TOONIVERSAL™

TOUR GUIDE

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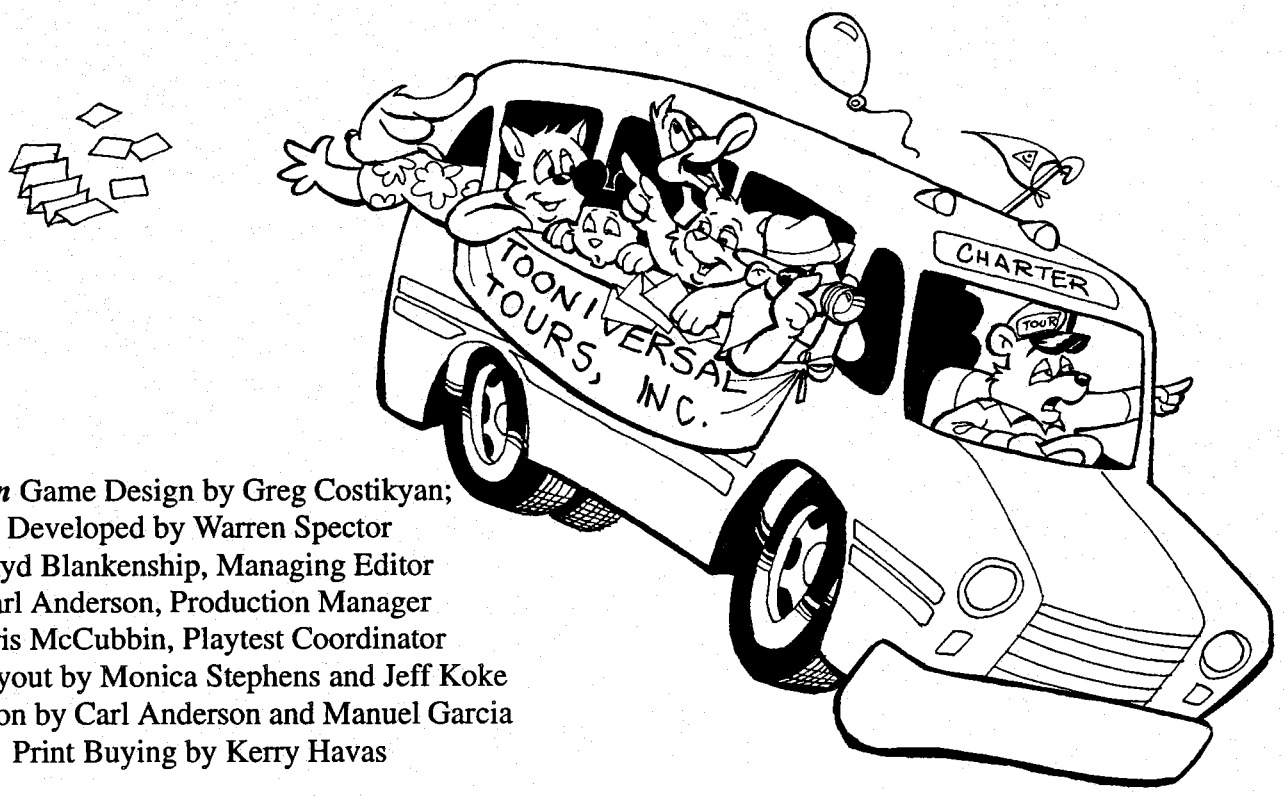
This book is dedicated to Mickey, Bugs, Donald, Porky and Daffy, who made me loony, and Zach, Sarah, Chris, Megan and Molly, who keep me that way.



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STEVE JACKSON GAMES

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Introduction

Welcome to the ***Tooniversal Tour Guide!*** This book was written to accomplish two things: give ***Toon*** players a lot of new settings for their characters to explore, and help Animators run a long-term Cartoon Series in *any* of these settings.

The ***Tooniversal Tour Guide*** describes nine new cartoon worlds. Each one is as detailed as we could make it, while still allowing for plenty of tinkering by all you Animators out there.

Each chapter presents a basic description of one cartoon genre, in the clearest and silliest possible manner. Some of the backgrounds include new rules and shticks. There's also a new and expanded character sheet, and record sheets for vehicles, spaceships, mecha and robots. Throw in a few maps, several new and loony tables, a whole bunch of example characters and you've got this book!

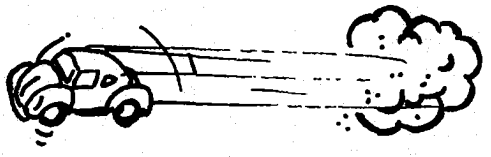
Using the ***Tooniversal Tour Guide*** will result, *most* of the time, in games that are a little *more* focused and a little *less* chaotic than the usual ***Toon*** game. This doesn't mean that the characters won't tear down half the town during a game. It just means that they won't be as intent on pulverizing *each other* as usual. That's because they will often be cooperating to get something done, be it destroying the Mutant Slugs or looting the Dungeon of Endless Twisty Little Tunnels. Of course, they may be competing against each other at the same time, but they'll still (we hope) have a common goal. But they'll have different (and sometimes *several* different) individual goals, too.

Rules? What Rules?

The ***Tour Guide*** adds special rules for the different game-worlds. Can you switch them around, and use magic spells in a regular cartoon? Sure you can! Remember, the Animator can do *anything*. This book was written to give the Animator a lot more *anything* to do!

Some of the new rules and Shticks can make character creation a little more complex. But just a little bit! This will depend a lot on what world you're playing in and what *type of character* you choose. Making a superhero or a wizard takes longer than making a cowboy or a biker, because they have more Shticks to choose from and more details to fill in. Of course, if you need a PC in a hurry, each chapter has several sample characters to choose from.

And with these rules, you can actually *build* some of the things you'll use, like autoduel cars, starships, robots and other pieces of equipment. We've tried to make this as much fun as possible. Your Animator may set some limits on how much money you have for parts or exactly what your creation can or can't do, but within his framework, do whatever you want . . . as long as it's funny.



One thing you will notice while *reading* this book is that the style varies a bit from chapter to chapter. In some places, it looks almost like *normal* game rules! But just keep going and it'll get crazy again. We promise.

What's going on here? Simple. Each Toon-world we've presented here is a parody of one of our favorite roleplaying game or movie genres. A good parody imitates the source material's *style* while mangling enough *details* to make the whole thing humorous. That's why the *Cartoon Wars* chapter goes into so much detail about weapons and other gadgets for your car . . . because the game we're spoofing, ***Car Wars***, does the same thing! The difference is that ***Car Wars*** concentrates on things like autocannons and rocket launchers and *we* prefer cream pie cannons and bear trap mines. The same sort of "logic" was used in all the other chapters. How could we do *Dungeons and Toons* without a hatful of spells? Why would we try? (Wicked grin here.)

This means that if you're having fun with the parody genre, your best source material is – that's right – the original game. Just go back and read it, but put your hat on sideways . . . or whatever you do to get silly . . . and you'll come up with *entirely too many* loony new ideas. (And we thank our friends and fellow publishers, the subjects of our Toonish lampoons, for taking it in such good grace. We can hardly wait to see what they do back to us.)

We love ***Toon*** and want to make it even *more* fun. Let us know what you think of this book. Tell us what you did with it. Share your silly ideas. (We love ***Toon*** letters.) Who knows, someday you may see ***"Return of the Tooniversal Tour Guide"!***

Toon? What's That?

If you don't know what ***Toon*** is, you've picked up the wrong book. The ***Tooniversal Tour Guide***, which you're holding, is a *supplement* to ***Toon***, the Cartoon Roleplaying Game. Look around. It ought to be on the shelf right next to the spot where you found this one. It's got a red cover. See it? Check it out, then come back to this one.

Still with us? Aww . . . All the copies of ***Toon*** must be gone. Okay, here it is in a nutshell. ***Toon*** is a roleplaying game – you pretend to be somebody else, and so do all the other players, and you have an adventure. It's like cowboys-and-Indians, but played inside, and sometimes with a little less screaming. Also, a roleplaying game has rules about when you fall down.

But the difference between ***Toon*** and other roleplaying games is that you're not pretending to be a real person. You're a *cartoon character.* You can do all kinds of silly things. You can get whacked with hammers, fall off cliffs, and blown up with dynamite. But *you never die.* Nobody dies. You fall down . . . and in three minutes you get back up and start playing.

Some roleplaying games are supposed to be realistic, with lots of rules. (We even publish a couple of that kind.) But that's not what ***Toon*** is about. ***Toon*** is for being silly and having fun. And that's all you really need to know.

About the Author

Doc Cross was born and raised in Northern California. That could explain a lot of things. He has been a fan of cartoons since before he could walk and an avid gamer since 1977. He is a regular contributor to *Alarums and Excursions,* the long-running, award-winning and generally remarkable gaming APA. His other hobbies include watching movies, collecting accents and funny voices, writing fiction and being the World's Greatest Uncle. He presently lives near Sacramento, California, but ventures into other areas several times a year to attend gaming conventions. The ***Tooniversal Tour Guide*** is his first book.