

Toonstruck!

A Jumpchain CYOA based on Burst Studios' star-studded adventure game
Version 1.0 – Tooned In Edition

Cartoons. In this day and age, most of us know them, and plenty of people love them! Some people even fall *in* love with them, but that's neither here nor there. Most of us also know that a cartoonist's life isn't all fun and games. There's all-nighters and awful deadlines and moments where the magic just doesn't happen. So it is for one Mr. Drew Blanc, who has missed his last three dental appointments, and has found the worst possible time to hit a creative block. You see, his boss, one Mr. Sam Schmaltz, wants to give the Fluffy Fluffy Bun Bun Show some new energy to get ratings back up, and he needs Drew to have those bunnies drawn yesterday for the new show Fluffy and Friends. Unfortunately, his artist's block is so bad, he's taken to spinning around in his chair, reminiscing on his early dreams about the Flux Wildly Show, starring a blob-like character of his own design, and even falling asleep trying to get any ideas for these bunnies he's probably come to hate drawing. You might be wondering if Mr. Blanc's situation can get worse. The answer to that is that it's about to. In about five or six minutes, he's going to have a bizarre accident with a thunderstorm, an episode of Fluffy Fluffy Bun Bun, and a malfunctioning remote, and find himself sucked into a world right out of his storyboards. A world consisting solely of cartoons! After a chance encounter or two, he'll get a rundown of the three realms of this cartoon world. First, there's Cutopia, ruled by the smiling King Hugh and home to all things cute, cuddly, and wholesome! Next is the isle of Zanydu, where toons that fully embrace their wackiness make their home. Last, but not the least concern, are the Malevolands, separated from Cutopia by a dark wood and home to all things crass, sinister, and wicked in this animated world. Those shadowed lands are ruled by the wicked, ambitious Count Nefarious, who has recently perfected an evil device called the Malevolator. It can blast its targets, whether land or persons, with a horrid ray, which corrupts the cute and good into the ugly and wicked.

You may be wondering where exactly you come in. Well, remember when I said what was going to happen starts in about five or six minutes? That gives you a five-minute head start. While you wait, have these **1000 Cartoon Points**, and let's have a look at your situation.

Section 1: Backgrounds Music

The first thing we need to do is establish who and what you are. Your age is up to you, within reason. While human professional cartoonists are most likely adults between their 20s and their 70s, many toons neither have nor need a stated age, and are just vaguely old enough to be doing whatever it is they do. Likewise, your sex and gender are up to you. While certain attitudes still linger in the real world of the 1990s, there's toons of all shapes and sizes behind the TV. What's really important for the purposes of this documentation is what you are, and what you do. Choose one **Species** below, and then a corresponding **Background**, which will also determine your current **Location**.

Species

Human – You're a flesh-and-blood *Homo sapiens*, once again! You know how these work. You don't belong in the toon world, but it's not by your hand that you'll find your way there. Incidentally, you seem to have a certain resistance to things meant to work on toons for this reason. That may or may not include a very particular pair of weapons; it's a little unclear.

Toon – You're an ink-and-paper cartoon, and that means you could be any number of things. Specifically, you can be of any size between a mouse and an elephant, and take nearly any shape appropriate to your home section of this cartoon world. Whether you look human for all the world, are a walking, talking slice of cheese with arms, legs, and a face, resemble a living corpse, or are a small biped that looks like nothing in particular with stylized glasses for eyes, you'll fit right in! This also gives you certain abilities, such as being more resistant to damage than a human, but leaves you vulnerable to machines like the Malevolator, or its inverse. What inverse? Well, someone's working on that.

Background

Animator [Human only] – Right now, you're either sitting at your desk struggling with a creative block, or in the middle of drawing an important storyboard. Or maybe you don't have a history of working for an animation studio in the 1990s, and have instead just **Dropped In** out of nowhere? Either way, in about five or six minutes, Drew Blanc is going to be sucked into the cartoon world, and so are you. Whether you can find a way out is up to your own wits and what connections you can make here. Do you like puzzles? There might be a lot of those. Then again, if nothing severely changes, Drew will find a way home, so it shouldn't be too hard.

Cutopian [Toon only] – You have your home in the lovely, sweet kingdom of Cutopia, the happiest place in this cartoon world! It may have been the happiest place anywhere, before the vile Count Nefarious started Malevolating your fellow citizens! Luckily, your benevolent King Hugh and his royal engineer Bricabrac are working on a solution as we speak, and in the meantime, there's plenty to do if you want to keep your mind off of your impending doom pass the time!

Zanian [Toon only] – Sure, most toons are funny, but you're downright loony! What do you mean, I misspelled that? Do you want us to get sued? Anyway, you hail from, and are presently on, the island of Zanydu. Described lovingly by one resident as an "offshore asylum," it's the home of toons who most fully embrace their madcap, wacky nature. The current conflict doesn't really involve you yet, so go ahead and have your fun while you still can. Easy enough, right?

Malevolander [Toon only] – The dark side may not have cookies, but you’re on it nonetheless. You hail from (and are currently in) the Malevolands, the seediest, most sinister side of the toon world. Here, you can find all kinds of disreputable folks, including yourself, but what *kind* of disrepute you have is more open than you think. Maybe you’re a man-eating wolf with pretensions of class, maybe you’re a bungling henchman, maybe you’re a cackling supervillain, or maybe you’re just drawn “ugly” and prone to gallows humor. You don’t have to be all *that* bad to be bad around here, ~~and the game is only rated~~
~~E~~ anyway, you can just be drawn that way!

Section 2: Perking On It Now

Now we'll look at what you can do. Remember those **1000 Cartoon Points** you got earlier? Great! You'll start spending them here to pick up some new abilities and stack some coincidences in your favor. If it's listed under your **Background**, you get a 50% discount on the list price for it, and if you act now, that discount makes a **Perk** under your **Background** that normally goes for **100 Cartoon Points** absolutely free!

Animator Perks

Sketchy Business [100] – You really are quite the artist. Now, you're no true genius, but as an artist, character designer, and animator in the 1990s goes, you're certainly good enough to pay the bills. The real problem, if anything, is getting your boss to pay you what you're worth.

Having Pun [100] – Do you like puns? If you don't, too bad. At the very least, you're good at spotting and deciphering them now, along with other forms of wordplay. Now, on its own that's not all that useful, but it does mean that you'll have a much easier time solving any problems or puzzles that revolve around wordplay, like finding opposites to a set of twelve unrelated objects.

Ice Broken [200] – Sometimes, you come to a place like this and start talking, and before you realize it, people are repeating themselves with increasing annoyance and you've missed something important. Not anymore! From now on, you have a 'sixth sense' for when someone has told you everything they're willing to say on a given topic of discussion or has just run out of small talk, as well as what else they'd be willing to talk about if you ask. These can, if you'd like, manifest as little icons evocative of the topics in question, with the first always being a slowly-melting ice cube.

It Was All A Dream [200] – Or was it? Either way, it's given you some ideas. It's often said that the best inspiration for an artist is life, and you're particularly good at drawing from life – your own life, that is! There's a catch, though. First of all, it works best when something out of the ordinary happens to you. Going to the park by itself won't do anything it wouldn't ordinarily do, but getting chased through said park by a dog could give you a great idea for a horror short. Second, you have to survive. Your *near*-death experience could see you put together a thought-provoking art film soon after, but dead men draw no cartoons. As long as you keep those caveats in mind, even your worst days will spark your creativity rather than stifle it. Speaking of, you also have an easier time dealing with traumatic experiences, mostly by channeling them into said creativity.

“BUT, JUST THEN!” [400] – Sometimes you get a bad feeling about something. Maybe you're being chased by a trio of thugs after stealing something from their boss, and they have a way to pursue you unerringly through the use of a space between dimensions. Sure, those three might also be dumb enough to lose you if you hide behind a curtain, but how would you ever know to do that? Well, you don't need to worry about that anymore. Your newfound ability to sense immediate danger, and perhaps even someone plotting to destroy you, manifests in a very particular way. If you're about to be under attack, let's say in less than a minute, you'll see a quick, animated 'cutscene' of the impending attacker preparing to do so. They may also do something funny, like arguing with their compatriots over nothing in particular.

Take Your Time [400] – How long does it take to get from Cutopia to Zanydu, or from either to the Malevolands, anyway? It's not clear, but surely this leisurely pace doesn't befit an urgent affair like the Malevolator incident? If it's all the same to you, it seems the world has elected to give you a bit of

leeway on that front. When undertaking some great quest for the fate of the world, it seems the enemy will overall move slowly but surely, giving you just enough time to get where you need to be on foot at a normal human's walking pace. This won't slow individual enemies as they chase you through their castle, but it will slow the enemy army you mean to meet on the field, even if many of their number can fly at speeds no bird can match. That *would* explain why Nefarious hasn't already Malevolated *everything*, now wouldn't it?

Holding Out For a Hero [600] – Maybe you're a struggling artist, or maybe you lead a creative team. Either way, you aren't exactly a hero out of myth and legend. Your skill set doesn't lend itself very well to vanquishing monsters, winning wars, stealing mighty artifacts, or otherwise doing great and terrible deeds. Now that I've said that, forget *all of it*, because somehow your mundane non-combat skills often, should you allow them to, lead you into situations where they will prove highly relevant on a national or global scale. Drew Blanc, a cartoonist, is about to find himself pulled into a world of cartoons and becoming its savior, as an example. As another, if someday you become a proficient card player, you may somehow find yourself playing a poker hand for the fate of nations. Given how this fate has manifested for another, you may even find yourself being pulled into another realm during this adventure; a novelist could fall into a literary world, or a professional gamer might become the chosen champion of a world of video games. This won't make you any more heroic as a person, not by itself, but it does ensure you can be a hero without ever drawing a sword.

One Of These Has Got To Do Something [600] – I did warn you about the puzzles, but it looks like you've got this under control. This isn't so much an eye for detail as it is a twist of fate, half the time. Yes, you'll have an easier time spotting relevant clues to solving your current problem or mystery in your environment, but the real advantage is that so long as it's less about a direct contest of might or wills and more about you solving a puzzle or mystery, fate seems to bend to give you *some* way to do it. Whether it be stumbling across just the things you need to complete an extended chain of deals, getting past someone to get something they're guarding without a fight, or jiggling a cookpot just right to get yourself and your friend out of it, no puzzle is truly unsolvable. Try everything on everything, and you just might save the world. Just don't be surprised if some of the solutions are a little *out there*.

Cutopian Perks

Good Times [100] – It's always a good time in Cutopia! Or, it was, until Nefarious' recent shenanigans began. Your memories of the time before that nasty machine, of the peaceful, carefree days that could soon be once again, give you an optimism that shines through even in the darkest of times. After all, existential dread is no reason to start being a grumpy-puss!

"I need more bunnies." [100] – Let's face it, you're adorable. It's in the name, really. Being the Cutopian you are, you're not just the kind of cute that makes people want to cuddle or protect you. *You're* the kind of cute that *sells merchandise*. If your show takes off, so to speak, expect plush toys in your image on every Christmas wish list, onesies of you at Halloween stores, cakes with your image printed on them at birthday parties, and more!

Trading Compliments [200] – Whether you're running the most child-friendly pub anyone ever saw, a spiffy little costume store, or a sunny little ranch whose animals handle their own affairs, you possess a head for business that most humans wouldn't expect anything as cute as you to have. Though, that cuteness is likewise part of why your business stays afloat. Between your financial savvy and the

fact that fate rewards you for operating in a legal and family-friendly manner with the ability to break even even in times of severe economic distress, who ever said the nice ones had to finish last?

Survival of Ms. Fittest [200] – Whether you're a beauty that could launch a thousand ships or the cute little face that could draw a million eyes, your enemies tend to think that's about all you're good for. They are, of course, mistaken – for one thing, you're actually skilled enough to hold your own in an impromptu fist fight, should it come to that – but time and again, your enemies fail to see that. Sure, you can reveal your competence to one foe and have them respect you from then on, but the next one won't believe them when warned about you.

Ray of Hope [400] – Sometimes, bad things happen to cute toons. It's understandable. But where hope can keep humans from going mad, it might keep you alive in a more literal sense. Let's say you're being used as a bowling pin in a seedy establishment, because the guy who runs it loves hearing your screams every time someone gets a strike. So long as you hold onto hope, and he doesn't get bored and decide to finish you off, the rigors of *being used as a bowling pin* won't be enough to kill you. Without food, without water, without anything but hope that things will be better someday, you'll live on. Again, though, if someone *decides* to finish you off, hope alone won't protect you from that. Hopefully someone saves you before that happens?

And He's Gotta Be Larger Than Life [400] – After all, when you need a hero, you need one who can win. Whenever you find yourself in true peril, perhaps on the losing side of a war for the very souls of your people, it seems fate will lead someone capable of turning the tide of this battle to your side. It's up to you to keep them there, of course, but they'll definitely be someone you find both useful and at least somewhat agreeable. They may not look classically heroic, depending on the kind of skills they need to save you, but you can count on them when all else fails. Of course, should they outlive their usefulness, do try to be grateful. Antagonizing someone with those kinds of skills tends to end poorly.

Royal Reverse Engineer [600] – No matter how scatterbrained you are, you're still a top-notch mechanic and inventor. While your talent for weapons isn't all that great, you are good at coming up with counters to them, or any other creative or helpful device. What's more, your capacity for reverse-engineering would let you analyze a machine of death and destruction, substitute its most important components for their goodly opposites, and produce a machine that shall be the salvation of thousands. This tends to run less on proper logic and more on symbolism and wordplay. Use a Sole in place of a Heart, Sugar instead of Spice, and before you know it, you'll be getting the whole world good as new, and then some!

~~Fluffy Little Fibber~~ The Cutest Patootest [600] – Who's been messing up everything? It's been ~~you~~ that terrible Nefarious all along, and the pity is that they never even noticed. You're just the cutest little ~~professional liar~~ convincing public speaker this world's ever seen, perhaps barring a certain someone. Your ability to tailor your ~~trickery~~ persuasive arguments by reading the people around you and figuring out what they find easiest to believe will serve you well, especially as it works on the fly. This works for all kinds of ~~deceptions~~ honest pleas, whether you ~~craft a sob story~~ wholesale remind them of the terrible fate we all face, ~~disguise yourself as multiple people~~ play dress-up, or even ~~tell someone just enough of the truth~~ spare everyone all the nasty details to spur them into action. Why, you could ~~kidnap a king, disguise yourself as him, and rule his kingdom for years~~ hide your preference

for popcorn over ice cream with no one being any the wiser! Not that anything like that has happened, that was just an example, as I'm sure King Hugh will be *happy* to confirm for you.

Zanian Perks

Laugh It Up [100] – You're a generally giggly sort, maybe unnervingly so, but life is a very funny thing. Normally, this just means that you can find *something* to laugh or smile about in almost any situation, even the worst, but there *is* one caveat. Whether you choose to take life with a smile or not, you also always know if a situation is *truly* serious – because you *won't* have a joke about it, even in the back of your head.

Flux This [100] – You've got a mouth on you, haven't you? Funny enough, none of these other toons seem to mind *too* much. The more, uh, *innocent* Cutopians may just not notice, and the Malevolanders either approve or have heard worse. How would you like to keep doing this elsewhere? Almost nobody you meet seems to have a problem with you speaking out of turn in the manner of a peanut gallery, and unless you actively offend them personally, they'll at least spare a chuckle. To help you with this, you also find yourself thinking of snarky comments to make on almost anything you hear.

“But I knew what he meant.” [200] – Congratulations, you're zany enough to understand even the unintelligible. Whether someone communicates through dance, flashing lights, or even solely with a single sound, so long as they are a sapient being and they are trying to tell you in particular something, you'll *somehow* understand them as if they were speaking in coherent sentences. Likewise, whether you're speaking in a made-up foreign language or just belting out gibberish yourself, those who indulge their imaginations or are otherwise “zany” enough can understand you just fine.

Eight-Armed Huckster [200] – You may not be the best con artist out there, but you know your marks. See, you've realized you don't have to be the smartest person in the world to make it big, just the smartest in the room. Whenever you're out to trick *someone* into doing something for you, rather than anyone *in particular*, you'll get a decent sense for anyone in your line of sight who'd be dumb enough to fall for it. A certain octopus may want to talk shop with you.

By the Book [400] – Sometimes, the best joke is how serious you are, especially if you've got a serious job to take seriously. Whatever it actually is that you've been legally employed by another to do, you've got a few abilities to make sure you take it truly seriously. See, so long as you are actively doing this job, such as guarding an outhouse while it's closed to ensure no one enters, you'll be able to go without food, water, sleep, or expelling waste in order to do so. You won't even experience boredom. To give you some perspective, the man serving as the prime example has been on the clock for *literal* years like this, given that the Zanydu clock is *broken*. Secondly, you'll always memorize each and every relevant legal code pertaining to whatever your job is, allowing you to act entirely by the book at all times and spot any attempt by a rascal to circumvent you with fake rules. This works best with jobs that require you to stay in one place for a long period of time, such as a desk job or guard post. After all, more mobile tasks would give you the opportunity to forage for food or dig a latrine if you really had to.

“I put him on an all-spinach diet, and look at him now!” [400] – Even when you're a Toon, your health is important. This is something you've taken to heart, perhaps all too well. Much like Jim the

bulldog, you're an excellent personal trainer, able to bring whoever you set your sights on to the peak of their own fitness. Like anything else Zanian, though, this works better the funnier the training method is. Putting your students on a regular treadmill is one thing, but putting them on treadmills that accelerate to the point of launching them halfway across the room and see their legs practically turning into wheels beforehand? Now that's efficient! Incidentally, this also makes you an incredible acrobat yourself.

WACME Workshop [600] – You're a highly competent inventor and engineer, much like some others we could name, but in true Zanian fashion, your specialty is in slapstick cartoon violence. Your spring-loaded boxing gloves are guaranteed to leave the victim seeing stars, your itching powder will have your victims practically or literally falling apart, and in general, the zanier the contraption's purpose, the further you can push the bounds of engineering and physics to accomplish it. This won't let you make a doomsday weapon with the contents of a broom closet – ask a Malevolander for that sort of thing – but you will be able to take that broom closet and make something Rube Goldberg himself would envy.

Warped and Woofing [600] – Have you ever been crushed by a falling steel beam? That's fairly deadly, isn't it? Luckily for you, it's also hilarious. Sure, everyone around here is a toon, but Zanians like you are the best of the bunch at being loony. Whether you're a truly old cartoon or not, the levels of violent slapstick you can survive and be none the worse for wear must be seen to be believed. You can be crushed by falling anvils and pianos, get turned into literal Swiss cheese by a Tommy gun, or get locked in a safe and dropped into the ocean and you'll still come out alive. This is more effective the more absurd your situation is; a Rube Goldberg-esque death trap would have little if any chance of killing you compared to a sniper picking you off at three hundred meters, but even someone who decides to just shoot you had better make *very sure* their attack wouldn't amuse a general audience, lest you rise from your presumed grave and subject them to the pranking of a lifetime. That said, while killing you is *hard*, it's not *impossible*, especially for someone who is, fundamentally, Not Funny. Maybe get going before they shoo out the clowns?

MALEVOLANDER PERKS

How Horrifying [100] – Malevolanders have a tendency to be, as you might imagine, scary, disgusting, or otherwise unpleasant. Even the ones a human would find cute or attractive have a sinister bent to them. There's no wholesome bunnies or girls next door here, though creepy dolls and wicked seductresses are fair game. You're the same way, in your Toon form at least, and you can choose to extend this to any other form you wish, provided you have any others, giving your features a distinctly intimidating flair to them without diminishing any other benefits they may have.

Sleazeon's Greetings [100] – In the Malevolands, bad is good and good is bad. In other words, to be polite, you need to be rude. It's just how they talk over there, given they're the 'evil' Toons. Surprisingly, this also works for you in other ways. You see, in general, you can speak informally, crassly, and vulgarly in even the most polite of company, and find yourself tolerated. They know you Malevolanders are just like that, even in high society.

"They can't have gotten far!" [200] – You might not be the best at this, but you are a danger, despite yourself. See, when you operate as a minion, you become just competent enough to be a threat to your master's enemies, even if you'd otherwise be useless. You can track them high and low even if you're clumsy and need outlandish devices to compensate for the natural senses you've lost. You'll be

dangerous in a fight, provided they're not intrinsically stronger than you, even if you'd otherwise poke yourself with the pointy end. In other words, you will never be *completely* worthless. Granted, there's only so much this can do. You won't be slaying gods when your boss picks a fight with them, not with this alone. A mortal man, though? That, you can do.

Malevolaproper [200] – There's a difference between looking scary and acting scary. Most people wouldn't be scared of a big bad wolf who constantly flubs his metaphors and turns of phrase. Those people have not met you, because somehow your threats remain intimidating even if you put your boot in your mouth while making them. Oh, that was supposed to be "foot in your mouth?" Oh, well, it's all grease to me! No, it was "it's all geek to me," right? No? If you can imagine still being scared of someone making those mistakes, you know how the average person feels about you. You are still going to cook and eat them, after all, or whatever it was you were threatening to do?

"How convenient." [400] – It's the eleventh hour. Things are looking quite grim for your enemies. In fact, everything you mean to destroy is all in one place! And that's after your henchmen just so happened to bump into the meddlesome "hero" while he was fleeing from an ally who suddenly betrayed him! Just as meddling do-gooders often seem to have turns of luck to let them beat the odds, you'll find that things often turn in your favor in the third act. Your foes fall into your clutches, your minions suddenly become luckier or more competent, and, well, everything's coming up evil! Of course, a resourceful enough hero could still thwart you in the end, so don't go thinking you can just leave a super-spy in a death trap and walk away, but you'll certainly find it in the cards to put him in that trap to begin with.

Fortune Favors the Wicked [400] – Like a certain felonious feline, you possess two strange powers of the mind. The first and perhaps more important of these is your ability to see the future. When a specific question concerning the near future (usually weeks at most) is asked of you (perhaps even by you), you may will yourself to experience visions of the relevant events. You will see the outcome which is most likely, as well as a small number of events which, if they transpire, will prevent this outcome. However, these events will be presented in vague metaphor. "A lifeless knight walks" could mean anything from a knight being raised in undeath to a chess piece moving seemingly on its own, for instance. The second of these abilities is your hypnotic powers. At will, you may manifest a fascinating spiral pattern in your eyes. Should the weak-willed make eye contact with you, they will succumb to your control, obeying any order you give them or any order given by your direct superiors, should you have any. This effect only lasts a short while, but in quick enough succession, you can *break* a mind entirely. Just look at Spike the Clown. Now, there is one *very important thing* to be *very careful of* while using your hypnotic eyes – mirrors. Even mirrored sunglasses could turn your own power back on you. The clever, or the unscrupulous, could put that to great use.

Synthetic Mega Ultra Genius [600] – Whether it be your natural intellect or the result of a synthetic positronic brain backed up by a state-of-the-art macro-micro processor chip on your shoulder, you are quite the inventor. This is especially true for things that cause excruciating pain, or at least inconvenience. While you *can* create things that help others, like cybernetics to replace missing or damaged body parts, you're best at making weapons, tools of torment, and security devices, such as a robot army or an inescapable prison cell or a mutagen ink. With this, you could match the Robot Maker or Count Nefarious in inventive prowess, even when it comes to things like the Malevolator. On a more minor note, you're also rather good at condescending when you want to be. Never fear flubbing your insults against the filthy organic masses again.

“I can be such a terrible prick!” [600] – Count Nefarious said that, and so will you, once you reveal your evil plan! You see, you’re possessed of something of a grim inventiveness when it comes to seizing power that isn’t rightfully yours, terrorizing the innocent, and otherwise committing dastardly deeds. You’ll never be unstoppable with this alone, but unless you have no resources whatsoever at your disposal, you’ll always find a way to be a threat. This is easier with dimmer or more naive foes, but you could even match wits with jaded elder statesmen, the sort who’d burn another country to the ground to save their own, and leave them with no real options but to hold out for a hero. Of course, it’s up to you to deal with said hero once they arrive, but you also have a plan for that. Namely, should that hero somehow foil your plot for world domination (or whatever it is you’re up to), they’re less likely than they should be to deal with you once and for all. By the time you’ve clawed your way back up out of the metaphorical pit they pushed you into, they’ve either forgotten about you or succumbed to that poison you got them with while you had them captured. You *did* poison them while you had them imprisoned, right?

Section 3: Itemized Catalog

Step right up! Here you'll find an assortment of equipment, real estate, odds, ends, knickknacks, doodads, and the kitchen sink! We've got a special for discerning customers like you! If you've got any of those **Cartoon Points** left, feel free to spend them – the items listed under your **Background** are half-price for you! That's just like the **Perks**, and what's also just like the perks is how the ones you discount down from **100 Cartoon Points** are free of charge! Now, if you happen to have something similar already, we can take the thing you buy here and the thing you already have and stick 'em together, for one whole thing with all the functions of both.

Animator Items

Stuffy Suit [100] – This isn't exactly the best suit and pair of shoes out there, but it'll do. It's just nice enough to count as formal work attire, and just tough enough to stand up to a few days of wandering the wilderness and getting chased around by various lunatics without tearing, wrinkling too much, or even staining. It's a bit boring, though.

Look What I Found [100] – This isn't exactly something you have. Rather, it's something you'll find. It's a small, innocuous, everyday object a random person could buy at a store or pick from a tree or what have you. Whatever it is, though, it can let you set off a series of trades for, well, more mundane objects that might somehow come in handy later. You'll acquire one such item in each new world you go to, stumbling across it not long after your journey begins.

Phone Home [200] – Sometimes, you really just need to make a call. Luckily for you, that's what this is for! This compact, foldable transdimensional videophone does exactly what it says on the tin! Namely, it lets you communicate with others across dimensions. Of course, all the person on the other side has to do is call your number with whatever phone or other such device they have on hand. This should be helpful for when you do make it back to your own world, in case this one needs your help again.

Bottomless Bag [200] – This little purple star-spangled sack fits in your back pocket, but it can hold as many things as you can fit through the mouth of it. Handy, right? Not to mention, no matter how much you stuff in there, you'll always pull out whatever it is you wanted to grab. If you ever need a random assortment of small items to save the world with, put them in here.

Where the Magic Happens [400] – Well, this certainly is a small workroom fit for an animator of your caliber. It's got all the paper, ink, cels, peg bars, animation cameras, and other equipment you could need to animate at twenty-four frames per second. Don't worry about restocking your supplies, you'll find you never really run out of those. What's more, you usually find yourself full of ideas in here. If you don't find any, that means you're *really* stuck.

A Second Look [400] – Well, well, well, this is something. Ordinarily, a pair of mirrored sunglasses wouldn't go for this much, but this pair has a useful little trick. Namely, the mirrors on the lenses can reflect just about anything that relies on eye contact right back at whatever sent it. A hypnotic gaze? Petrifying eyes? Someone deciding to burn your eyes out with the lasers they shoot from theirs? All send flying right back.

“What are you doing on at 4 o'clock in the morning, anyways?” [600] – Well, what have we here? This is a TV of the same kind that pulled Drew Blanc in, and you can probably guess what that

means. You've got access to the world of cartoons, not just here but in any other world you go to, too! This won't let you take anything not on your person in with you, or take anything back out with you, on its own, but if you have ways of getting around that, that'll work just fine. Now, this might get a little weird in worlds where Toons *already* live in the real world, or if you use it *inside* a world that's already a cartoon by its own definition, or if you use it in a world where cartoons haven't been invented yet. What'll be on the other side there? Only one way to find out!

Where Dreams Come True [600] – Now this is the big time! You're not just some small-fry animator, this is the whole studio, and it's probably got your name on it! This building, which, let's face it, is probably somewhere in California, is your headquarters and main animation studio. You've got a top-notch team in here, rivalling Disney's roster in its prime. Does Disney exist here? I dunno. Point is, you're making a lot of money with this even if you just let everyone keep carrying out the instructions you've already given 'em. Looks like you've got a feature film in the works at the moment, along with a few TV cartoons. Good stuff.

Cutopian Items

"You see, we are here." [100] – Sometimes, those who come to save you from your impending doom need a little crash course on what's going on. That's why you have this! This projector and screen set will always have handy, informative slides for your feature presentation, usually something like "here's why we need your help." The slides can even display short animations, despite being analog slides. Don't think about it too hard.

Sweet Snacks [100] – What's cuter than a little bunny? A little bunny eating a snack! Some bunnies like cotton candy, others prefer popcorn, but you've got more than enough of both to fit your whims. Why, it seems like you'll never run out, and it'll always be right there when you want some! What are you waiting for?

Talking Heads [200] – The phrase isn't meant to be so literal, but here you are. This costume might make you look like a knight, a king, or any other important fantastical sort, but the important thing is that the mask mimics the facial expressions you make under it. Why, you can even eat through it! When you need to adopt a second identity, and need to do so day in and day out, accept no substitutes.

Doing Good Business [200] – Congratulations! You're now the owner and proprietor of a small business of *some* stripe or another, of the kind you can find in Cutopia. Whether it be an arcade full of sweet, safe, wholesome games (with one or two Zanian imports if you can't stand them *all* being made for toddlers), a lively Irish pub with a hammer for a mousetrap and an organ made of funny little bike horns (actually, does it even serve real alcohol?), a costume shop, a bakery, or a sunny old farm, you'll find yourself turning a nice profit, the nice way!

A Clean Lab Is A Happy Lab [400] – This lab might not be all that clean if you're as scatterbrained as Bricabrac, but it's certainly rather happy. Namely, not only is it an excellent laboratory for engineering and chemistry, with all sorts of pipes and doodads to make things look extra-scientific, but it's also a good place for getting ideas for happy, helpful technologies. Of course, you won't be likely to think up anything that kills or maims, but ideas for putting smiles on faces will

spring forth as if a geyser! Whether those smiles are genuine or forced doesn't really seem to matter, though. Funny, that.

Bricabrac's Blueprints [400] – No, these aren't the Malevolator blueprints. These are the blueprints for the Cutopian royal engineer's next magnum opus. An ultimate creative device, meant to allow the user to create any happy thing they so desire! A certain bunny seems to think that this would make her as unto a god. Whether it actually can, well, you'll just have to build it and find out, but I wouldn't get my hopes up if I were you. Sure, creating sweets, rainbows, glitter, and other cheery things ex nihilo might be impressive, but the upper limits on this machine aren't yet clear at all. Then again, I'm sure someone as smart as you could figure out ways to improve on such a glorious design. Right?

Joyous Gard [600] – Ah, what a lovely castle! Standing tall on a hill with the greenest grass you've ever seen, surrounded by a moat of the clearest blue water. Of course, such a castle comes with both guards and a footman (rather literal), and serves its purpose as a defensive structure. It's also rather fancily decorated inside, and comes with more traps and secret passages than you'd probably expect from such an adorable place! Your inactive Companions can also hang around here, as long as they don't go wandering off. All in all, if you need to make a final brave stand against the forces of darkness and ugliness, make it here!

Cutifier [600] – This should not exist yet, seeing as the Cutopians have yet to reverse-engineer the Malevolator, and you should ~~definitely not absolutely~~ let anyone of cuddly, popcorn-loving persuasion have it. All the same, here it is. A completed Cutifier, the cheery, saccharine opposite to Nefarious' Malevolator. Like that horrid machine, it is a flying, one-seater UFO-like vehicle with a powerful beam mounted to its underside. Unlike the other one, its laser turns anything it hits cute and happy, one way or another. This ~~does not necessarily will~~ *definitely* make them *good*, and you ~~should probably keep an eye on that~~ are going to *love* that, but it does seem to render its ~~victims~~ subjects docile and willing to listen to whoever cutified them.

Zanian Items

Eye Glasses [100] – They won't be calling you "four-eyes" with these shades on. Though, that's mostly because they might think these *are* your eyes. Like Flux Wildly, you've got a pair of opaque glasses in a color of your choice that somehow change shape to match your facial expressions. They also hide your eyes (or lack thereof) from onlookers.

Down the Drain [100] – This outhouse does not exist for the same reason an outhouse does in the mundane world, no. This outhouse exists for the purpose of a Zanian national pastime: fish-flushing! Here, you can play at the zaniest game in all the toon world with its series of tubes and roulette of fishes. The grand prize is, of course, the pufferfish, but anglerfish, soles, and red herrings are all on offer. Of course, you've gotta have good eyes and good timing to get the right one!

Funny Business [200] – Business before pleasure, and no funny business, right? But what if funny business *is* your business? Well, now it is! Whether it's a whacky gymnasium, a store for selling gag gifts, or some kind of arcade restaurant, this is a small business that'll earn you some funny money if you don't run it into the ground. Also, even the most strait-laced inspectors won't have too many questions about why you need a trampoline in your establishment, or why the sound system sometimes

plays random words from various songs in just the right order to tell a joke. There's no law against your business being zany, after all.

Offer Void In Nebraska [200] – Exploding cigars strong enough to literally blow your top and let you come back for another? A spring-loaded boxing glove strong enough to knock your brain out onto the wall and leave you seeing stars, without killing you? A squirting flower that shoots extra-strength acid, enough to temporarily melt your face down to the bone? An itching powder super-charged with Lepro-C to give you an itch so bad you'll scratch yourself to literal pieces and be fine in a minute or two? Warp and Woof must've finished their new prototypes early. Yes, these are the newest WACME products, gag devices extraordinaire for the discerning slapstick enjoyer! For some reason, anyone you prank with one of these seems to become just toony enough to survive it, but that doesn't mean they won't feel it.

The Elephant Holding the Room [400] – Don't I mean "the elephant *in* the room?" Well, no. This elephant balancing on a wheel is here to be repeatedly scared by a mouse or lured by a peanut, pulling a cable car along with it as it runs one way or the other. How this cartoon elephant stays alive or sane like this is, by definition, a moot point. They're a Zanian. What isn't irrelevant is your newfound ability to connect any islands or other properties you own to each other using this elephant cable car, or possibly a whole system of such cable cars if you have enough. It's certainly a fun way to get around!

Pumpotron [400] – This, right here, is the muscle-building innovation of the century. With just one rep on this thing, a scrawny middle-aged man who can barely lift the hammer on a strength tester can become strong enough to send the bell flying through the roof! Bear in mind, this is a rigged game, as carnival games often are, and the machine was still completely wrecked.

WACME Warehouse [600] – Now this is a real jackpot! This warehouse and workshop is the perfect place to make, test, and store prototype gag items. You've got anvils specially designed to whistle at the perfect pitch while falling, pianos with fast-acting crumple technology, vases that break with enforced comedic timing, rakes sized and shaped just right for springing up to slap a man when stepped on, and that's just the easy stuff. You can rest assured that you're making the world a funnier place when you churn out cartoon props in here, if not necessarily a better one.

In The Land of the Loony [600] – The maddest man is king. Zanydu doesn't have a monarchy like Cutopia or the Malevolands do, but you do possess a remarkably similar island. It's not much to look at right now, but the flora and fauna are already bizarre and silly, and about a hundred Zanians have just turned up, decided they like the cut of this place's jib, and started putting down roots. They'll follow you around, along with the island itself, and any changes you or they make will stick, provided the locals find them funny enough to keep.

MALEVOLANDER ITEMS

Captain Blowhard's Prune Wine [100] – Someone evidently gave you this instead of some real wine, thinking you were dumb enough not to notice. The joke's on them, you absolutely knew this for what it is with just a taste. You've probably since eaten them, but those who pretend at sophistication probably won't notice how cheap this stuff is until it's too late and they've already given you whatever they offered in exchange for a good vintage. Of course, they've have to be pretty dumb, but there *is* a sucker born every minute.

“It’s getting really, really warm in here.” [100] – That’s the idea! What is? Why, this stewpot, of course! It’s absolutely perfect for turning unwanted or unseemly guests into a nice home-cooked meal. It boils just slowly enough to let you get a show out of their terror before your meal, and it’s heavy enough that they’d need some serious muscles to make their way out of it. Why, it’s even perfectly sized to hold up to two whole human beings, clothes included! Maybe don’t let them keep their magic bag full of whatever they need, though.

Bad for Business [200] – This place is a real dump. Low-down, dirty full of scumbags, and probably a rip-off. That’s just the way you like it. Maybe this is a bowling alley, a dive bar, or a pawn shop, maybe it’s something else. Whatever it is, it turns a handy profit, and seems to avoid any trouble with more normal inspectors despite adhering to Malevolands health and safety standards. That is to say, not many at all. Maybe you even use kidnapped Cutopians as the bowling pins, but your place still won’t get shut down by outside authorities. The Cutopians themselves probably mind, but there’s really nothing they can do about it.

Portable Hole [200] – This is a hole. A portable hole, even. Since you have it, either Nefarious gave you one, or you stole it from him. If you put this tiny tear in reality’s fabric down in a town center, you’ll find yourself able to walk to any nearby town center (say, one within a day’s walk) much faster. This does involve jumping down into the hole, landing on an eyeball platform, and walking through a surreal dimension full of bizarre, horrifying, and nonsensical imagery in your desired direction. Just pick the hole back up when you get to the other side, and you’ve done it! Try not to suffer any sudden-onset existential terror.

Malicious Mechanical Manufactory [400] – Much like the Robot Maker, you’ve got your very own small workshop. Here, with the facilities and raw materials provided, you can create robots of various shapes and sizes with ease. Not at industrial scale, mind you, at least not yet, but still. Of course, it’s much easier to make killer robots here than it is to make harmless or even helpful robots. These are the Malevolands, after all.

Nefarious’ Notes [400] – If the Count knew you had these, he’d probably **DEFINITELY** kill you. In your possession are a pair of instructions, for Nefarious’ own inventions. The first is, as you might have guessed, a copy of the Malevolator’s specifications, including the twelve items used to power it. The second is a formula for his likely-not-yet-patented mutagen ink, which is more than capable of transforming a real live human being into a toon; this would trap them in the toon world forever, if it happened while they were there, and might even pull them back to it had they found a way home. It’s somewhat slow-acting, though. It might take several hours to actually do much of anything, and that’s a long time when things are down to the wire.

Maleovlator [600] – You shouldn’t have this yet. So far, Nefarious has only built one. Then again, he’s a crafty sort, so maybe he’s having you hold this one in secret, just so he can see those Cutopians sweat a little once it’s time to reveal that there was another one all along. Anyway, this takes the form of a one-seat flying pod of significantly *Evil* aesthetic, which has a powerful beam weapon mounted at the bottom. This beam will turn anything it touches evil or ugly, one way or another. Results have varied so far. Some things just turn into raging monsters, while others become decidedly more *particular* in their newfound dark desires.

Dolorous Demesne [600] – Now *this* is a castle. Perched precariously on a proper precipice above a raging sea, your fearsome fortress stretches towards the sky, which is shrouded by thunderclouds at all times within a small radius around the castle itself. Said thunderclouds have excellent dramatic timing. Within are many calamitous chambers, designed to confuse and confound any enemy who dares to enter. Should any prisoner escape the dungeon in its depths, they'll have to make their way past the loyal, bloodthirsty crocodile guardsmen inhabiting its lower floors, as well as any other minions or guards you happen to have. While the castle does come with a small staff of *variably* competent servants, meant mostly to look intimidating to your “guests” or cower amusingly before you as you berate them for their failures, you may also choose to have any of your inactive Companions complement the staff, so long as they don't leave.

Section 4: A Little Companionship

Every fluffy bunny needs some cute friends, every slapstick gladiator needs an equally zany opponent, every evil overlord needs a few minions, and even a down-on-his-luck cartoonist could use a friend at a time like this! You'll find a small selection of friends and followers below!

Stay Tooned [50/200] – ~~Isn't that another game? Ah, don't worry about it.~~ Maybe you have some friends you'd like to let in on the fun. For just **50 Cartoon Points**, you can import one of your Companions or create a new one from scratch, giving them any Background available here, and with it **800 Cartoon Points** to spend on Perks and Items (though not on Companions of their own). They benefit from the discounts appropriate to their Background as well, in case it needs to be said.

Canon Sardines [50/100] – ~~Alright, that pun was a little forced.~~ You might want this instead. By your investment in this option, you have a 'slot' you can use to invite any of the canon characters along on your future adventures. Provided they're still alive at the end, they're interested, and you two can *stand* each other, they'll be free to follow you about as a normal Companion. The 'slot' just ensures that if you botch it with one, you can try another – well, save for our heroes. You see, for **50 more Cartoon Points**, Drew Blanc and Flux Wildly in particular can come with you as a package deal. During any future imports, they'll split their purchases between them depending on what fits each of them better.

Little Buddy [Free and Exclusive Animator with the **What's an Ee-Say-Kay?** Drawback] – You've pitched this character to a dozen studios. You've dreamed about their big break since the day you got into showbiz. It never took off. One rejection after another ensured your creation, your magnum opus, your favorite little doodle never saw the light of day. Well, not until *now*. You'll run into this Toon the moment you arrive, and they'll recognize you as their creator and their old friend. They're also notably smaller than you in some way, allowing them to fit into smaller spaces. The specifics on them are up to you, and they can belong to whichever Toon Background you would like, gaining **1000 Cartoon Points** to spend on Perks and Items.

Old Pal [Free and Exclusive Toon with the **What's an Ee-Say-Kay?** Drawback] – This artist pitched you to a dozen studios. You came out of their head, you exist because they dreamed you up, thinking you'd be their big break. It never worked out. One rejection after another, your show never saw the light of the day. But your creator, old and worn out and jaded as they might be, *never* truly gave up on you. Meeting you will be the happiest day of their life. You'll run into this Animator the moment you arrive, and they'll recognize you as their greatest creation. They're taller than you, have the Animator Background, and gain **1000 Cartoon Points** to spend on Perks and Items.

"We've *got* to have money!" [100, discount Animator] – Meet your new boss! Well, for now, anyway. This old man isn't an animator himself, and in terms of attitude he's a ruthless corporate competitor, but he does have what you need – money, and lots of it. He owns a studio akin to the **Where Dreams Come True** item, as well as having fingers in another pie similar to one of the **Doing Good Business**, **Funny Business**, or **Bad For Business** items. As we speak, he's got an offer heading your way to pay you double what you're making now, and add dental to your benefits. Of course, that's not all he's got. See, he had dreams of being like you when he was little, but life taught him his talents lay elsewhere. But someone like you? Someone with talent, heart, optimism? He can use that. He'll never make the masterpieces, but he can sure as sunshine bankroll them, and he seems to have a version of the **And He's Gotta Be Larger Than Life**, **Trading Compliments**, and **Fluffy Little**

Fibber perks tailored towards that end. If there's one thing that warms this old curmudgeon's heart, it's *entertainment*, and finding the right talent and getting them on his side is just what he means to do.

"Someday, I'll be just like you!" [100, discount Animator] – This mousy young animator, on the other hand, looks up to you here and now. You've already got a foot in the industry compared to her (even if, fresh out of college, you're barely any older than she is), and working with you seems to be her big break, especially with her parents badgering her to just marry some guy from the varsity football team already. So far, all she's managed is six months of an internship at whatever studio you work for, but from what you've seen of her personal work, it's fairly impressive. Between the **Sketchy Business**, **It Was All A Dream**, and **One Of These Has Got To Do Something** perks, she's proven to be a competent artist who can find inspiration nearly anywhere, and who's figured out some solution or another to every problem life has thrown at her thus far. However, while the **Stuffy Suit** item, though obviously tailored for her, is explicable enough, it's less clear where she got the cute backpack that serves her as a **Bottomless Bag**, or the wristwatch videophone akin to the **Phone Home** item she sometimes uses to talk to what looks like a girl drawn in chalk. Just what was this young lady up to in her childhood?

"Come on, everybody loves a clown!" [100, discount Cutopian] – In the real world, in recent years, clowns have acquired something of a bad reputation. In the Malevolands, clowns are to be tormented until they go insane and become the sort of creature that *gives* clowns a bad rap. Not so in Cutopia, and this wacky little clownfish, complete with fishbowl jester hat to breathe and perform on land with, is anything but grim or ghoulish. Between her "**I need more bunnies.**" and **Good Times** perks, she's a ray of sunshine in a world that's getting darker by the day. But that's not all. On account of her **Laugh It Up** and **Having Pun** perks, she's got a real sense of humor, and her **Warped and Woofing** perk lets her take all kinds of punishment in the name of glorious slapstick. She also has a **Bottomless Bag** to hold any props she'd need for her various gags.

"Play nice, won't you?" [100, discount Cutopian] – Well, now. This little toy robot may be cute, but he's a little unsettling if you think about it. True, he has the "**I need more bunnies.**" perk, as well as **Survival of Ms. Fittest**, so he's not easy to bully even if he's easy to underestimate, but he's something of a **Synthetic Mega Ultra Genius** if you get to know him well enough, and has a much nicer-looking equivalent of the **Malicious Mechanical Manufactory** item. Of course, all of his condescension is paternal, and he really would rather everyone just be good and get along. Maybe all those slightly unsettling machines are there as insurance. You'll probably first run into him sifting through some garbage that washed up from Zanydu, looking for spare parts to repair himself or make more helpful robots with.

"I was crazy once!" [100, discount Zanian] – You'd have to be deluded to think you'd find a Zanian who *isn't* deranged, but this animated loon in a straitjacket may have managed to loop right back around to *downright reasonable*. While she can still sort of fit in, on account of the **Laugh It Up** perk, she seems to have gone *sane* at some point. She can use enough logic to equal the **One Of These Has Got To Do Something** perk, enough empathy for a version of the **Ice Broken** perk, and enough of a sense of self-preservation to equal the "**BUT, JUST THEN!**" perk. Talk to her and she seems like a normal person you might find in the real world, before you remember she's a cartoon loon. In the land of the crazy, the sane are mad. You'll probably run into her in Cutopia, having escaped to someplace that at least sort of *tries* to be a bit more "normal" than the offshore asylum she hails from. Emphasis on *tries*.

“Just like the commercials, folks!” [100, discount Zanian] – Meet WACME’s newest competitor! This fast-talking skeleton in a **Stuffy Suit** and sunglasses has got a real funny bone, as evidenced by his **Laugh It Up** perk, and he’s **Warped and Woofing** enough to put himself back together after a prank gone bad. He’s also got the **Flux This** and **Eight-Armed Huckster** perks, enough to wisecrack with the best of them and get suckers to buy into his cheaper alternatives to proper WACME products. But, that’s just the thing. He’s nowhere near as good a gag engineer as Warp and Woof are, so he scams any Zanian dim enough not to know better into buying his stuff instead. If anything, he’d be better off going legit as a **Royal Reverse Engineer**, but he hasn’t quite figured that out. You’ll probably run into him in Zanydu, as he sizes you up as a mark. How you respond to that will color his first impression of you immensely.

“My eyes are up here!” [100, discount Malevolander] – Whether she’s a cool cat or a sultry snake, you’ll probably want to avoid making eye contact. In addition to her animalistic yet clearly feminine appearance, this toon woman has two very dangerous things, and they’re both her eyes. Granted, despite **How Horrifying** she can be, she’s easy on the eyes by human standards, but it’s the kind of beauty that just makes her scarier. The real danger comes from her having the **Fortune Favors the Wicked** perk, as well as **Survival of Ms. Fittest, By the Book** and **“They can’t have gotten far!”**. She can see the future (vaguely), hypnotize others with a look, go without food, water, rest, or a restroom break as long as she’s doing her job, and she’s dangerous in a fight. Meet the world’s scariest secretary and/or fortune teller. She might be on your payroll already, or she might currently be working for someone else who you’re about to do something terrible to.

“You haven’t seen the last of me!” [100, discount Malevolander] – If you take this young lady at her word, she’s Count Nefarious’ cousin, a princess of darkness from the depths of the underworld and an all-around bad apple. Her voluminous black spider-web-pattern dress, her black tiara with a green gem set in it, her empty, glassy, soulless eyes, her bug-like joints, and her blood-curdling giggle all seem to back her up on this. There’s just one problem: the Count has no idea who this is. You’ll probably meet her after a strange series of events in which her evil toy minions kidnap you and bring you to her castle for tea. **EVIL** tea. Speaking of, she has a castle that resembles a bizarre mix of the **Dolorous Demesne** and **Joyous Gard** items. It leans more to the evil side, obviously, but it’s still strangely cute. Where her “cousin” has crocodiles and an ogre, she has life-sized toy soldiers in black uniforms with angry eyebrows, and a living teddy bear (also with angry eyebrows) the size of an actual grizzly bear. While she’s certainly capable in her chosen role, as per her **How Horrifying**, **Malevolaproper**, and **“I can be such a terrible prick!”** perks, but neither she nor her minions seem all that malevolent, really. As if to confirm this, she also has the **“I need more bunnies.”** and **Good Times** perks, though that begs the question. Is this a cute little doll playing at villainy, or a mistress of evil trapped in the form of a cute little doll?

Section 5: It's Complicated

Did you break your piggy bank earlier? We can help with that, but it might cost you something besides money. If you sign on for any of these *interesting* experiences below, we can squeeze a little extra into your budget. Now, you can only get up to **800 more Cartoon Points** from all this, but you can still take on as many *challenges* as you want.

Toggles

What's an Ee-Say-Kay? [+0] – Let's see here. Some loser gets sucked into another world and goes on wacky adventures, even meets his favorite and least favorite characters? I bet you've heard that one before. Tell you what, let's just skip the middle man. Flux Wildly may or may not be having the time of his life in Zanydu, and Drew Blanc may or may not still be living his humdrum life, but they're not the stars of this show anymore. *You are!* You'll be taking the place of either Drew or Flux, depending on whether you're Human or a Toon. As for who'll be taking the place of the other, check the Companion options **Little Buddy** and **Old Pal**, depending on who you're standing in for.

The Cutting Room [+0] – Not everything made it to the final game, sadly. It's how these things go. Not enough time, not enough money, too unpolished for the final build, that sort of thing. However, with this option, you'll find some things intended either for this game or for the unfinished sequel will come true! Anything that wouldn't contradict the canon events by being there or happening will now be present and accounted for.

The Zanydu Clock Is Fixed [+0] – It's not really clear *how* much time passes during this little adventure, so it's probably not clear how much time you'll be spending here. With this option, you can decide how long exactly you'll be staying past the initial events of the game, anywhere from leaving immediately after to staying for a full ten years. Who *knows* what'll happen in that time?

Drawbacks

"A moose!" [+100] – Well, it's a *mouse* what's messing with that pub, but I'll forgive the accent. *Your* problem might be a mouse, or a raccoon, or even a cockroach. Whatever it is, it's some kind of small vermin, it's a Toon, and it's doing its level best to annoy you. While none of its playful antics are deadly, or even seriously threatening, this Toon's pranks and seeming inability to just *go away* will drive you up the wall during your stay here.

Join Or Die [+100] – No man (and no Toon, for that matter) is an island. If you want something done right here, you *can't* just do it by yourself, no. Anything you want to do, you'll need someone's help with. They don't have to help you *willingly*, trickery is fine, but *someone* has to at the very least give you the tool you need for the job.

This For That [+100] – What do they use for money around here? It's not clear, but you won't be having much use for it. You see, if there's something you want here, you'll have to trade for it, nine times out of ten. Get the other person something *they* want, and you can get what you want. This isn't always an item on either end, mind you, sometimes it's a favor. Fix the churning machine to get a stick or two of butter, trade some wine to pass down a road, score a strike to get that bowling trophy you need to pilot some kind of machine. It's going to be a long chain of deals for you, but as a consolation, you'll always be able to find the *initial* item you'd need in a place you can just take it – no matter how many links that chain has from there.

Caricature [+200] – It’s one thing to be a patriot, and another to be a parody. Unfortunately for you, you find yourself forced into the mold of the latter. It’s not that your will and mind are no longer your own, not quite. Rather, everything you say, think, or do is heavily filtered through a personality which exaggerates the defining traits of your homeland, and so the effect of this changes depending on where you’re from. As a **Cutopian**, even your delusions of godhood are forced through a sickly-sweet sieve, though defining it as wanting to make the whole world happy forever may help you go through with it. As a **Malevolander**, you bear the opposite curse, forced to unjustly genuine benevolence even to yourself. You *can* still help others, but you’d need to convince yourself that you’re *using* them somehow. As a **Zanian**, you are constantly attacked by the urge to achieve your goals in the wackiest, most Rube Goldberg-esque way possible, just for funsies. Even doing your taxes has to be some kind of game. Finally, as an **Animator**, whatever your technical skill at art is, you don’t have the spirit anymore, afflicted as you are by the *utter banality* of the mundane human world. Even planning someone’s birthday party involves the driest, most tedious corporate jargon you’ve ever heard.

“For a second there, I thought I had developed a conscience.” [+200] – Rather like Flux Wildly, you’ll find yourself to have no brain-mouth filter whatsoever, saying whatever comes to mind without a hint of remorse. For you **Cutopians** in the audience, remember that even a compliment can be unwanted or come across as backhanded, depending on the circumstance. This can get you in more or less trouble depending on who you are, but either way you’re unlikely to have many in the way of friends.

Bricabrain [+200] – Your glasses are *in your pocket, you nimcompoop!* What, nobody says that anymore? Er, sorry for the outburst. You see, much like the Royal Engineer of Cutopia, you’ll be spending your time here as an absolute scatterbrain. This doesn’t make you any less principled, disciplined, or intelligent, but it does mean that you’ll spend hours looking for key components to a device you built despite them being *right in front of you*, or fail to grasp the horrible implications of whatever project someone hires you for as long as they say it nicely. Consider what Bricabrac managed to invent even *with* this problem, and it may not be so bad, but *prepare to embarrass yourself repeatedly*, or aid and abet something you’d never allow were you in your right mind.

How Puzzling [+300] – Do you like puzzles? If not, *too bad*. See, without this some obstacles would require a bit of cartoon moon logic or memory puzzle to overcome. Now? *All* of them do. Do you want to cross between Cutopia and the Malevolands? It’s not just a matter of paying a toll now, no. Now you have to find your way through a maze of thistles and hedgerows to get between the two lands on foot, at least the first time. Activating a portable hole to bypass that? Have fun unscrambling the thing like a Rubiks cube every time you want to use it.

Not-So-Cool World [+300] – I have good news and bad news. The bad news is that you may or may not have doomed the human world by somehow allowing the leaders of Cutopia and the Malevolands to escape their world and enter good old Earth, taking their conflict there. The good news is that you still have a chance of stopping them, given your own newfound access to Earth. Interestingly, while they still have all the resources at their respective disposals and may find ways to turn flesh-and-blood humans to their side, neither is quite used to the way things work in the real world at first. Count Nefarious will be a quicker study of banal reality and the horrid weapons ripe for the taking, but ‘King Hugh’ will find himself better protected from the real world’s dangers. Should Drew Blanc and Flux Wildly still be part of this story, they’ll be more than willing to help you fix this, but if

they're not, you may be on your own – and until you can boot Nefarious and 'Hugh' back to their rightful places and undo the damage they've done, you won't be able to leave this world.

“What do you mean, *VHS?*” [+300] – Well, then. It looks like you brought more with you than you bargained for. Chaos reigns in this cartoon world, and it comes from the depths of your mind! Somewhere out past Zanydu is a whole new continent full of new places, rife with amalgamations of places you've been before. Given they're just as loony as everything else around here, expect them to make Drew's life a bit harder, as well as your own. Well, that's what I *would* say, if not for the fact that some old enemies of yours will be paying the main toon world a visit just to muck things up. They won't be exactly as you remember them; imagine an early-90's cartoon parody of them, only able to act within this game's age rating, and that's roughly what you're up against. However, their new toony nature might just make them *worse* to deal with, depending on how you got rid of them *last* time.

All done? Well, there'll be one last thing to keep in mind. Once you finish up your adventure here, which could take a little bit or a long while, you'll have one last choice to make. You can **Go Home** if you've had enough of all this going to other worlds business, **Stay Here** if you've decided you'd like to settle down, or **Move On** if you've got other places to be. Whatever you do, we hope you had fun!

Section 6: Duly Noted

Were you a little confused about some of the options earlier? Do you just want to know a little more about what you're in for? We'll answer you as best we can here.

- On the power sources of the Malevolator and the Cutifier – It's not clear *how* spice, a dagger, stripes, a heart, whistles, polish, needles, bolts, a ball, a bow, salt, and a rock can power a machine that turns things evil, or exactly *how* sugar, a cloak, stars, a sole, bells, a spit, pins, a chain, an arrow, a pepper, and a roll can power a machine to turn things cute. It sort of just works, and taking the relevant Perks – see **Royal Reverse Engineer** or **Synthetic Mega Ultra Genius** – should give you some insights. You could, going by these principles, *possibly* create some kind of Zanyizer by running the idea through **WACME Workshop**, but there's no canon example of one, so you'd be on your own in terms of developing it.
- On the ~~strike through text~~ – Yes No, Fluffy Fluffy Bun Bun is ~~absolutely~~ **definitely** not messing with the document. Nefarious also had something to say, but only once. ~~HE~~ doesn't like repeating himself, you see.
- A note on copyright – Yes, yes, this is all a work of overly elaborate fanfiction, and the video game *Toonstruck!* is the intellectual property of Burst Studios and published by Virgin Interactive Entertainment. No monetization of another's copyright is intended, and all of that. We'd fit a joke in here, but you probably came up with a better one.