

抑制不住



# Irrepressible! Credits

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**Inspired by:** The 'Monkey' TV Series (BBC dub) and the antics  
of Ross Cranham.

# Introduction

*“In the worlds before Monkey, primal chaos reigned. Heaven sought order. But the phoenix can fly only when its feathers are grown. The four worlds formed again and yet again, as endless aeons wheeled and passed. Time and the pure essences of Heaven, the moisture of the Earth, the powers of the Sun and the Moon all worked upon a certain rock, old as creation. And it became magically fertile. That first egg was named ‘Thought’. Tathagata Buddha, the Father Buddha, said, ‘With our thoughts, we make the World’. Elemental forces caused the egg to hatch. From it then came a stone monkey. The nature of Monkey was irrepressible!”*

- Intro to ‘Monkey’

I have no idea when I first saw Monkey (or Monkey Magic as we called it despite the title) on TV. It must have been a repeat because when it first came out I’d only have been four or five and wouldn’t have been old enough for it to make a real impact on me – which it did.

I don’t know what was quite so magical about a Japanese TV series from a Chinese legend, badly dubbed in English with what would now be assumed to be outrageously racist accents, but somehow the sheer brilliance shone through and was improved by all these iterations. The kung-fu fights every episode, the cod philosophy and Monkey’s antics just made it all better.

I’ve been looking to do something with *Journey to the West* for some time but was beaten – annoyingly – to the punch by *Monkey: The Storytelling Game of Journey to the West* which you can get at RPGNOW and which I do recommend. That was about a year ago and I think a year is sufficient space that I can tackle the same subject, albeit with a less serious and much lighter touch.

This game isn't for you if you're painfully serious about Chinese mythology, or Buddhism or... anything. If you like playing comedy monsters struggling for enlightenment in a mythic China/India (in a hapless fashion) and failing as much as they succeed, then you're in for a treat.

This game is best played 'poorly dubbed'.

## **Postmortem Studios**

Postmortem Studios is the self-publishing imprint of James 'Grim' Desborough, Origins award winning co-writer of *The Munchkin's Guide to Powergaming* and freelance writer for *Wizards of the Coast*, *Cubicle 7 Entertainment* and many others. You can purchase Postmortem Studios PDFs at [RPGNOW/Drivethrurpg](#), [Paizo Publishing](#) and [E23](#). Print on Demand copies of most of our books are available at [Lulu](#) and will slowly become available at [RPGNOW/Drivethru](#) as well.

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