

# TOON<sup>®</sup>

## THE CARTOON ROLEPLAYING GAME

By Greg Costikyan

Developed by Warren Spector

Edited by Steve Jackson

Cover and Illustrations by Kyle Miller

Additional Material by Joseph J. Anthony, Caroline Chase, William Herz,  
Steve Jackson, Kyle Miller, Gerald Swick and Allen Varney

More Silly Ideas, Tables and Gadgets by Chad Duncan, Russell Grant Collins,  
Dave Sals and Andy Egan

Additional Ridiculous Illustrations  
by Carl Anderson

*(For Jeff Dee, who thought he was kidding.)*

Loyd Blankenship, Managing Editor  
Carl Anderson, Production Manager  
Chris McCubbin, Playtest Coordinator  
Page Layout and Typography  
by Monica Stephens  
Production by Carl Anderson  
Print Buying by Randy Abel

Playtesters: Aaron Allston, Matthew Bachophen,  
Norman Banduch, Julie Chandler, Mark Chandler,  
Caroline Chase, Gary Christiansen, Blake Ellman,  
Jerry Epperson, Ray Greer, Scott D. Haring, Eric Jablow,  
David Ladyman, Creede Lambard, C. Mara Lee,  
Robert Bryan Lipton, Roberta Miller, David Noel,  
Steve Petersen, Barbara Poulter, Wallace Poulter,  
Dr. Alan Schurman, Matt Schurman, Bud Simons,  
Carl Skutsch, Richard Steinberg, Bruce Sterling, Nancy

Sterling, David Thompson, Stephen W. Tihor, Edd Vick, Bobb Waller, Bill Wallace, Sally Wallace . . . the *Toon* lunatics  
on the Illuminati BBS . . . and a ridiculous number of others.

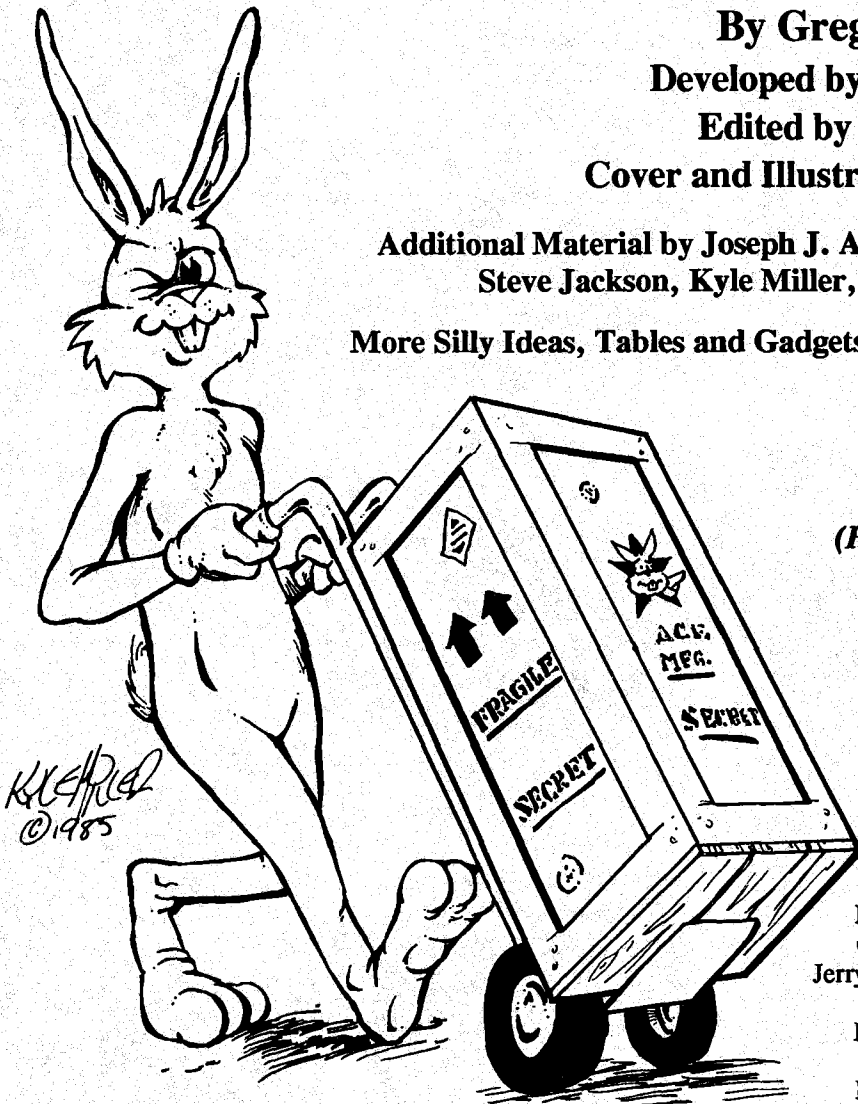
Thanks also to everyone who played the original edition of *Toon* and made silly comments!

*Toon* and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Toon* is copyright © 1984, 1985, 1986, 1991  
by Steve Jackson Games Incorporated. All rights reserved. Printed in the U.S.A.

ISBN 1-55634-197-0

3 4 5 6 7 8 9 10

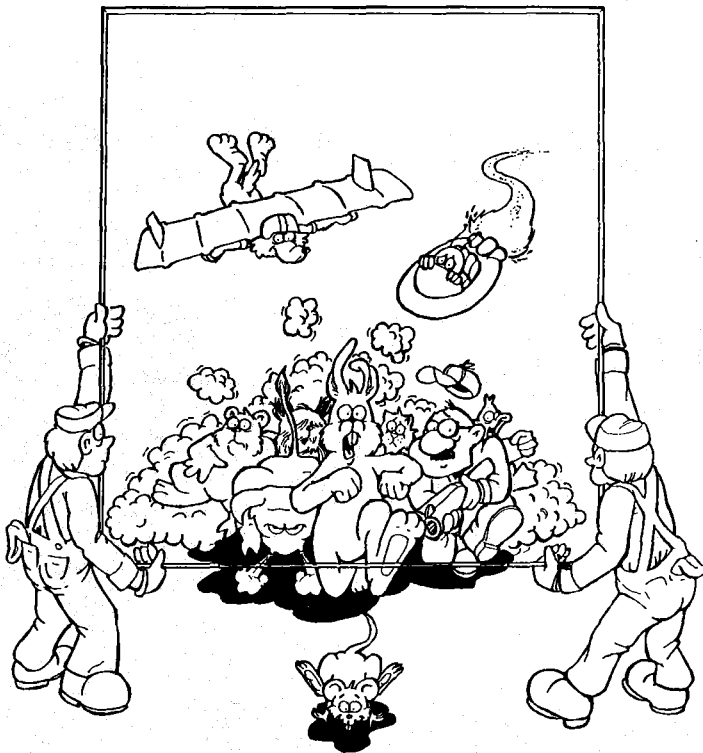
# STEVE JACKSON GAMES



# Table of Contents

<b>1. WELCOME TO TOON!</b>	
A Special Message For Experienced Roleplayers . . .	5
<b>2. WHAT THE HECK DOES THAT MEAN?</b>	
(Definitions. A very short chapter.) . . . . .	6
Dice . . . . .	6
Characters . . . . .	7
Attributes . . . . .	7
The Character Sheet . . . . .	7
<b>3. GETTING STARTED</b>	
(Who needs a bunch of rules? Let's play!) . . . . .	8
Skills . . . . .	9
Fighting . . . . .	9
Falling Down . . . . .	10
Other Skills . . . . .	11
Plot Points . . . . .	13
The Animator . . . . .	13
For Animators Only! . . . . .	13

Attributes . . . . .	19
Hit Points . . . . .	19
Description . . . . .	19
<i>Species Table</i> . . . . .	19
Natural Enemies . . . . .	20
Beliefs & Goals . . . . .	20
<i>Silly Species Table</i> . . . . .	20
<i>Occupations</i> . . . . .	21
Possessions . . . . .	22
"Normal" Things To Carry . . . . .	23
Unusual Things To Carry . . . . .	23
<b>5. HOW TO DO EVERYTHING</b>	
(Skills and Shticks for every purpose.) . . . . .	24
Skills . . . . .	24
Shticks . . . . .	25
<i>List Of Skills</i> . . . . .	25
Improving Skills And Shticks . . . . .	26
<i>List Of Shticks</i> . . . . .	26
Muscle Skills . . . . .	27
Zip Skills . . . . .	30
Smarts Skills . . . . .	32
Chutzpah Skills . . . . .	36
The Shticks . . . . .	38
One-Shot Shticks . . . . .	46
Personalized Shticks . . . . .	46
Shticks Usable On Others . . . . .	47
<b>6. FINE TOONING</b>	
(Being an Animator and All-Around Great Player) . . . . .	48
Uh Oh! I Didn't Expect That! . . . . .	50
Illogical Logic . . . . .	51
Cause And Effect . . . . .	51
<i>Cartoony Things</i> . . . . .	51
Cartoon Coincidences . . . . .	52
Boggling . . . . .	52
Characters And "Real" Animals . . . . .	53
Inanimate Objects . . . . .	54
Signs . . . . .	54
Moving In Toon Time . . . . .	54
<i>Cartoon Gimmicks</i> . . . . .	54
Passing Out Plot Points . . . . .	55
The Perfect Animator . . . . .	56
Don't Panic! . . . . .	57
<i>What's In The Bottle?</i> . . . . .	57
Writing Cartoons . . . . .	58



*The Cartoon Olympics*  
 (A short and silly adventure to start the fun!) . . . . . 14

<b>4. CREATING CARTOON CHARACTERS</b>	
(You, too, can be a cartoon star!) . . . . .	18
Creating A Character . . . . .	18

Being A Great Player .....	58
The Final Fadeout .....	59

**7. THE ADVENTURES**

*(Hope you have as much fun playing them as we did writing them!)* .....

What To Tell The Players .....	60
<i>The Cartoon Olympics Strike Back!</i> .....	61
<i>I Foogled You!</i> .....	62
<i>Spaced Out Saps</i> .....	69
<i>The Better Housetrap</i> .....	74
<i>Fast Food Fracas</i> .....	82
<i>Beach Nuts, or, No Sense Atoll</i> .....	89
<i>Fangs For The Memories</i> .....	94
<i>Mars Needs Creampuffs</i> .....	104
<i>Jerks on a Beanstalk</i> .....	116

**8. THE CARTOON SERIES**

*(Hot and cold running gags!)* .....

How It Works .....	123
The Series Animator .....	123
<i>Witchdusters</i> .....	126
<i>Now Museum, Now You Don't</i> .....	128
<i>Car Blazers!</i> .....	133
<i>Torgo's Last Laugh</i> .....	135
<i>Spy Guys</i> .....	144
<i>Robot Rampage</i> .....	146
<i>Ridiculous Journey</i> .....	153

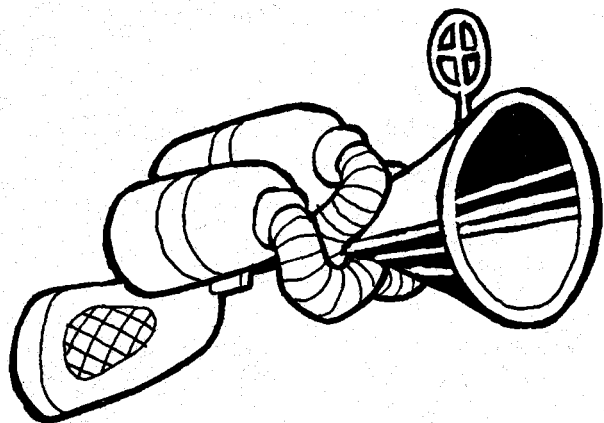
**9. QUICK FLICKS**

*(A whole cartoon in one page? Why not?)* .....

<i>Flopalong Foogle</i> .....	163
<i>Ant Misbehavin'</i> .....	164
<i>The Jerk's On You</i> .....	165
<i>Surely You Joust</i> .....	166
<i>Lulu of a Lullaby</i> .....	167

**10. ADVENTURE GENERATOR**

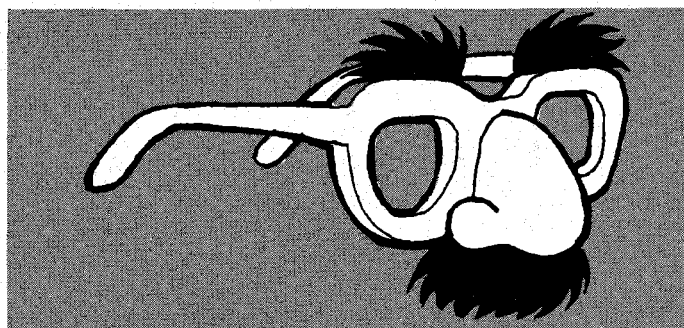
*All you need are two dice and no self-restraint!* .... 168



**11. PLACES TO GO**

*(Descriptions of silly places for cartoon craziness!)* . 173

Robot Factory .....	173
The Bakery .....	175
Costume Shop .....	176
The Zoo .....	177
The Hardware Store .....	178
Haunted House .....	179
<i>Ghosts</i> .....	182
The Old West .....	184
The Carnival .....	186
Outer Space .....	189
<i>Near Space</i> .....	189
<i>Far Out Space</i> .....	189
Space Station Zero .....	191
Martians and Other Aliens .....	193



**12. CARTOON STARS**

*(Some more of our favorite characters)* .....

	194
--	-----

**13. SILLY TABLES**

*(Roll two dice and shout REAL LOUD!)* .....

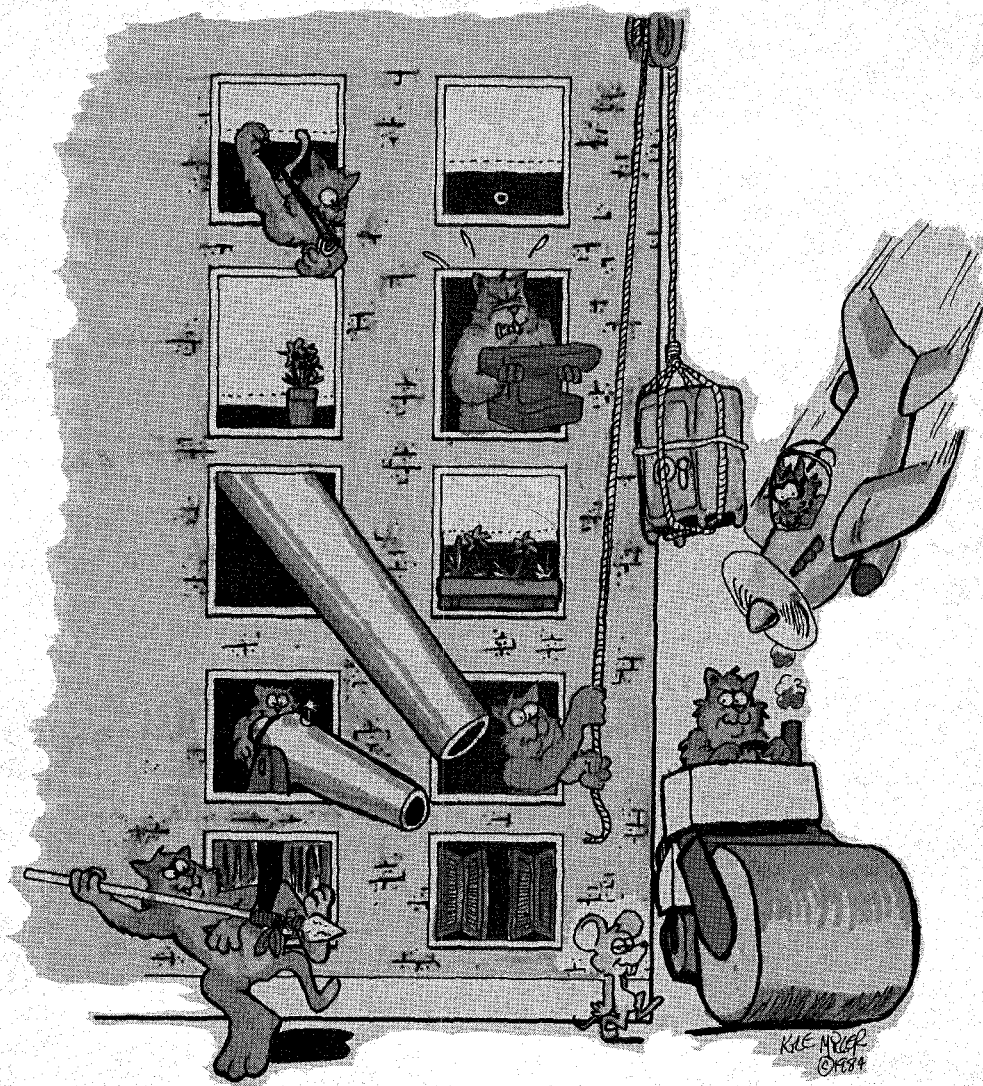
<i>Boggle Effects</i> .....	200
<i>Things Falling From Sky</i> .....	200
<i>Random Item/Animal Table</i> .....	201
<i>Random Trap Table</i> .....	201
<i>Random Disguise Table</i> .....	202
<i>Really Silly Species Table</i> .....	202
<i>Failed Hypnosis Roll Table</i> .....	203
<i>Unbelievably Silly Species Table</i> .....	203
<i>"Call Me a Taxi!" Table</i> .....	204
<i>Failed Shape Change Table</i> .....	204
<i>Bottle Contents Table</i> .....	205
<i>Random Teleport Location Table</i> .....	205

**INDEX** .....

	206
--	-----

**CHARACTER SHEET** .....

	208
--	-----



## Chapter 1:

# Welcome to *TOON*!

*Toon* is set in the crazy world of cartoons, where anything can happen. The laws of physics work only when you notice them. Mice, rabbits, ducks, and moose all speak perfect English. They spend most of their time plotting to cheat each other, blow each other up, eat each other, or otherwise commit mayhem. But *nobody ever dies*. Now *Toon* lets you get in on the fun!

This book will tell you everything you need to play all your favorite cartoon stars. After reading through *Toon*, you'll be able to play any cartoon character you've ever seen in the movies or on TV. And, best of all, you can make up your own characters and adventures!