

# Australia Day

XXXX HIGH OCTANE REVISED ANZAC BBQ EDITION

FROM THE STIMULANT ADDLED BRAIN OF

**PADDY HUTCHINSON**

# **CREDITS**

**WRITING, DESIGN, BEING AWESOME AND SHIT**

**PADDY HUTCHINSON**

**PRODUCTION MANAGEMENT**

**MORE COFFEE LIQUEUR THAN IS HEALTHY OR SANE**

**VINCENT BAKER TAUGHT ME TO FORMAT  
I DIDN'T LEARN...**

**THE ONLY SUCKERS WHO'LL EVER PLAY THIS SHIT**

**GHOBB  
QUEENIE  
FLOCK  
Ya MUM**

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**THIS TIME ITS PROOF READ**

**BUT THAT DOESN'T MEAN  
WE'VE GONE SOFT, SO...**

**HAPPY AUSTRALIA DAY YA  
BLOODY MUPPETS!**

Once again we come to everybody's favourite celebration of a bunch of mad murderous boat people saying they're the only boat people allowed to be boat people. Not a lot we can do to change that now that all those fuckers are dead, but there's bad stuff going on today too. Not to say there aren't good folks, we just don't hear so much from them. Makes it hard to figure out what this big old place is all about.

Anyway, lets dive in. This place might be a dream based on a fiction formed around a havoc prone pile of bullshit, but that makes good adventures all the same...

# GAMES 'n SHIT

This is a game. But it's also some other things. Like where you and your friends all use the game to tell a story together. You'll need at least two of you, otherwise you'll just be talking to yourself, which is bound to scare the neighbours. One should be nominated High Poobah, whose job it is to set scenes and at least try to remember the game's rules. Everybody else (henceforth the Players) is pretending to be someone, and they'll try to do things in the scenes the Poobah sets. Not so confusing eh?

Well it can be, because sometimes the Poobah and the Player disagree over how something should go down in the scene. For that we have these little cubes with numbers on them. A lot of "professional role playing games" call these items "dice" or "d6s". Not sure what they're thinking. We call them nugs, and you roll a fistfull of nugs to resolve uncertainty so we can all stay friends.

## RULE THINGS

Here's how it goes.

The Player says what they want their character to do.

The High Poobah pulls a number, called the Horribleness Meter, out of their arse. It is supposed to reflect the apparent difficultness of the action requested. They also say what will happen if the Horribleness Meter is not overcome. This outcome should be seriously average, and is called the Terminal Blunder.

You grab a fistfull of nugs, and roll them on the table, floor, or a convenient player's bald patch. If the nug says 4, 5, or 6, that's a Squib. Any other number is fucking useless so ignore those. If you can collect Squibs in quantity equal to or higher than the Horribleness Meter, you get your outcome, otherwise the Poobah's Terminal Blunder comes into effect. Just like gambling, except sometimes you win.

But how many nugs fit in my fist, I hear you cry? First, please stop crying, we're out in public and I'm not sure I can handle this right now. Second, it depends what your character is trying to do. Look down at the pieces of paper you will soon choose or be forcefully distributed. They've got numbers on them, and those numbers tell you how many nugs you get in tough situations.

**GET ENOUGH SQUIBS ON YOUR NUGS TO MATCH OR BEAT THE HORRIBLENESS METER, OR COP A TERMINAL BLUNDER. PRETTY SIMPLE RIGHT?**



# THE MIGHTY THREETHING

All characters have three scores that define their designated nug usage like some dirty communist overlord. The scores are as follows.

## BASTARD

Your Bastard score will define your nug usage when you're trying to hurt people or scare them shitless with the potential for such bastardy. You violent Bastard.

## JERK

Your Jerk score determines how many nugs you get to lie to people, steal their shit, or otherwise give them the runaround. You callous Jerk.

## PRICK

Your Prick score determines how many nugs you get when trying to talk shit out, or standing up for your your beliefs. Especially when they're wrong. You self righteous Prick.

So in certain circumstances, the High Poobah might say something like "Roll Bastard". You then take a moment to review your Mugshot (options are coming right up, stop fidgeting....) If the number written next to Bastard is 3, that means you get three nugs to try to beat the Horribleness Meter.

A note for High Poobahs: because your players will only have scores of up to five, you really shouldn't set the Horribleness Meter any higher than that, even for really hard stuff. Unless you want one of your players to kick you in the face and take your High Poobah Hat (available from our website).

*Example: Shazza's character, Shazza, is stuck in the lockup with Officer Frankie Suspectkiller. She is worried she won't last the night with her fascist guardian, so she decides to break out by beating the officer with a shoe. "Hm," says Lyn, the as yet un-deposed High Poobah, "Officer Suspectkiller has been in a few shoe fights in his time. The Horribleness Meter is at 3. Roll Bastard. If you fail, you're in solitary for the night." Luckily for Shazza, she is a Beardblade with a Bastard rating of 5, rolls five nugs, and manages the 3 squibs she needs. She clocks Officer Suspectkiller a fierce one with a Dunlop Volley Southpaw, and is one step closer to escape.*

# THE MUGSHOTS

**BECAUSE YOU'RE CLEARLY  
GETTING IMPATIENT...**

You choose one of these when you start playing, and they'll help you figure out who your character is and the terrible acts they commit with greatest proficiency. They're good at different things remember, so five Caffiends working together, though possibly entertaining, will not be able to throw a punch no matter how fast they talk about it.

# MUGSHOT: THE BEARDBLADE

*In my youth I was weak and hairless. It was then that the Mad Monks destroyed all I cared about, and I knew that I must grow strong. Though I tried, my follicles remained weak.*

*On the brink of madness I went into the desert, and it was there I met the Beardaclava. It's woolen mind accepted me, we became as one. Now I am a Beardblade, like my father, and his mother before him.*

*And I will not be stopped.*



Bastard 5

Jerk 3

Prick 1

Name:

*Sample names: Beardy, Beardface, Sasquatch, Beardica, Beardilla Queen of the Desert, Trent.*

*Play the Beardblade if you want to be fearsome, strange and hairy.*

## **Crazy Skills (Pick two. Maybe you'll get more later)**

**Beardblock:** Your beard defends you. Ignore the first Terminal Blunder you make each session.

**Beardblast:** When you die (the terrible inevitability!!!), the thing that killed you suffers two Terminal Blunders as your beard explodes! Everything else nearby suffers one Terminal Blunder. Because your beard just exploded.

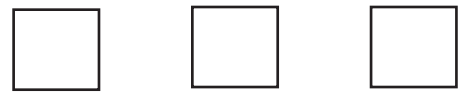
**Clever Beard:** Each night, you can detach your beard to quietly murder an enemy of your choice. Roll Jerk. If you succeed, they die. If you fail, your beard is killed in the attempt. Until you get a new one, you can't use any powers with Beard in the name.

**Nice Beard:** You get two extra nugs on your next Prick roll if you let your targets stroke and admire your beard.

**Sticky Beard:** Whenever you defeat a Villain or achieve another important goal, roll Jerk. If you get a Squib, your beard has found something interesting. Ask the Poobah what it is.

**Weird Beard:** You force your beard to adopt the Circle of Lookening, and peer into the future. Roll Prick. For each Squib you may ask the High Poobah one question about the future that can answered yes or no. They have to answer truthfully.

Terminal Blunders!!!





# MUGSHOT: THE CAFFIEND

Let's play trivia my friend. Name the most popular beverage in this strange place.

Few guess correctly. It's not beer, though it might have been once, a long time ago.

The answer is the Cappuccino. Sweet Italian power juice, living ambrosia. Give me enough of these, and I can move mountains. Give me enough of these, and I can do anything.



Terminal Blunders!!!



Bastard 1

Jerk 3

Prick 5

**Name:**

*Sample Names: Edgy, Jumpy, Wacky, Freaky, Speedy, Charmer, Sparks, Wicked, Thatproducer, Jane.*

*Play the Caffiend if you want to be social, quick and overstimulated.*

**Crazy Skills (you start with Supply, Caffeast and one more. You might get more later).**

**Supply:** When you start playing roll Prick. For every Squib you score, the High Poobah will grant you a magic bean which you can spend by throwing it back at the Poobah. When you do, you may:

- Ignore a Terminal Blunder. You don't get what you want, but nothing bad happens, or;
- Add a nug to a roll, or;
- arrive on time against all odds, or run away so fast nobody will possibly catch you, or;
- recover flawlessly from a hangover.

**Caffeast:** When you pilfer a store of caffeine, gain 3 magic beans and roll Jerk. For each Squib, pick one:

- Nobody knows it was you
- Nobody starts firing a gun
- You aren't trapped in a suitcase of some kind

**Clarity:** You may use a magic bean to read people's minds when you look at them. Roll Jerk. For each Squib you gain, you can ask the target a question that they must answer honestly.

**Drink With Me:** You may give one of your magic beans to another player, who may use it as detailed in Supply.

**Networker:** If the group needs something, the Caffiend may spend a magic bean to know exactly who has it and where to find them.

**Talk Faster:** you can hypnotise people by talking faster than their brains can process. Roll Prick. If the total is greater than the targets Horribleness Meter, reduce their Horribleness Meter by 2. The Horribleness Meter cannot be reduced below 1, and you can only use this once on a given target.

# MUGSHOT: THE DOPERMEAN

*People assume that your perceptions are your link to reality, but unfortunately they are mistaken. Whatever you believe the world to be, once you stretch your perceptions beyond the bounds of the reality as you first thought they stood, you realise the universe is your oyster.*

*But it is an oyster that is a door. And that door is a hall of doors. And all the world is made of meat a huge machine of flesh and you have to slam the door on its head, over and over, lest you become it.*

*That is reality.*



**Terminal Blunders!!!**

**Bastard 1**

**Jerk 5**

**Prick 3**

**Name:**

*Sample Names: Spacer, Cheech, Huxley, Lucy, Swarmqueen, Puff, Angel, Hoverduck*

*Play the Dopermean if you want to be strange, creative, and probably illegal.*

**Crazy Skills (You get Transformative and one other. You might get more later)**

**Transformative:** Whenever you wish, you may take a Terminal Blunder to radically shift the nature of a scene. Choose 1, and define how it manifests.

- Turn an enemy into a friend, or vice versa.
- Immediately change the genre of a scene.
- Transport a scene to a different time or place.

**Raw Power:** When you consume colossal amounts of drugs, roll Jerk. For each Squib, choose one of the following that persists until your trip burns out.

- Mono no aware - You may move through physical objects as if they didn't exist.
- Insight - Nobody, including the Poobah, can successfully lie to your character.
- You have Time - You may teleport to any place you can perceive and could conceivably reach.
- Focus - Gain a nug on all rolls regarding a specific task, like robbing a bank or finding corn chips.
- Entropy - Flowers wilt. Children sicken. The clock grinds ever onwards with you there to see it.

**Likeability:** You may substitute Jerk for Prick when you are attempting to charm people with your disjointed ramblings. It is, however, no help when you have to apply things like willpower or self control. Good luck with that.

**Related Violence:** Every time you kill someone, add one to your Bastard. You cold hearted monster.

# MUGSHOT: THE DROPBEAR

*I've seen a lot of shit. Dickheads killing each other over nothing. Cuntbuckets looting the future. A land stolen by liars and fuckweasels and nobody even noticed.*

*I'll tell you something though. I'm still here. Still watching between the cracks, with the other dispossessed and forgotten things.*

*I'm watching you right now. G'day mate.*

*Gonna kill ya.*

**Bastard 3**

**Jerk 5**

**Prick 1**

**Name:**

*Sample Names: Birko, Amok, Massacra, What The?!, Stabitha, Fear, Fluffy.*

*Play a Dropbear if you want to be stealthy, vicious and wear an eye patch.*

**Crazy Skills (You get Death From Above and one more. You might get more later. )**

**DEATH FROM ABOVE!!!** When you attack a target from above, you may roll Jerk instead of Bastard. If you succeed, they take two Terminal Blunders instead of one. Keep in mind, though, the canopy is not a safe place to hide...

**Among the Gum Trees:** As long as you are above your foes in the canopy, they cannot see you until you attack.

**Fight Dirty:** when you try to hurt people, you may roll Jerk rather than Bastard. You still use Bastard to intimidate, but who needs social skills when you've got a knife?

**For Vengeance:** name the person you hate most right now. You gain an extra nug in all rolls that target them until they are dead. Once they are dead, name someone else.

**Hardest Around:** if you can convince or trick someone into following you into the wilderness, roll Jerk. If you roll equal to or higher than their Horribleness Meter, they become lost and must wander at the mercy of the elements. If you don't, you're both lost, and you're at their mercy

**The Plan All Along:** if you run into trouble, you can claim that this was the plan all along and roll Prick. If you get the Squib, your clever trap works and gives you the advantage in this scene. If you don't, the trap works anyway, but on you instead.



**Terminal Blunders!!!**





# MUGSHOT: THE GUNSHOOTER

*I shoot guns. Gunverment tried to take guns away. But I still shoot guns. Only guns.*

*Guns.*

*I shoot guns from my guns. I shoot other guns with my guns.*

*Guns guns guns!*



Terminal Blunders!!!

Bastard 5

Jerk 1

Prick 3

Name:

*Sample Names: Gunner, Gunhead, Nootshoot, Blasta, Serious, Chekhov*

*Play the Gunshooter if you want to be mad, loud and shoot guns with other guns.*

**Crazy Skills (You get Shoot Guns! and one more. You might get more later.)**

**Shoot Guns!:** Upon entering a room, you may use your guns to shoot all the other guns. Roll Bastard; remove guns from the scene equal to your Squibs.

**Ouch! Right in the Guns!:** You may make crippling gunshot against your enemies. If you can score Squibs on a Bastard roll equal to or higher than their Horribleness, they lose any Snarky Resistance they had.

**Gunshooting!:** You may make a racket with your guns. Roll Prick, and for each Squib pick one:  
-The cops show up, with bad seventies moustaches.  
-Some hostile wildlife shows up, with revenge on their minds.  
-A friend of yours shows up with beer.

**Dirty Gunverment!:** If you are fighting a representative of some kind of government, from local council to the Prime Minister, you get an extra nug.

**Gunrun!:** You may fire your guns with enough force that you can fly short distances.

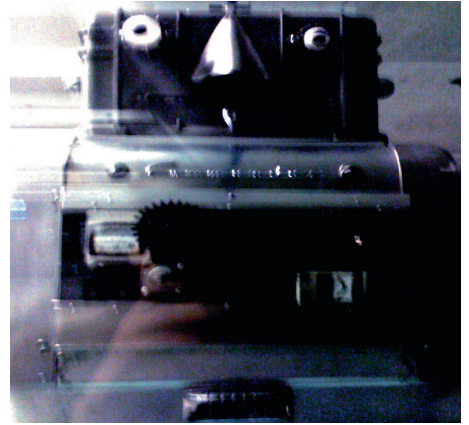
**Have a Gunversation:** You fire your guns in the air, and it begins to rain guns. Everyone in the scene now has guns.

# MUGSHOT: THE INVENTION

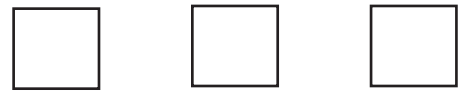
*Some things start out perfect. But some things have to be made that way.*

*Luckily, this is the place to be for that sort of thing. I emerged from the lab, entirely new; Hill's Hoists for legs, Eskies for hands, a Victa mower for a face, awesome bionic ears and a Vegemite fueled Cold Fusion Drive for a heart.*

*That was how I started out. Now I can be whatever I want.*



Terminal Blunders!!!



Bastard 5

Jerk 3

Prick 1

**Name:**

*Sample Names: ST-Evo, J0-An, Prototypi, Odd, Yamaguchisan, Lilitwo, Hellsmasher 3000, Vivian.*

*Play the Invention if you want to play the Invention.*

**Crazy Skills (you get two. You might get more later.)**

**Adaptable:** Once per game session you may switch two of your ability scores around. They stay that way until you stop, go home, sleep, then start playing again.

**Creator:** You have found your creator. They're pretty weird, but they seem trustworthy. They'll want one the following things (pick one):

- To Pinnochio you into a real person.
- To have you rule the world.
- To finally show those idiots at the university...

When your creator helps you towards their mad goal, you gain an extra nug on all relevant rolls. They'll also give you advice, which might occasionally be useful.

**Keep Inventing!:** When you try to Macgyver your way out of a troublesome situation, roll Jerk. For each squib you roll, choose 1.

- Nobody dies.
  - You don't have to subvert Time and Space.
  - you maintain your comfort and dignity.
- Otherwise, unless you Terminally Blunder, everything goes swimmingly.

**Master of Human Studies:** you may use your superior mind to predict what your enemy will do next. Roll Prick. If you get a Squib, the Poobah will give you a one sentence summary of the Bad Guys' evil plan.

# MUGSHOT: THE SHOWSTOPPER

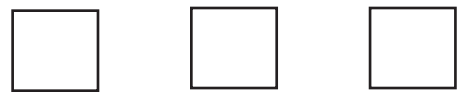
*There's a simple rule of human beings. Whatever your time, whatever your place, the powerful are going to grind the powerless under their fancy footwear.*

*Only by banding together can we survive in the face of endless oppression.*

*Because there's another rule the powerful don't want you to know about, and that's if you get enough people angry there's not a tower you can't tear down. That and for the most part they're dumber than a wombat's arse. They don't want you to know that either.*



Terminal Blunders!!!



**Bastard 3**

**Jerk 1**

**Prick 5**

**Name:**

*Sample Names: Marxki, Trotsko, Castra, Boidelier, Thursday, Pemulwuy II, Wic.*

*Play the Showstopper if you want to be fearless, idealistic and unkempt.*

**Crazy Skills (You start with Peaceful Protest and one more. You might get more later)**

**Peaceful Protest:** when you have time to gather other activists to you, for which you'll need to make some phone calls because their not bloody mindreaders, Roll Prick. If you get any squibs, your comrades flock to you, and your Bastard increases to 5 as long as you're all defending something. Remember it takes them a while to arrive, so they can't save you from a mugging, and they'll kind of disperse after a scene or two unless they have a fuckoff awesome reason to stay.

**Can't Fight Ideas With Bullets:** you can ignore your first Terminal Blunder each game. Your beliefs carry you forward.

**Over My Dead Body:** you can chain yourself to something to either protect it or stop it working (this may require a Bastard roll if the target doesn't like this idea). While chained, neither you nor the target may act, and nobody can attack the target without brutally killing you first.

**Smear Campaign:** If you stoop to employing dirty politics, you can cripple a Villain's self esteem. By rolling jerk, you can inflict a Terminal Blunder on one enemy you know the name of without having to confront them. This will only work once per Villain though, as eventually the public gets bored of even the most salacious goat-based conspiracies.

**That Placard Looks Heavy:** when you beat someone with a placard bearing your motto, scream that motto as loud as you can, crush them with your convictions, and the Poobah will let you use Prick instead of Bastard to hurt them. This will break the placard though, you'll need to make another one before you can do this again.



# ADVANCED HORRIBLENESS

Alright, that's the basics. But sometimes Poobahs and players want something a bit more unusual.

## Terminal Terminal Blunders

Once a character hits their third terminal blunder, they die horribly. Seems harsh? It sure is, but that's the world we live in, so try and have the courtesy to die hilariously at least. When a character dies, everyone playing has to throw up their hands and shout "oh no, the terrible inevitability!", do a synchronised howl, and the deceased character's player gets a fresh Mugshot sheet (or reuses an old one if you're not a bunch of littering climate change denying fuckers), and their new character appears with or without explanation.

## Recovering Blunders

When characters have a chance to chill out and simmer down, the Poobah may declare that they can recover a Terminal Blunder. Cause it's good to just sleep in sometimes.

## Villains

Sometimes a problem is more complicated than just a yes or no question of whether the character succeeds or Blunders; sometimes the problem will have thoughts and agendas of its own. In this case it's a Villain.

Villains are similar to other problems in that they still have a Horribleness Meter, but you need to overcome it three times to defeat them (just like three Terminal Blunders will kill a character, so anything that would inflict a Terminal Blunder on a character has the same effect on a Villain). Some Villains also have a Snarky Resistance, which makes them more resistant to a particular kind of attack.

Though you have to defeat the Horribleness Meter three times to defeat a Villain, players needn't do it the same way each time. You could, for example, use Jerk to steal a Mad Monk's trousers, Prick to ridicule him for his lack of trousers, and then Bastard to kill him with a brick and eat his crazy carcass.

If there's lots of bad guys, it's usually easiest if you just treat the mob of them as a villain. For example, a huge gang of emu bikers is easier than a dozen individual emu bikers, and Players sometimes dislike murdering people with names.

You can use the Villains listed here, or engineer your own. Go on. I dare ya.

# POTENTIAL VILLAINS

## Sample Villain: The Mad Monks

The terrifying emissaries of the Mad Monastery draw power from their delusions. While their beliefs may differ, they all share one thing in common; the total assurance of their own righteousness.

Horribleness Meter 3

Snarky Resistance: Fortress of Delusion.

Each Mad Monk suffers from a specific delusion, and treats his Horribleness Meter as 2 higher against Prick attacks if the character rolling doesn't know the delusion. If the characters can locate the delusion (the Mad Monk's YouTube back catalogue is good for this) he becomes a total pushover. Common delusions include Faith in the Gold Standard, Only Fat White Men Deserve the Vote, or Belief in God.

## Sample Villain: The Skinheadra

This regenerating beast of legend vehemently denies that nobody agrees with his idiotic racist views. But as long as the monster remains connected to the internet, it is nigh unstoppable.

Horribleness Meter 3

Snarky Resistance: Regenerating E-Persona

As long as the Skinheadra has his internet connection, he immediately regenerates physical and emotional battering. Bastarded off heads regrow, while Prick attempts are met with streams of racist slander. Until his LAN cable is Jerked loose the creature cannot be harmed. Essentially, the first box you cross off must be caused by a Jerk attack.

## Sample Villain: HoleCorp Supersoldier

HoleCorp created these vat grown creatures for one reason; to dig holes. They don't much care whether the holes are in the ground or in the bodies of anybody who questions HoleCorp's decisions.

Horribleness Meter 2

Snarky Resistance: Shoveljutsu

The Supersoldier treats their Horribleness Rating as one higher against Bastard Rolls, due to their enhanced shovel reflexes and fearlessness.

## Sample Villain: The Ghost Who Kills People

There once was this guy, right? And he died. He died, and he became a ghost; The Ghost Who Kills People. Sometimes, you'll hear him and think, "Oh shit. It's the Ghost Who Kills People. I hope he doesn't kill me."

Horribleness Meter 2

Snarky Resistance: A Ghost Who Kills People

The Ghost treats its Horribleness Meter as 2 higher against physical attack. You're probably going to have to talk to him.

## Sample Villain: Henry the Magical Platypus, Guardian of Waterways and Possible Hallucination

Many people seek out Henry for his ancient wisdom or apparent magical prowess, but if stirred to anger, his vengeful temper and the poisoned spurs on his cowboy boots always find their mark. Some say he can't be truly killed, or that the one who kills him is doomed to become him. One thing is certain: the water is a dangerous place.

Horribleness Meter 4

Snarky Resistance: Ancient Self Confidence Training

Henry treats his Horribleness as two higher against Prick attacks. He is just that self assured.

## Sample Villain: The Newsroom

The Newsreader tells people about things. They say you spent the weekend punting puppies into nitroglycerin soaked endangered coral reefs, and have alarmingly edited footage to prove it. There are secret codes in the weather report. The Newsroom can be a benevolent master, or a terrible foe.

Horribleness Meter 3

Snarky Resistance: Other Side of the Screen

You can't just punch the Newsreader. That's a way to break your telly. Characters will need to establish a connection first. How they do this is up to the Poobah, though they may have to overcome some sort of roll. Alternatively, maybe the Newsroom can't be stopped. Maybe they'll just keep delivering their strange and terrible messages until the real villain of the piece is stopped. Or maybe not even then.



# THE HIGH POOBAH'S JOB

High Poobahs have an important job; and they'd better do it right unless they want to be brutally deposed by one of their players and find themselves without their Poobah Hat Privileges. So we figured we'd give you some advice.

Critics are likely to say that this is a game that lacks any focus, or direction for that matter. In preemptive rebuttal, I posit a thought exercise; imagine you are deposited at a random point in Australia. Pick a direction. Statistically, no matter which direction you choose, you have in fact remained in much the same situation: a long way from anywhere, and soon to be fucking dead. You hear that future critics? DEAD! Anyway, the advice I mentioned.

Poobah, your job is to make this country, which let's face it is made of a weird jumble of fictions and other bullshit, come to life. Here's some advice from our long history of bullshitting. Sounds hard? Well, the hat ain't free. Though it does come very reasonably priced on our website.

## **Just Make it Up**

Maybe don't tell your players you're doing this, but you're all in this story together. You don't need to know where its going any more than they do. If you're stuck, ask the players what their character does on a normal day. The Beardblade can't possibly spend all their time smoking weed and going to doofs, just like the Caffiend has to feed their terrible addiction somehow. The players own this story too, so make them do some of the legwork, creating imaginary characters and places that you can then portray. If you gotta make the choice, make the story you're telling fun and strange rather than sane.

## **Set the Scene**

Give the players something to work from in a scene, but don't go overboard. Three adjectives is about the critical mass that pushes description off the cliffs into the sea of audience disengagement, so keep things sharp and let the players imaginations do the rest.

## **Be the Dung Beetle**

It's your job to keep this big ball of shit rolling. If things seem to be flagging, throw in something surprising. Make sure everybody gets some spotlight, and try to keep the energy high.

## **Keep it Weird**

This is a weird place, and this game hasn't made it any more sensible. We can address interesting ideas through allegory; where this country would be without First Dog on the Moon's political quolls I have no fucking clue. So keep things strange. If your players need direction, send Lee the Quinkin to haunt their dreams and terrorise their waking moments with cryptic messages written in steam on the bathroom mirror. For a more political game, the players might have to negotiate peace between Canberra and the separatist Dropbear Republican Army on behalf of an ASIO agent who is also secretly a tree frog. Maybe Crackodiles have moved into downtown and are terrorising people with drug related violence and the fact that they are six meter long marine reptiles. Use old Australiana, or invent your own.

# IMPROVEMENT!!!!

After a tough adventure, the players may think that it's time that their characters sharpened up a bit, what with their recent adventuring experience and all. What with this being a democracy, we put these things to the vote.

Players and the Poobah each get one vote.

If the majority select "Yeah, why not?" each character gets a new Crazy Skill, either from their sheet or someone else's. If this happens, though, the Poobah gets to choose from the Renewed Nastiness table below, effective immediately.

If the majority select "Yeah, nah" then nothing changes.

## Options for Renewed Nastiness

- 1 - Something Important Explodes! Who did this, and why?
- 2 - A character's evil interdimensional twin appears, complete with goatee. And danger...
- 3 - Someone left the milk out, and the subsequent food poisoning has shunted you all into some kind of alternate reality. You'll have to get back somehow...
- 4 - Some formerly friendly factions have decided to throw down. Can you stop it, or even get out alive?
- 5 - Folks have started filming you, and are turning your antics into a reality TV program. Or at least that's what they've been saying...
- 6 - You are summoned by Harold Holt to the pub for a quiet drink, but all is not what it seems...

# DON'T BE A DICKSPINE ... PUNCH UP

We're all here to have fun. So for fuck's sake don't be a Dickspine. If you're going to give your players a group of nemeses to battle against, take a comedian's advice and punch up. If we spend our day using our caffeine based superpowers and physics defying invention skills to ruin the day of evil corporations, corrupt politicians and especially aggressive non-endangered wildlife, we can all go home feeling good about ourselves. You spend your sessions victimising society's poor and vulnerable, minorities, dispossessed Indigenous peoples or desperate refugees... well, you are categorically a Dickspine. Henry the Magical Platypus will be personally dispatched to pull your spine out through your dick (or nearest available alternative) in the event you abuse this game in this manner. So please don't. Henry is beyond our control.

# In Conclusion

Keep it fast, keep it loose. Have a great time, and I hope you enjoy playing this. And just remember that, as a wise man once said:

“Our history is a pack of lies, as any fool can tell.”

-A Tale They Won't Believe, Weddings Parties Anything

So let's remember the past, but not be bound by it; value who we are without hurting anybody; roll some dice, act like idiots for a while, and make this an above average Australia Day for everybody.



# EVEN MORE CREDITS!!!

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