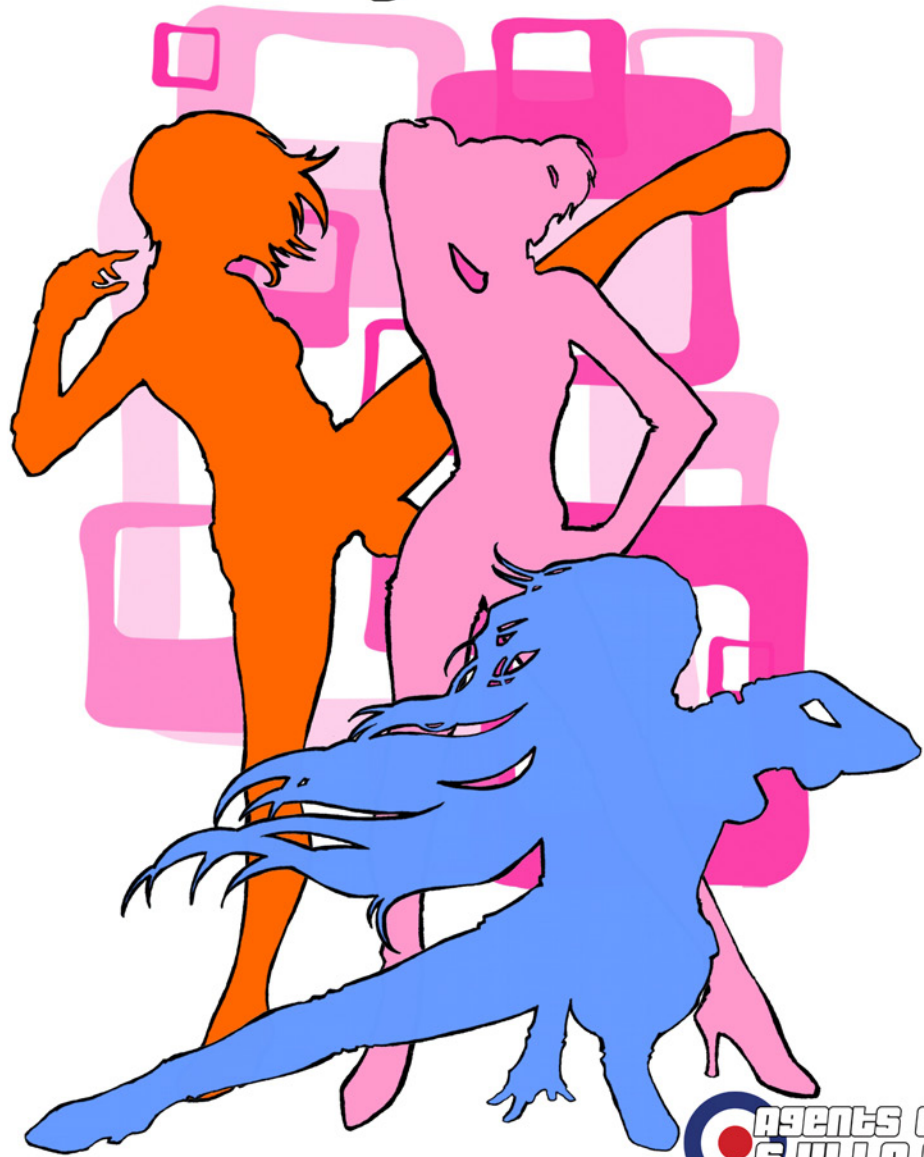


gosh! spies!



gosh! spies!

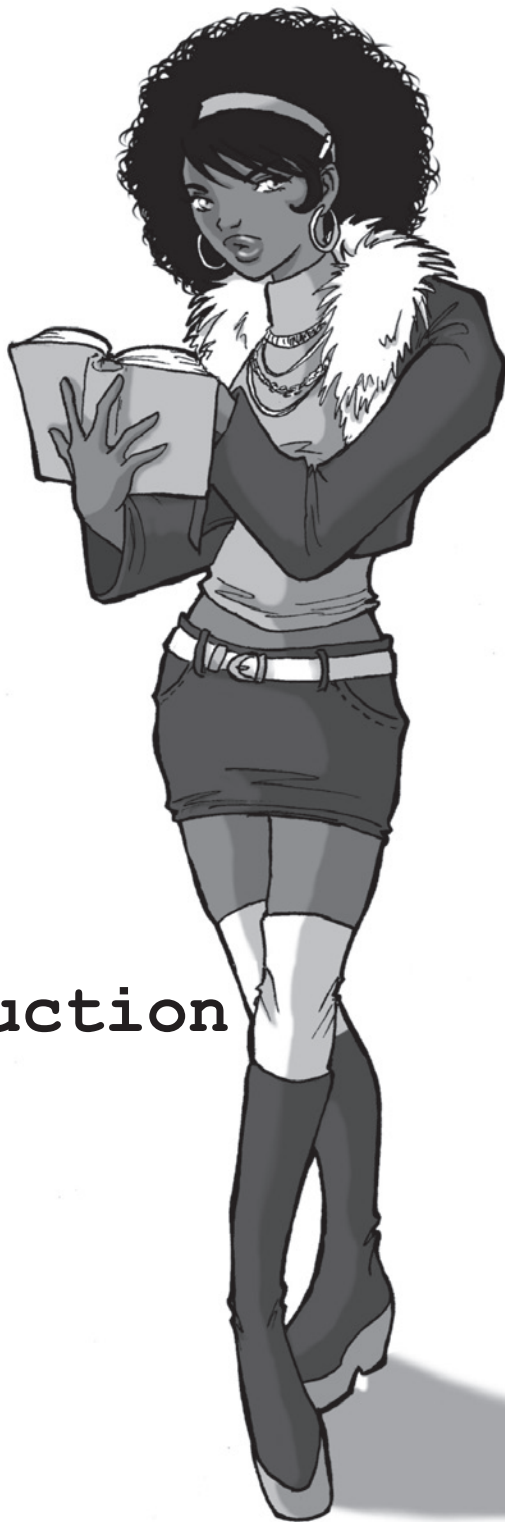
Written & Edited by: James 'Grim'
Desborough with additional material by
Filamena Young

Art by: Claudia Silva, Brad McDevitt,
Rowena Aitken

**Agents of SWING © Postmortem Studios
(James Desborough) 2011**

**Gosh, Spies! © Postmortem Studios (James
Desborough) 2012**





Introduction

Introduction

Welcome to *Gosh, Spies!*

This is a supplement for our game of 60s and 70s Spy-Fi adventure, *Agents of SWING*. Just as SWING was a mash-up of all the adventure series of that time period, so 'Gosh, Spies!' is a mash-up of all the cartoon series, adventure books and others from that same period.

Imagine if the Teen Angels, the Famous Five and others all existed in the same time and space as special agents and trainees of the SWING organisation. Imagine a world with a Spy School that has classes taught by Doctor Quest and where most of the exam is a practical. Imagine that there are also schools where villainous organisations are training the leaders, henchmen and goons of tomorrow and that these schools are rivals - after all, it's hard to arrest kids...

As well as this, *Gosh, Spies!* Has some advice for running games for kids and for girls especially, given the popularity of this sort of mystery fiction and cartoon with young ladies.

You've also got some advice on how to simplify the rules when playing with kids and new rules for creating kid characters along with specialist stunts that reflect the sub-genre and the particular abilities kids might have.

Whether for older or younger players, you should be able to come up with some enjoyable romps and memorable characters for a series of your very own.

Postmortem Studios

Postmortem Studios is the personal imprint and self-publishing effort of James 'Grim' Desborough. Grim has worked freelance for numerous RPG companies over the last decade or so including Mongoose Publishing, Steve Jackson Games, Wizards of the Coast and Cubicle 7 Entertainment.

Postmortem Studios is an outlet for ideas that are often too gruesome, too controversial, too different or too adult for the larger companies to do.

Introduction

It also acts as a breeding ground for ideas that can later be taken as shown successes to these larger companies.

Postmortem Studios is a one man show, though it employs a good number of freelancers, particularly artists, on an ongoing basis. Please help support those artists and Postmortem Studios by buying our products legitimately or at least buying something else if you've run across our work on a download site. The more you buy, the more we can make.



TOP SECRET

TOP SECRET



It's a time of tumultuous change as much for the youth as anyone else.

The youth are the future and since it is the future that villains and heroes are wrestling over it is also the youth that they wrestle over.

You're part of that new generation. What side will you take? That of a better future or one where you get what you can?



**POSTMORTEM
STUDIOS**