fast-Talk: 4
- Pass/Detect Shoddy Goods: 4
- Sleight of Hand: 4
- Sneak: 8

**Shticks:**

- Quick Change/Disguise: 5





## Morty Tortoise

**Description:** Morty is a three-foot-tall tortoise. He walks on his hind legs and has hands. Morty never runs (if he can help it); he rockets along on his rocket-powered skateboard. Any time a character would be told to make a Run roll, Morty makes a Drive Vehicle roll. Morty's shell lifts up at the front to reveal his "Shell of Many Things," which works just like a Bag of Many Things.

**Beliefs & Goals:** Get as much accomplished as possible with the least amount of effort. Invent gadgets to avoid work and make up for physical shortcomings. Hares are his Natural Enemies.

**Hit Points:** 12 (in his shell), 7 (out of his shell, in his striped boxer shorts and a turtle-neck sweater)

### Muscle: 3

Break Down Door: 3  
Climb: 3  
Fight: 6  
Pick Up Heavy Thing: 3  
Throw: 3

### Zip: 2

Dodge: 6  
Drive Vehicle: 8  
Fire Gun: 7  
Jump: 2  
Ride: 2  
Run: 2  
Swim: 2

### Smarts: 6

Hide/Spot Hidden: 6  
Identify Dangerous Thing: 7  
Read: 6  
Resist Fast-Talk: 7  
See/Hear/Smell: 7  
Set/Disarm Trap: 9  
Track/Cover Tracks: 6

### Chutzpah: 6

Fast-Talk: 7  
Pass/Detect Shoddy Goods: 6  
Sleight of Hand: 6  
Sneak: 6

### Shticks:

Bag (Shell) of Many Things: 5



## Gremlin

**Description:** Six inches tall, green, pointy ears . . . in other words a gremlin. Wears a pointy hat and nothing else. Carries a tiny hammer (one die of damage), a screwdriver, a supply of carpet tacks, some marbles, a wad of bubble gum (and several unchewed sticks of gum), a stick of dynamite, and a book of matches. The gremlin has no name because gremlins don't really exist. (Everyone knows that!)

**Beliefs & Goals:** Destroy machines (by making Set/Disarm Trap rolls). Destroy machines in the most creative way possible — and cause as much trouble for fellow players as possible. Wrecking a machine another player counts on is one of life's great joys. Mechanics are the gremlin's Natural Enemies.

**Hit Points:** 10

### Muscle: 3

Break Down Door: 3  
Climb: 3  
Fight: 9  
Pick Up Heavy Thing: 3  
Throw: 3

### Zip: 2

Dodge: 2  
Drive Vehicle: 2  
Fire Gun: 2  
Jump: 2  
Ride: 2  
Run: 2  
Swim: 2

### Smarts: 4

Hide/Spot Hidden: 9  
Identify Dangerous Thing: 7  
Read: 4  
Resist Fast-Talk: 4  
See/Hear/Smell: 4  
Set/Disarm Trap: 9  
Track/Cover Tracks: 4

### Chutzpah: 6

Fast-Talk: 6  
Pass/Detect Shoddy Goods: 9  
Sleight of Hand: 6  
Sneak: 9

### Shticks:

Teleport: 5



## Boinie the Bunny

**Description:** A human-sized rabbit who walks on his hind legs. Wears a black mask and a turtle-neck sweater. Carries a pistol (one die of damage), a bomb (one die of damage), and a skeleton key that opens any lock (bet you can't guess what the key looks like . . .).

**Beliefs & Goals:** They're all out to get me, so I have to get them first. What's mine is mine — what's yours is mine too. Everyone is a Natural Enemy, but especially tortoises.

**Hit Points:** 10

### Muscle: 3

Break Down Door: 3  
Climb: 3  
Fight: 5  
Pick Up Heavy Thing: 3  
Throw: 3

### Zip: 6

Dodge: 8  
Drive Vehicle: 6  
Fire Gun: 8  
Jump: 6  
Ride: 6  
Run: 6  
Swim: 6

### Smarts: 5

Hide/Spot Hidden: 8  
Identify Dangerous Thing: 5  
Read: 5  
Resist Fast-Talk: 5  
See/Hear/Smell: 7  
Set/Disarm Trap: 7  
Track/Cover Tracks: 5

### Chutzpah: 4

Fast-Talk: 4  
Pass/Detect Shoddy Goods: 9  
Sleight of Hand: 6  
Sneak: 8

### Shticks:

Incredible Speed: 5

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