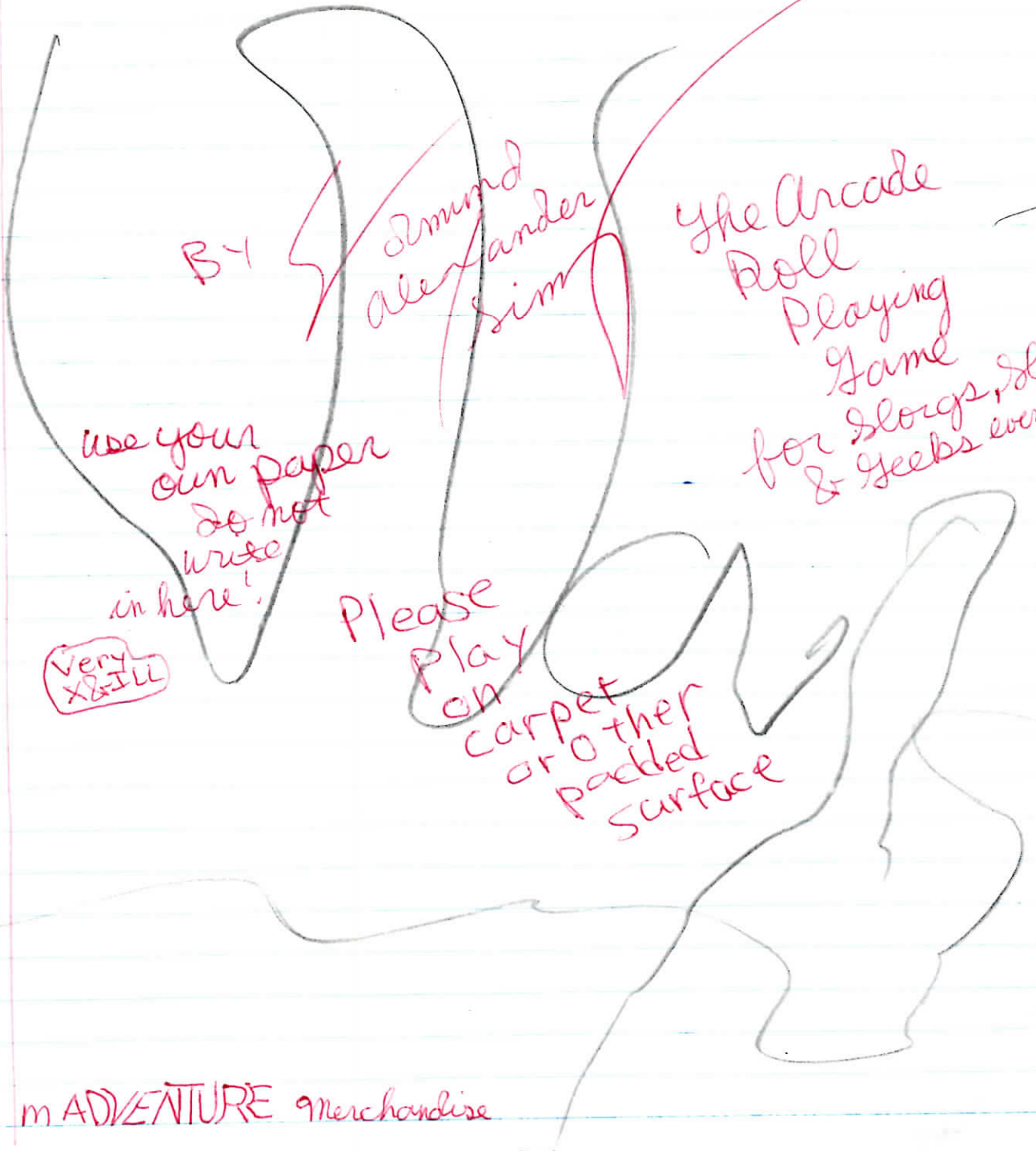


1994
Jope T.P.C. presents

Doogie

~ 170+ moves!!
sort of



use your own paper
do not write
in here!

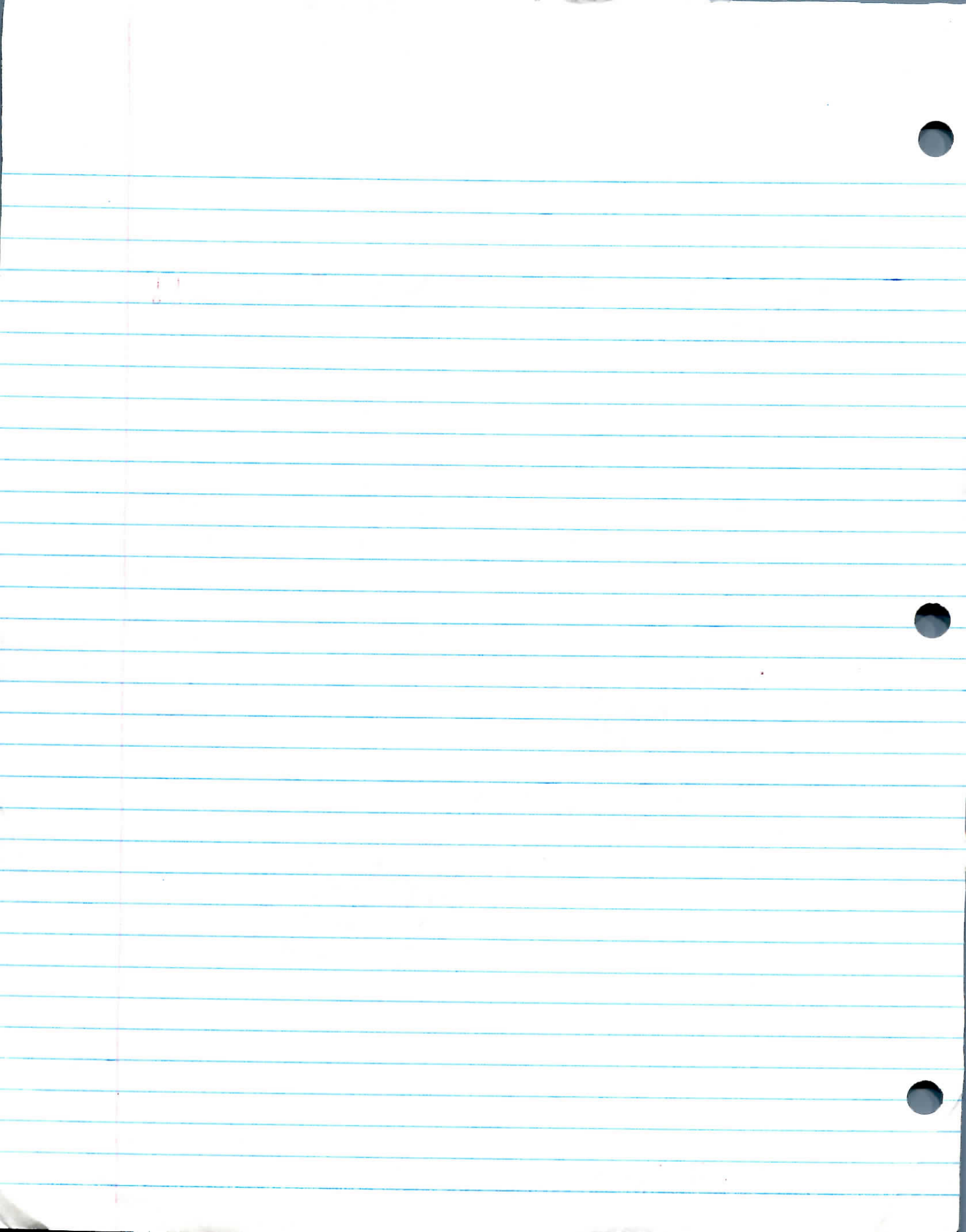
Very X-BILL

B-1
Simmond Alexander Sim

The Arcade Roll
Playing Game
for Sloths, Sluts
& Geeks everywhere

Please play
on
carpet
or other
padded
surface

M ADVENTURE merchandise



Doogie Wars

- Ice Bricks - Chi-Youn B-Boy
- Ninja # - needs information on whereabouts of mentor
- Empero, Kramble Krell - tournament sponsor
- Weak Boyos - Guddle & Sumpy
- Aryan - racist, bastard
- Slog, from Xenos - invasion scout for Xenos League
- B.D. Olhava - master chemist
- Mr. Lost - the accidental tourist searching for Waldo
- Tunnel Diode - a mistake created by C.P. 2000 plus other street fighters and you if you're bad enough or incredibly bored.

The Story So Far...

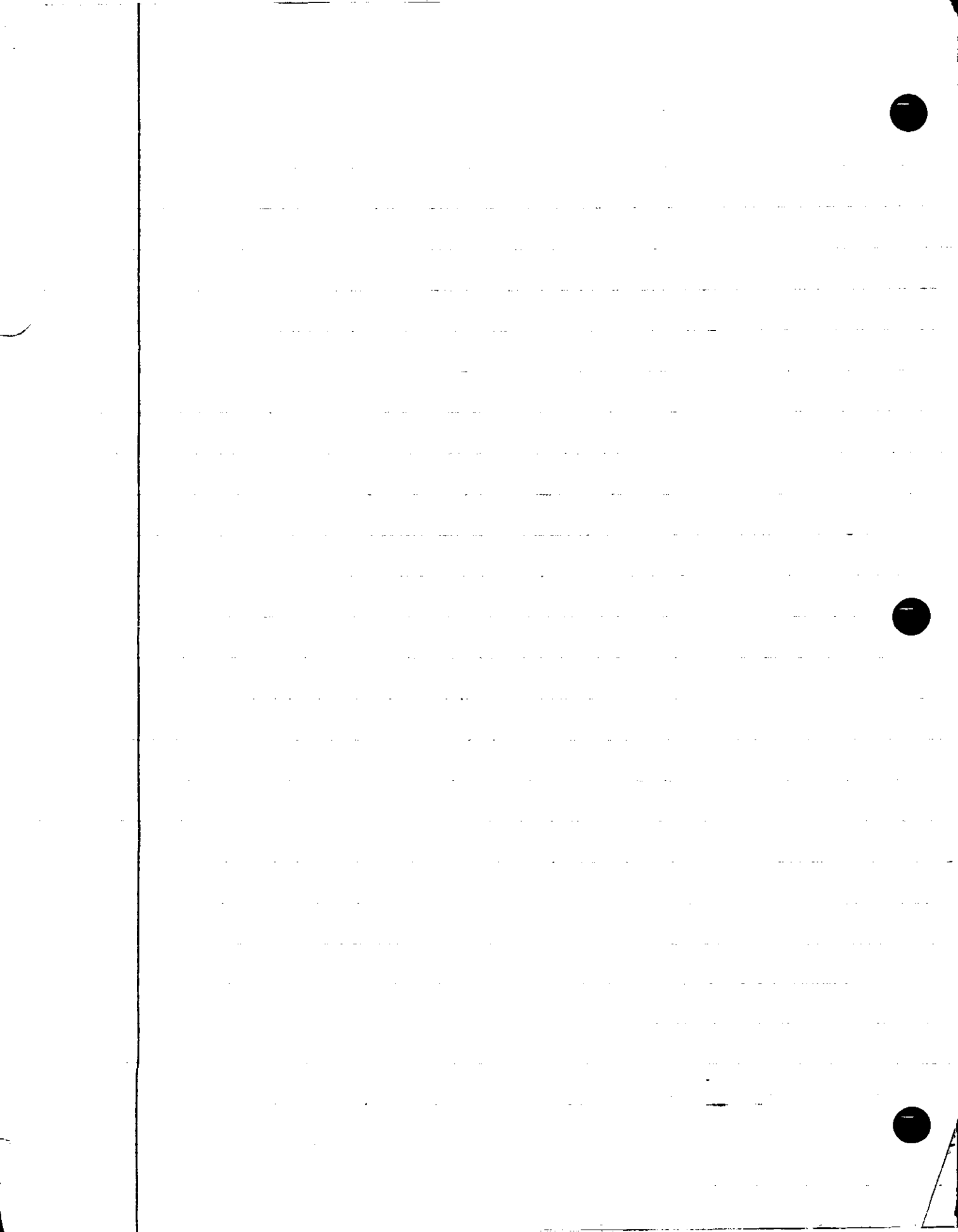
Aryan was not even invited but managed to slip in through the back gate. He secretly wants to sabotage the tournament so that only those of true Aryan bloodlines may succeed.

B.D. Olhava was a chemist driven crazy by two students (who shall remain nameless). He joined forces with the Nebulan Science Forces where along with the cyborg CP2000 and the mysterious leader, Mr. Indeck, put an end to the treachery and villainy of the evil Paratore. Now, a new evil rears its unique and extraordinary head - the Slog.

The Slorgs from Xenos captured and corrupted Tunnel Diode, a creation of the Super Physicist cyborg C.P.2000. If Olhawa fails, C.P.2000 must prevail for the Slorgs sent Slorg to see if Earth and its inhabitants are suitable subjects for being conquered. The League cannot be destroyed but will become either masters of the Earth or its most powerful allies. But someone tough needs to earn a regressing factor of respect. Ice Brick is a tough fighter from the streets packing a 9mm as well as a punch. He needs the tournament winnings to pay for his mothers operation and doesn't care about the punks he has to go thru to get it. Mr. Lost was searching for Waldo when he accidentally wandered into the tournament and even more accidentally got signed up and perhaps the most accidentally has to fight. Not so brave but it doesn't look like it when he's battling you. Ninja # entered the tournament only because Emperor Krell claims to know the

whereabouts of Ninja's sensai, Mentor Man. To receive this information and for anybody else to get anything else, they must not only fight their way through each round but also defeat the Nebulan Science Force's rejects, the tournament's own self-proclaimed champions the Weak Boyz, Suckle & Jumpy. They're not being paid and are just there for the heck of it, just to double team and be tough on something. Those fu--ing losers want to kill Barney and Bozo as well as do a driveby on Sesame Street. The tournament this year is being sponsored by Emperor Krell and he is really cheap so if his champions do not make quick work of any contender who steps up, he will not be a happy camper and do his darndest to make sure they don't collect.

Let the games begin!



Classes

Name Supremist - feminist, dog (male pig), racist, etc.

Name Fighter - ninja, street warrior, wrestler, etc.

Name Greed - loser, weirdo, etc.

Name Alien - E.T., martian, venutian, etc.

Name Undead - wight, zombie, ghost, vampire, etc.

Name Gordon Commander - master chemist, accidental tourist

Name

Name

Name

Name

Zones of Battle

junkyard zone Arjan

throne zone Krell

Mario zone Mr. East

lab zone B.D. Olhava, Kay Kay

pugil gladiator zone Cyara

Djibouti Clean Dojo zone Ninja #, Falen 9

Oral Com zone Ren

street zone Ice Brick

Aladdin zone Impetus

3-D zone Tunnel Diode

stadium zone El Muerto, Sumo Jo

cool future zone Olney

Butcher's kitchen zone Parsec

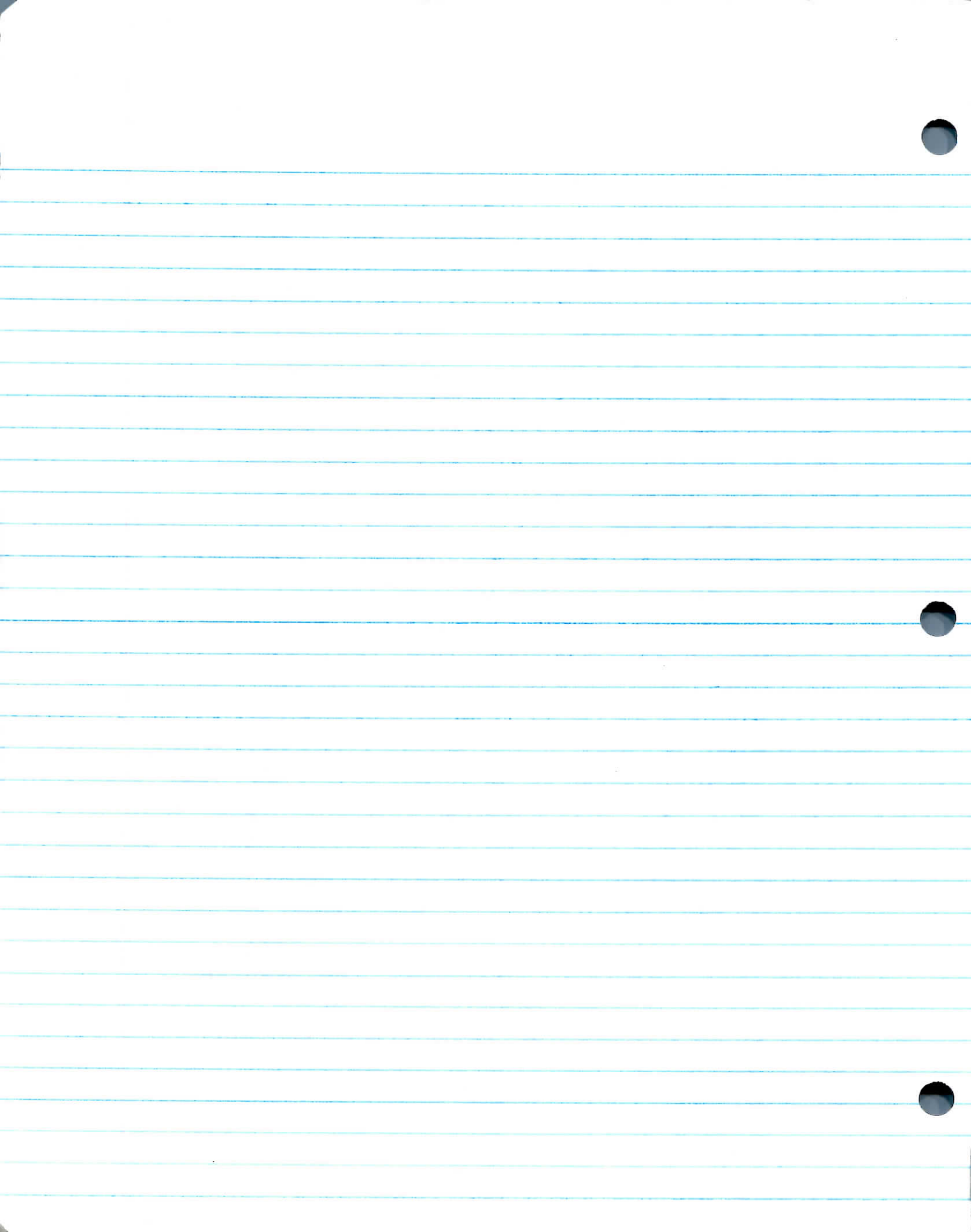
D2, Discovery zone ~~Ren~~ Weak Boyos

Kay zone

Finishing an Opponent

When an opponent 0 (or less) hit points he, she, or it is powerless and totally at the victor's mercy. The victor has 10 seconds to roll ∞ d20 until a score of 15+ is reached. The opponent is maimed and 10 experience points are awarded to the winner. However, if the character is lawful, that character may not finish a character of the same alignment or lose 10 experience points. Characters of chaotic alignment must finish each and every opponent or lose 10 experience points. Neutral alignments may do whatever although only 5 experience points is awarded for finishing a character. These characters do not really know what they want so doing the right thing or wrong thing does not have a clear distinction between them due to their neutral alignment. Their experiences aren't so fulfilling.

100 XP to move to next level & go up 50 HP

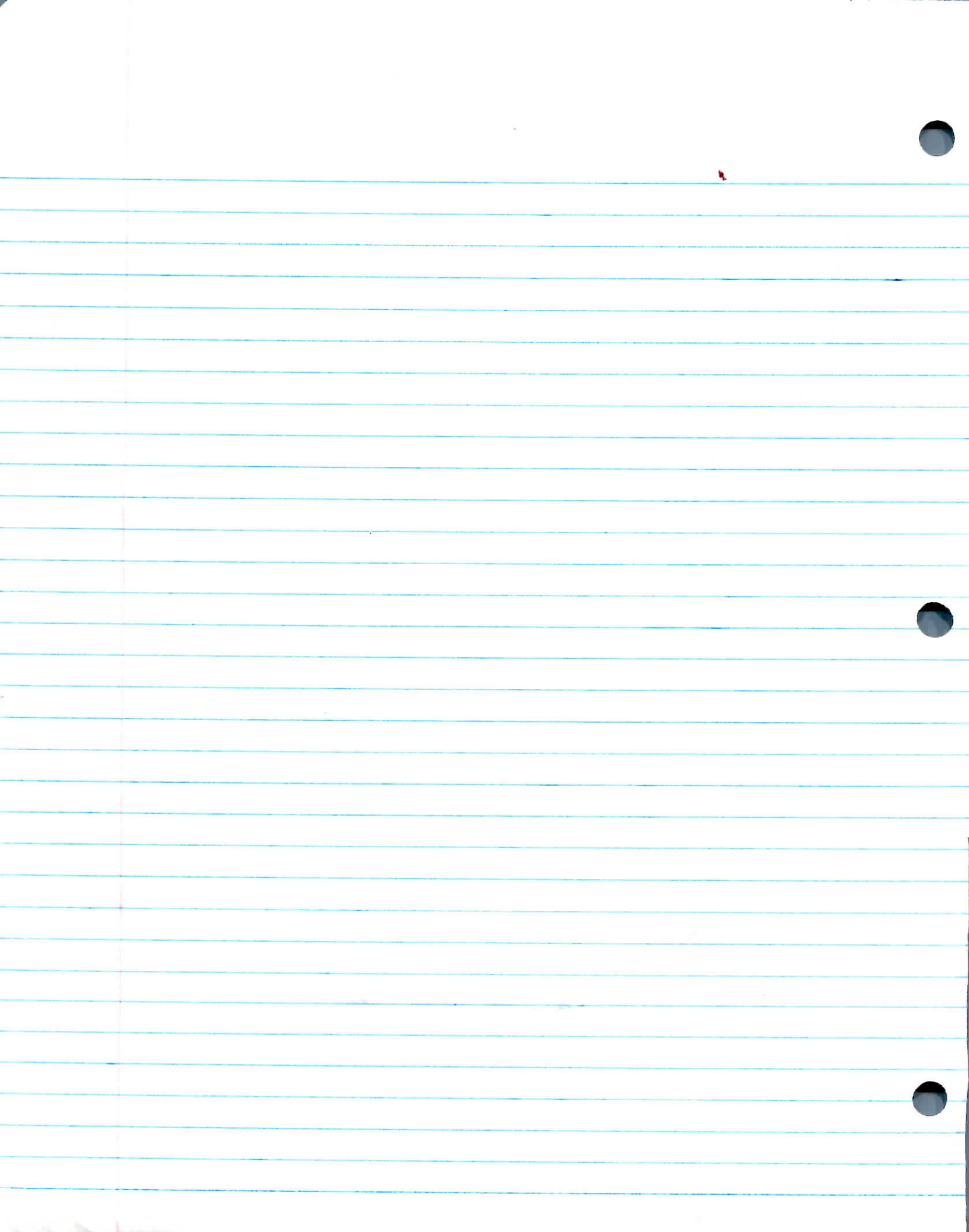


Name **Aryan racist bastard**
Class Supremist
Align Chaotic
HP 100
XP 0
Level I


Moves	Damage
1 swastika shuriken	12 4
2 hail chop	12 12
3 tiger whip	12 12
4 hyper razor to skinhead	12 4
5 kneecap attack from steel toe boots	12 20
6 rope to neck horizontal lancing	12 12
7 ball & chain groin drop	12 12
8 Rodney King maneuver	12 12
9 slam car door against head / block burn you in front yard fatality	12 20

Notes

moves 5 & 7 allow for kept initiative if successful
must be in Junkyard Zone to execute 9
if taking on a minority, a hate bonus of 3d6 is deducted from enemy & added to Aryan's although minorities receive a 12 4 ±1 offensive roll



Name B.D. Olhava masterchemist after Slog
Class super scientist
Align neutral
HP 150
XP
Level II

Moves	Damage
1 petriedish explosion grenade	1d12
2 test tube cannon	1d12
3 "hey!", slap upside head	1d4
4 alcohol burner flame thrower	1d12
5 cyclops goggles	1d12
6 "hiphop hooray!" sonic boom	1d4
7 stampiknuckles in	1d4
8 metership blasts 	2d20
9 daily log defention smack	1d12
Intel Inside fatality	-

Notes

moves 3 & 6 allow for kept initiative if successful

one turn must be given up in order to contact CP 2000 in the ship for 8. if blocked ship will explode & there will be no more membership for the duration of BD's tournament life since CP 2000 is constantly in contact with BD, moves intended to trick are useless

the metership can fire on Slog's ship doing 2d10 but killing Slog while teleported up will result in

a -10 XP deduction because the ship and its technology are to be commandeered.

Name Czara (Tsara), the Hawk *empress looking for more*
Class dictator
Align chaotic
HP 150
XP
Level II

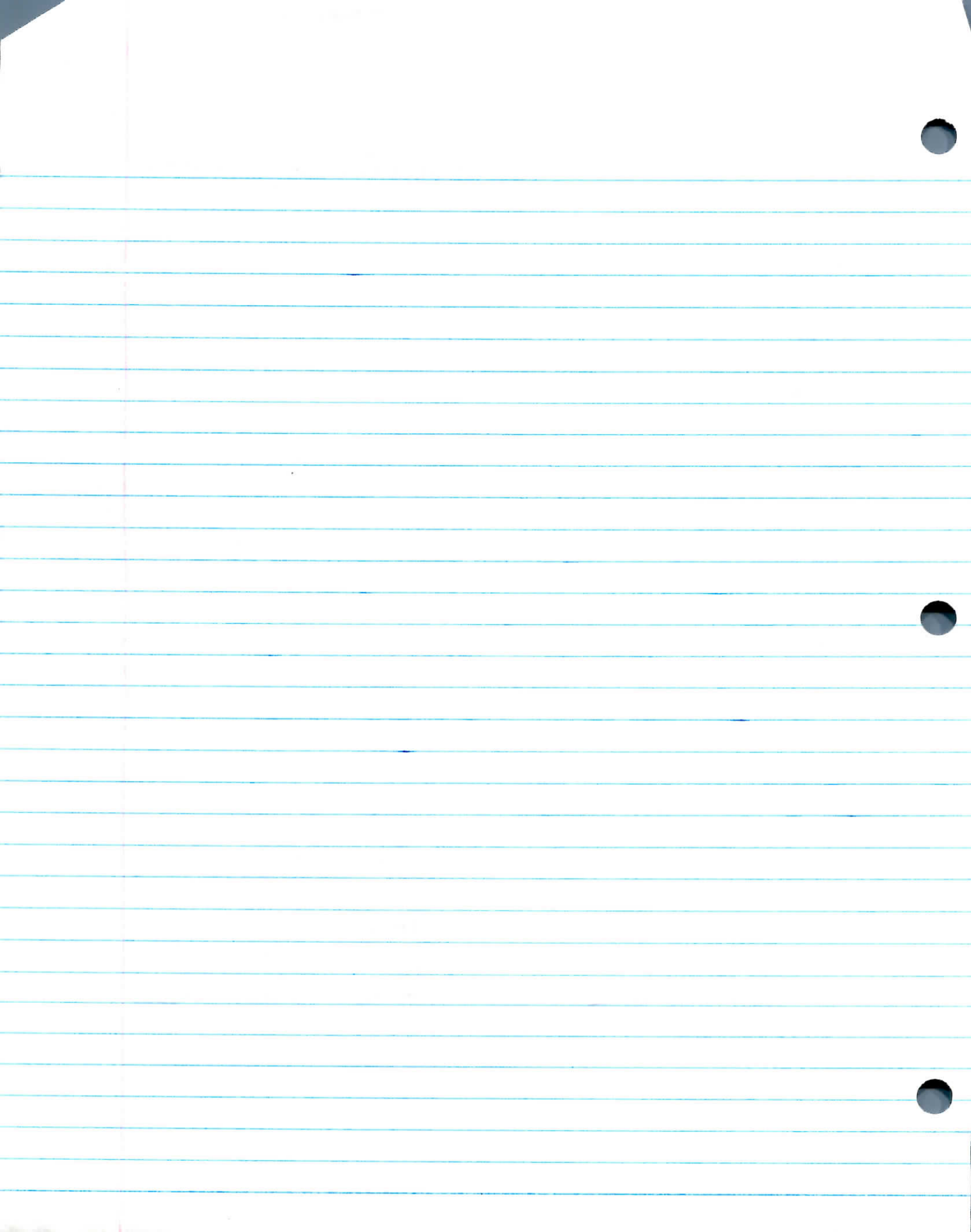
Moves	damage
1 wind beneath my wings escape	-
2 in flight + mow down	12 12
3 swoop down attack	12 4
4 worm maneuver	12 4
5 wingspan close line	12 12
6 acid bird shit	12 4
7 viscious claw attack	12 20
8 air dodge	-
9 wing protection	12 4
bone pick vulture fatality	-

Notes

moves 3 & 6 allow for kept initiative if successful

due to the expense of energy needed to execute 7 a 12 10 penalty must be assessed.

speed and force of her attacks allow for a 12 4 +1 offensive bonus and a 12 4 +1 defense roll



Name El Muerto *Died in bull fight on detour to death*
 Class Undead
 Align Chaotic
 HP 150
 XP
 Level II

Moves	Damage
1 hypnotic summoning	-
2 bullfighter sway	-
3 power midsection punch	1220
4 Emperor's finger beams	124
5 knife slash attack	1212
6 body snatcher	- resp.
7 ghost partner	-
8 bull charge	1212
9 trample maneuver	1212
Slay bull fatality	-

Notes

if 1 is successful, opponent will be powerless for 124, if deflected El Muerto is powerless for 124
 3 results in a 1212 deduction from hp due to the force of attack
 6 only works when an opponent is beaten two out of three rules instead of doing a fatality call for body snatcher. El Muerto will possess his beaten opponent gaining all of their skills plus his own including hp and xp! which may or not increase his level, the

next opponent will have a tough time because he, she, or it must defeat the possessed persons body and El Muerto in round one and then El Muerto must be defeated again for best two out of three!

7 can last for 124 turns in which opponent must roll 1d6, a confusion roll, against El Muerto to choose the right partner to attack

Name Emperor Kramble Krell cheap skate will
Class dictator be unhappy if has
Align chaotic to pay Uriner
Hp 200
XP
Level III

Moves	Damage
1 turns into <u>anybody</u>	respective
2 side punches	2d12
3 fake submission	-
4 opponent-seeker sceptre shots	1d20
5 sceptre sweep	1d12
6 Frank Thomas	1d20
7 hurl opponent at throne	2d12
8 pole vault jumpkick	1d12
9 groin retaliation	1d20
no pressure sceptre bubble fatality	-

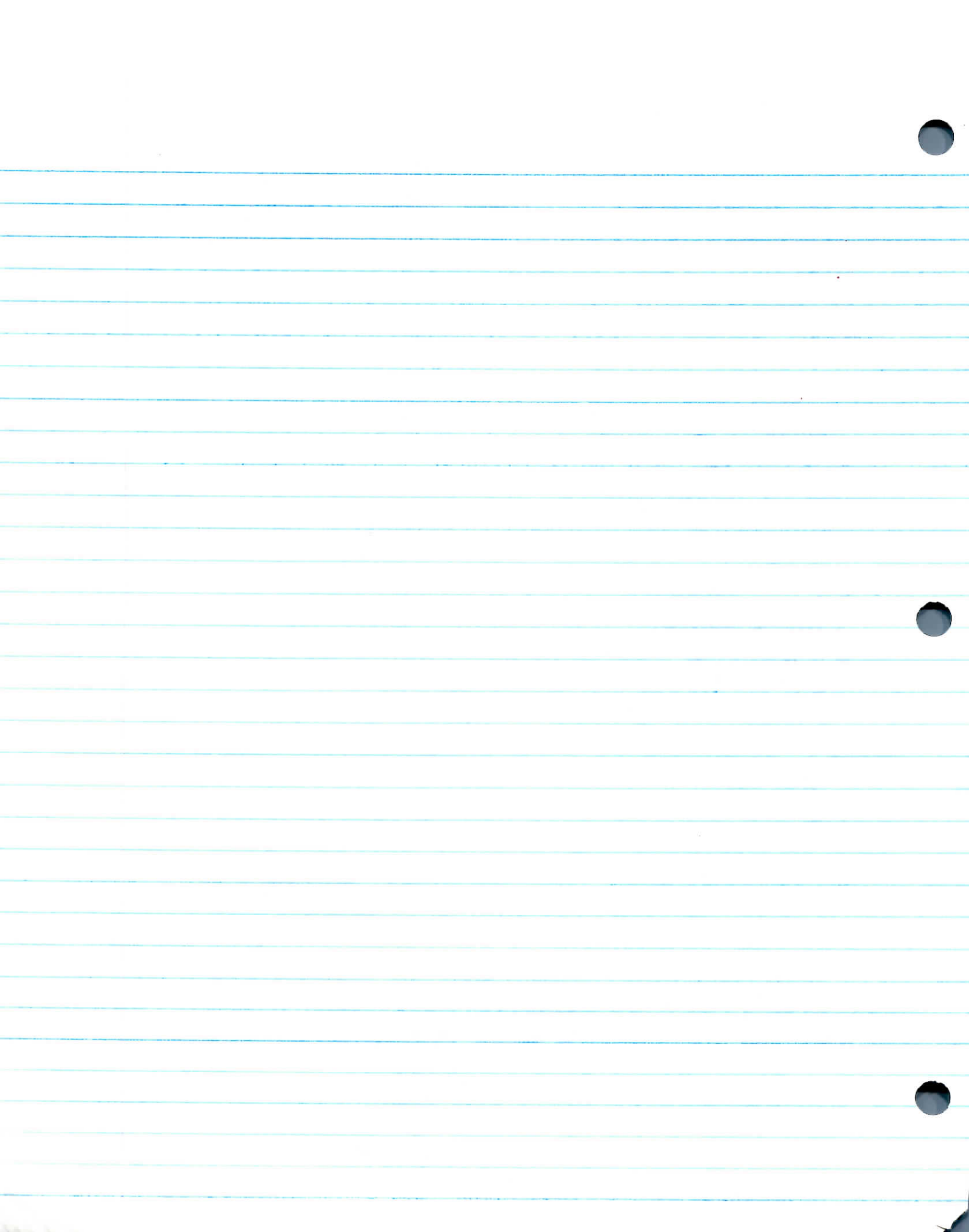
Notes

1 anybody even means loved ones. if opponent attacks mother for instance 1d12 can be assessed. transformation duration lasts 1d4 rounds.

moves 2, 3, 6, 7 & 9 allow for kept initiative if successful

9 Krell loses only 1d6 per execution of 4, 6 & 9

3 may only be used after each rolls a fail for it roll 1d6. if not, opponent retains initiative. usable only when Krell has 100+ hp



Name Falen 9 of Djibouti Clan needs to prove herself
Class fighter
Align neutral
HP 150
XP
Level II

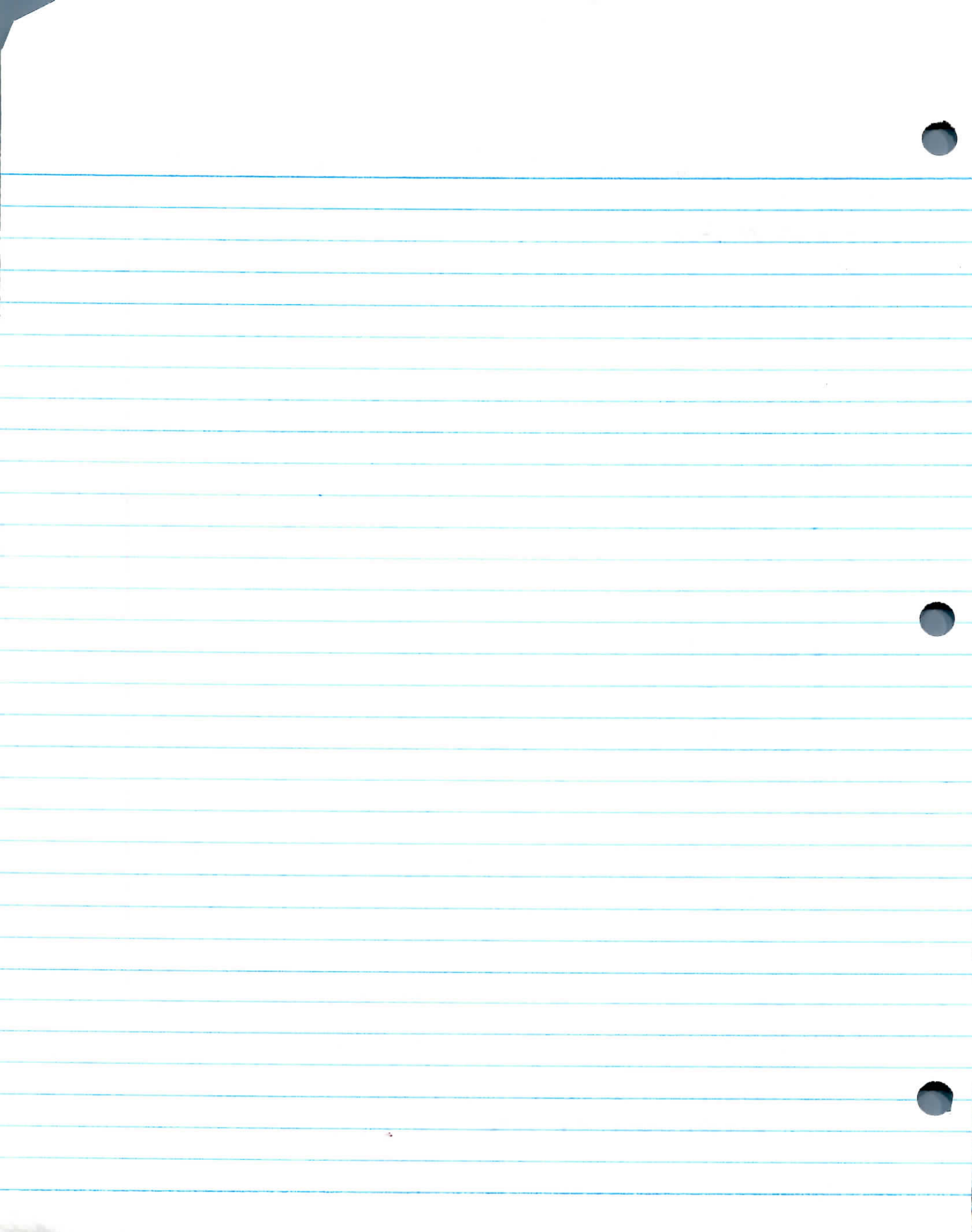
Moves	damage
1 si attack	12 12
2 stamp - chest - head	12 20
3 judo momentum thrust	12 12
4 turnaround jump kick	12 12
5 karate kid spin sweep	12 4
6 reversal to aggression	-
7 arm slice	12 4
8 flip kick	12 12
9 si deflection	12 4
double jugular plunge fatality	-

Notes

if 3d6 is successful at trying or beating the block 12 4 roll, Falen 9 steals the initiative

8 works when on ground or up as an offensive leg toss
opponent must be down to execute 2 moves 3, 4, 5 & 8 not only keep the initiative but knock the opponent down

Falen 9 receives an underestimation offensive bonus of 12 4 + 1

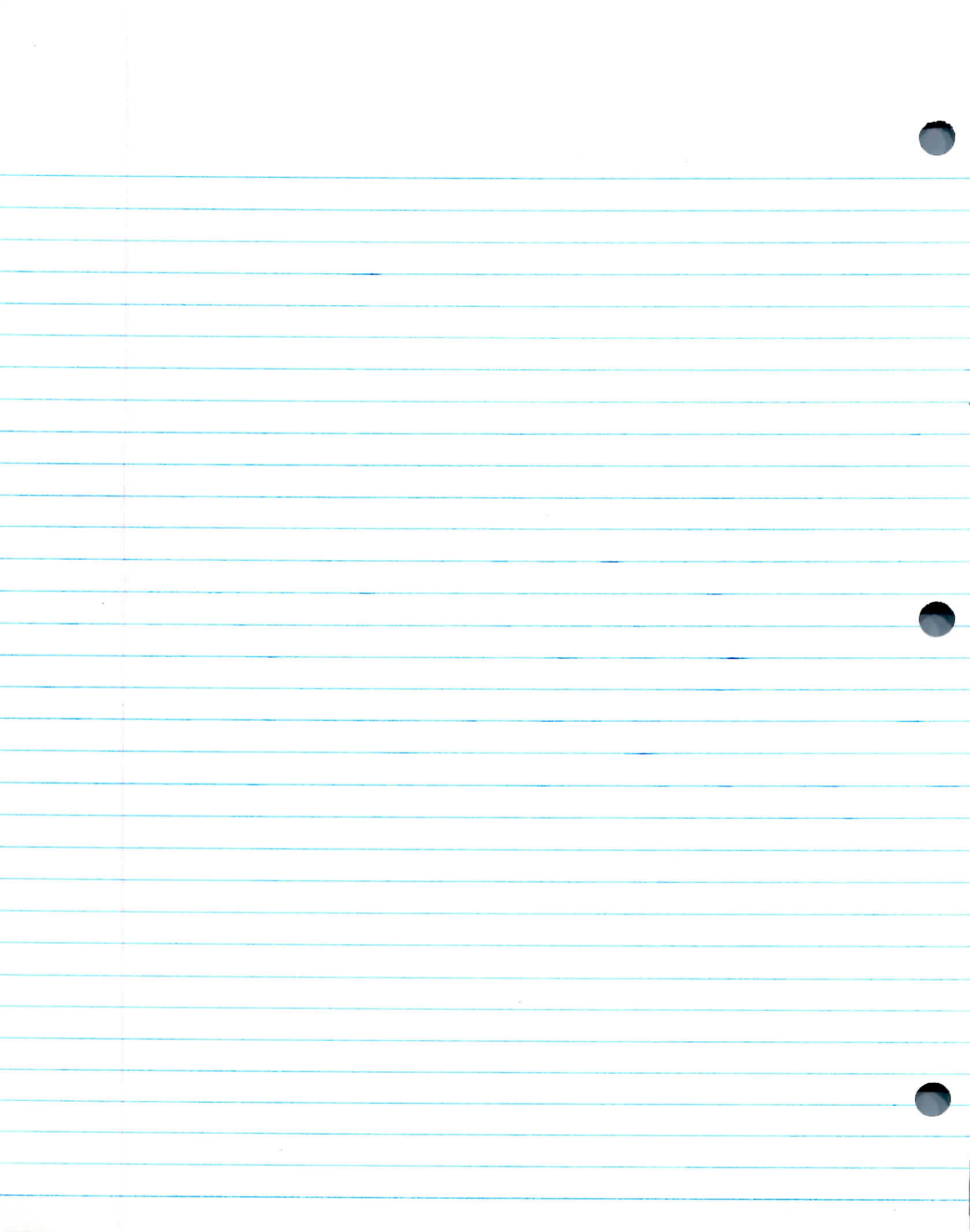


Name Ice Brick Chi-Youn B-Boy needs money for mother's
Class fighter operation
Align lawful
HP 150
XP
Level II

Moves	damage
1 brick punch	1220
2 bite-slap	124
3 brick wall block	124
4 tackling dummy charge	124
5 head punt	1212
6 neck grab & toss	1212
7 9mm barrage	1212
8 body slam over knee	1212
9 Droopy back & forth body slams	1220
exorcist fatality	-

Notes

moves 2,7,8,8 allow for kept initiative
if successful
moves 1 & 9 take their toll as for
each execution deduct 1212 from
hp
due to his massiveness, Ice Brick
receives an intimidation bonus
of



Name Impetus Aladdin '94
Class fighter
Align chaotic
HP 150
XP
Level II

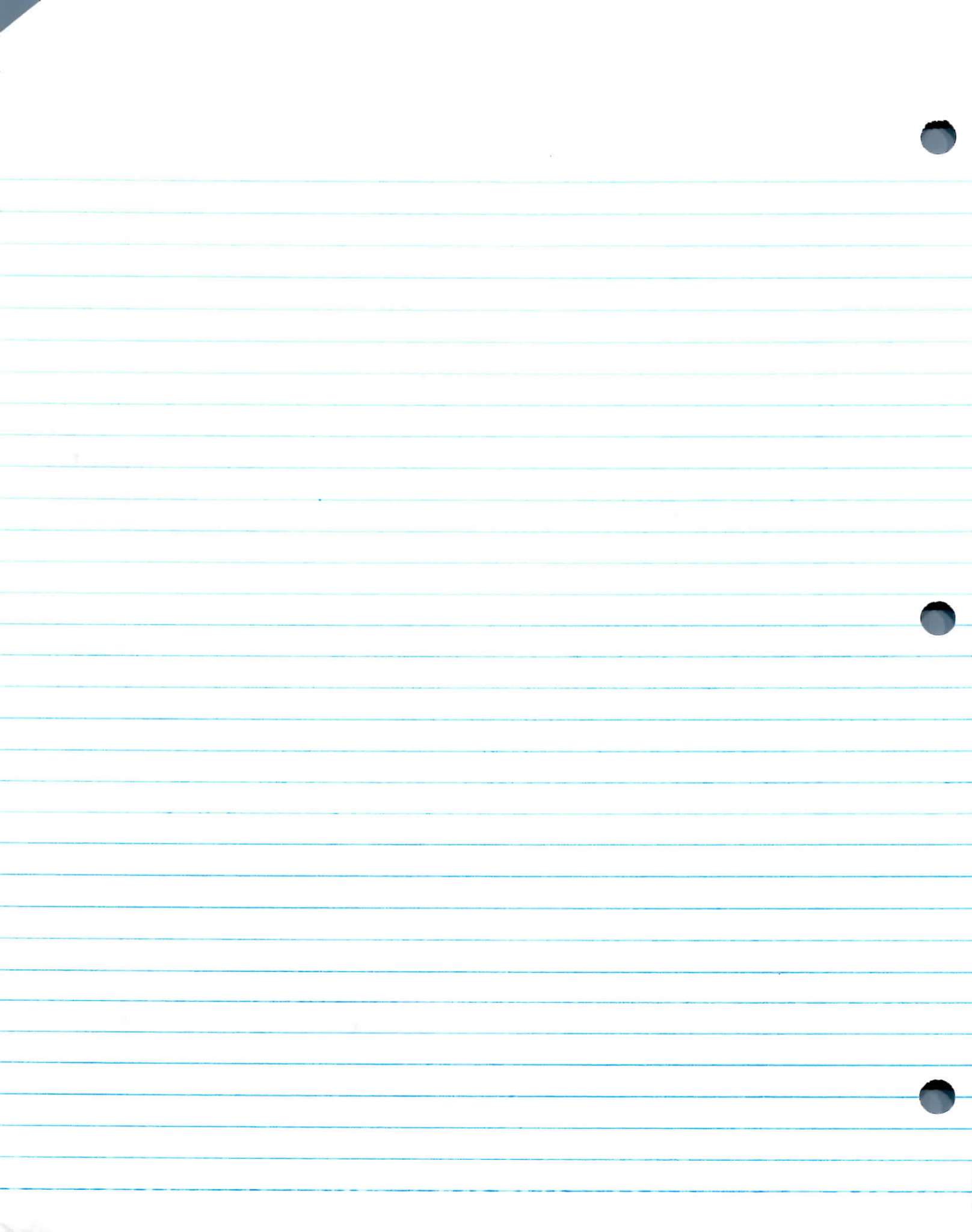
Moves	damage
1 forward roll scimitar attack	1d12
2 throat slit	1d12
3 meet my elbow powercut	1d20
4 flying carpet ascent	-
5 backward roll scimitar block	-
6 scimitar blast	1d4
7 jump turn around slash	1d20
8 flying carpet attack	1d4
9 scimitar throw	1d20
off with your head fatality	-

Notes

moves 1, 2, 3, 8 & 9 allow for kept initiative if successful

9 may only be used once per round
if 8 fails, the carpet is destroyed for the duration of Impetus' tournament life

execution 3 & 7 result in a 1d12 deduction from hp due to fatigue



Name KayKay feminist but unsure of what she's
Class super scientist in
Align lawful underestimation bonus
HP 100
XP
Level I

Moves	damage
1 throat punch	124
2 midsection - face - groin	1220
3 pepper stundust	124
4 gas blaster	124
5 anti-aggression beam	124
6 bracelet + block	-
7 mini-energy suction cups	1212
8 double bracelet chop to head	1212
9 dissection time	1212
all the way sleeper hold fatality	-

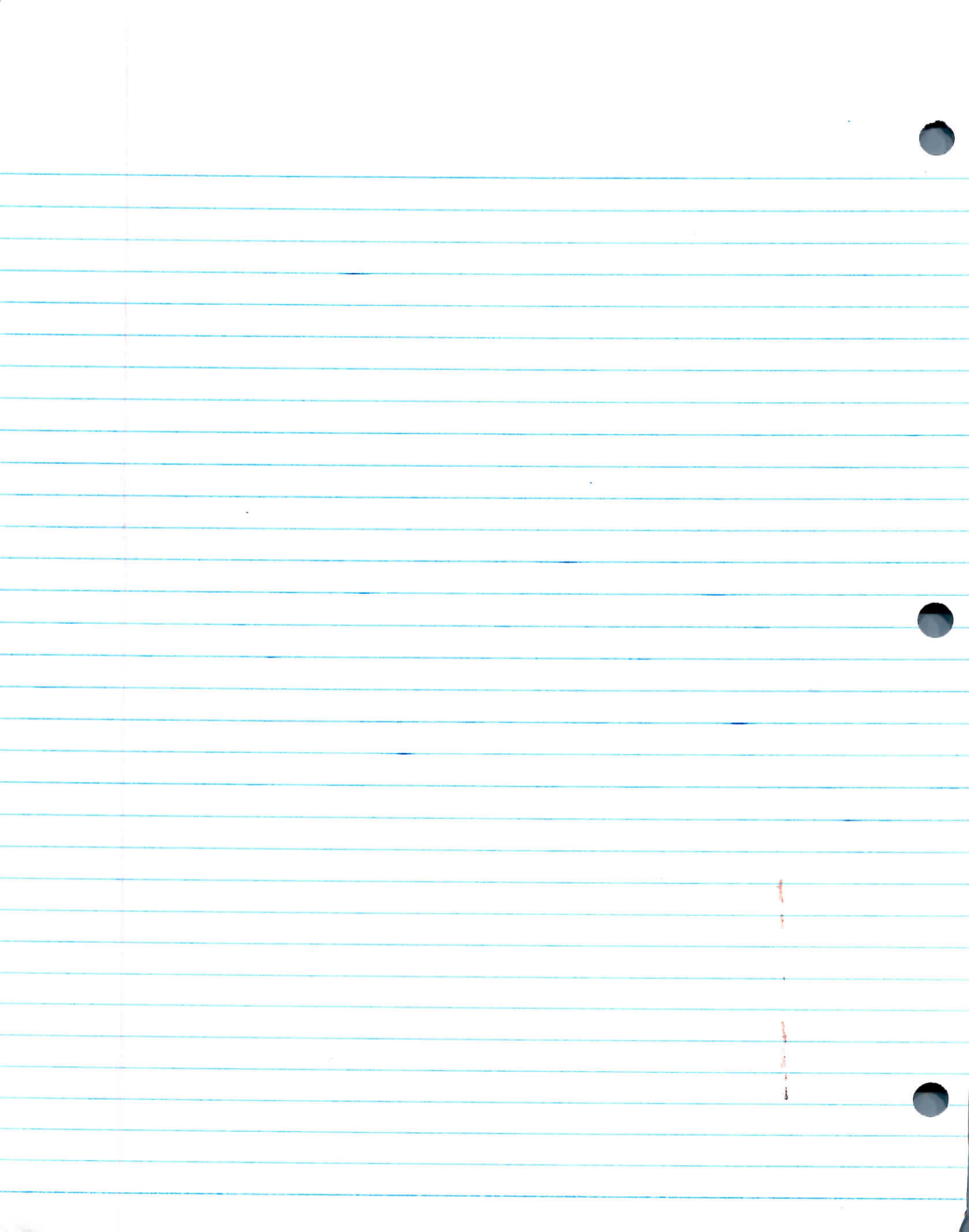
Notes

moves 1, 3, 7, 8 & 9 allow for kept initiative if successful

2 only works when opponent is standing and close

5 does 124 damage for every turn or aggression until it is deflected or blocked successfully

KayKay is very lovely so a distraction bonus of 1210 is deducted from lawful & neutral opponents for having to be a woman

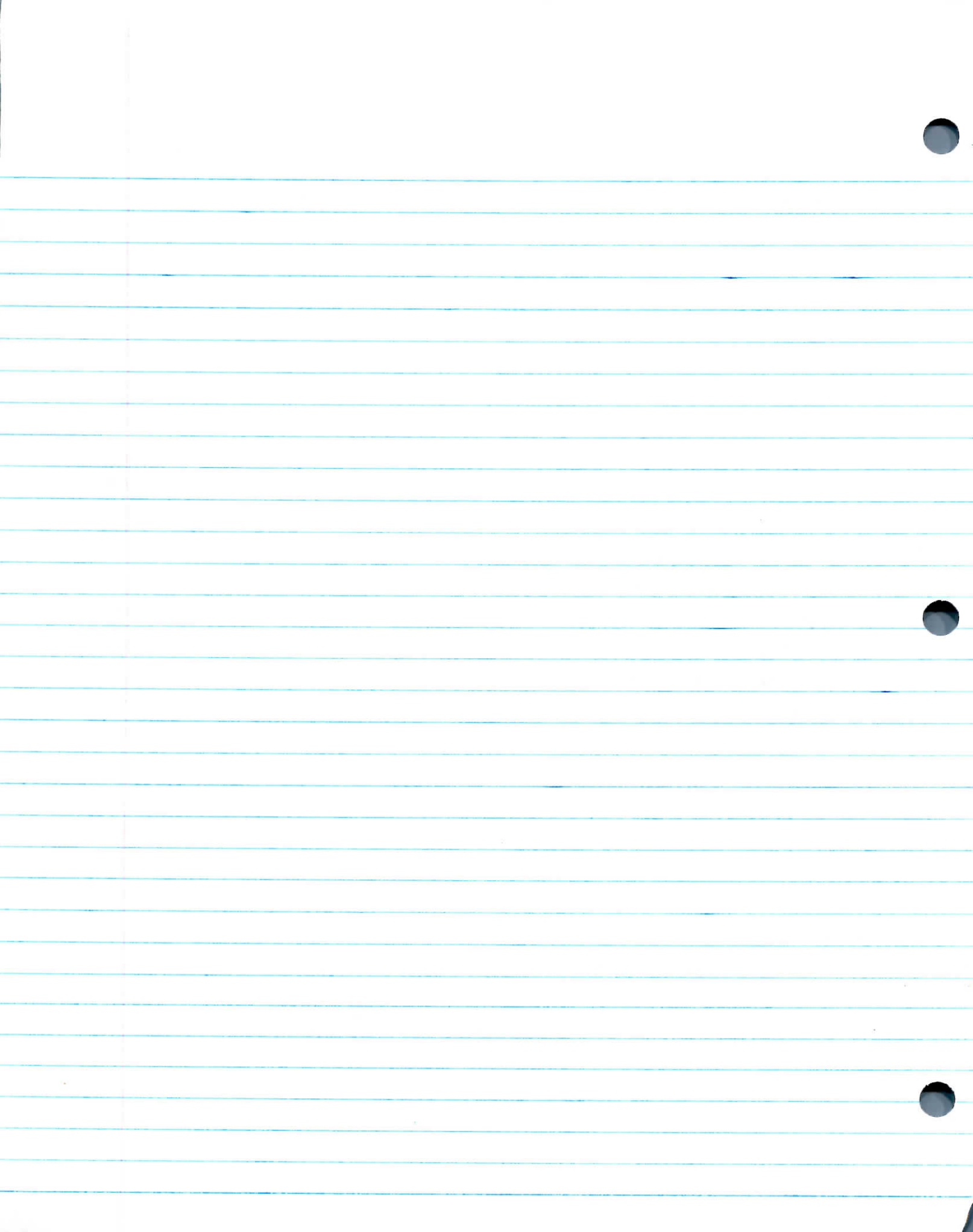


Name Mr. Lost *looking for waldo wandered into*
Class accidental tourist *tournament*
Align lawful
HP 100
XP 0
Level I

Moves	Damage
1 sonic sinuses	124
2 banana peel slip	-
3 look at clock sway	-
4 map jumble throw	124
5 turn around elbow	124
6 pick up coin duck	-
7 yawn smack	124
8 step on fingers white down	124
9 step on shoe trip	124
road runner fatality	-

Notes

1 immobilizes opponent for 124
moves 1, 4, 5 & 7 allow for kept
initiative if successful
if deflected, Mr. Lost is immobilized
for 124
12.10 is deducted from all lawful
characters because they feel
sorry for him it is added to his
HP



Name Ninja # of Djibouti Clan searching for Sensei
Class fighter Mentor Man, Krell
Align lawful says he has info
HP 150
XP
Level II

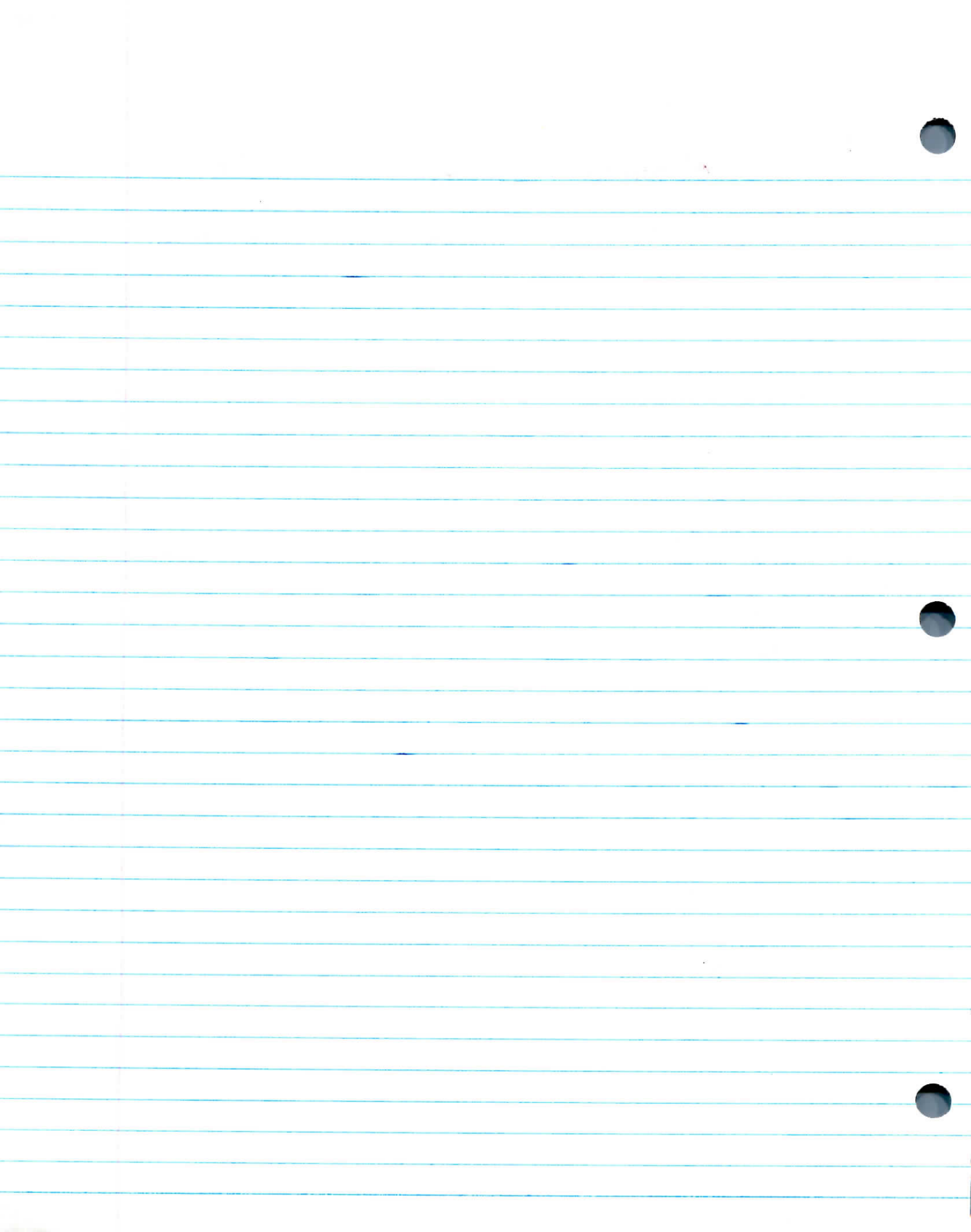
Moves	damage
1 sword behind back block	-
2 sword fan deflection	12 12
3 sword deflection	12 4
4 judo momentum thrust	12 12
5 turn around jumpkick	12 20
6 karate kid spin sweep	12 4
7 reversal to aggression	-
8 stomach slit	12 4
9 egregious elbow	12 12
beside yourself fatality	-

Notes

if 4 & 6 are successful at trying or beating the block 12 4 roll, Ninja # steals the initiative

5 results in a 12 12 deduction from hp due to fatigue

moves 4, 5, 6, 8 & 9 allow for kept initiative if successful



Name Parsec, the Stalker who's he here for?

Class fighter

Align lawful

HP 150

XP

Level II

Moves	Damage
1 fist slap	1d12
2 hold down	-
3 energy cage	1d12
4 laser blaster	1d12
5 blaster doubles as bat (jab in midsection)	1d20
6 immobilizer gun	-
7 jet pack ↑ or ↓	-
8 hologram distraction	-
9 wrist shield	-
spear gun explosion fatality	-

Notes

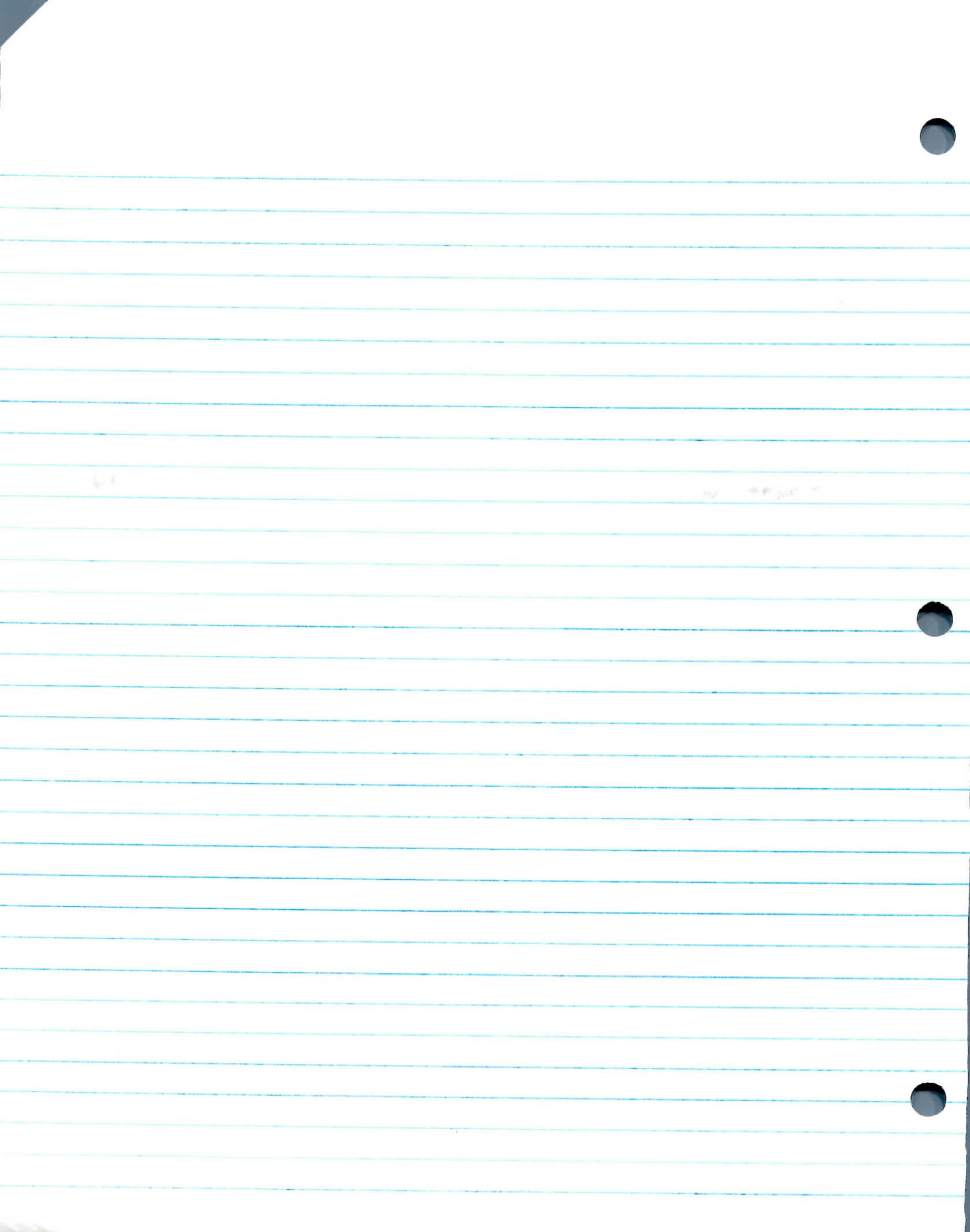
moves 1, 2, 3, 5 & 6 allow for kept initiative if successful

2 & 6 are good for 1d4 turns but if 6 is deflected, Parsec is immobilized for 1d4

8 lasts for 1d4 turns in which opponent must beat Parsec at 1d6 in order to hit correct enemy

5 results in a 1d12 deduction due to fatigue

3 prevents aggression for 1d4 turns if not dodged



Name ~~XXXXXX~~ "Ron" ~~XXXXXX~~ loser
Class freak
Align neutral
HP 100
XP
Level I

Moves	damage
1 punch	124
2 kick	124
3 duck	-
4 jump	-
5 headshot	124
6 run	-
7 get power	-
8 play mercy	1212
9 block	-
bore to death fatality	-

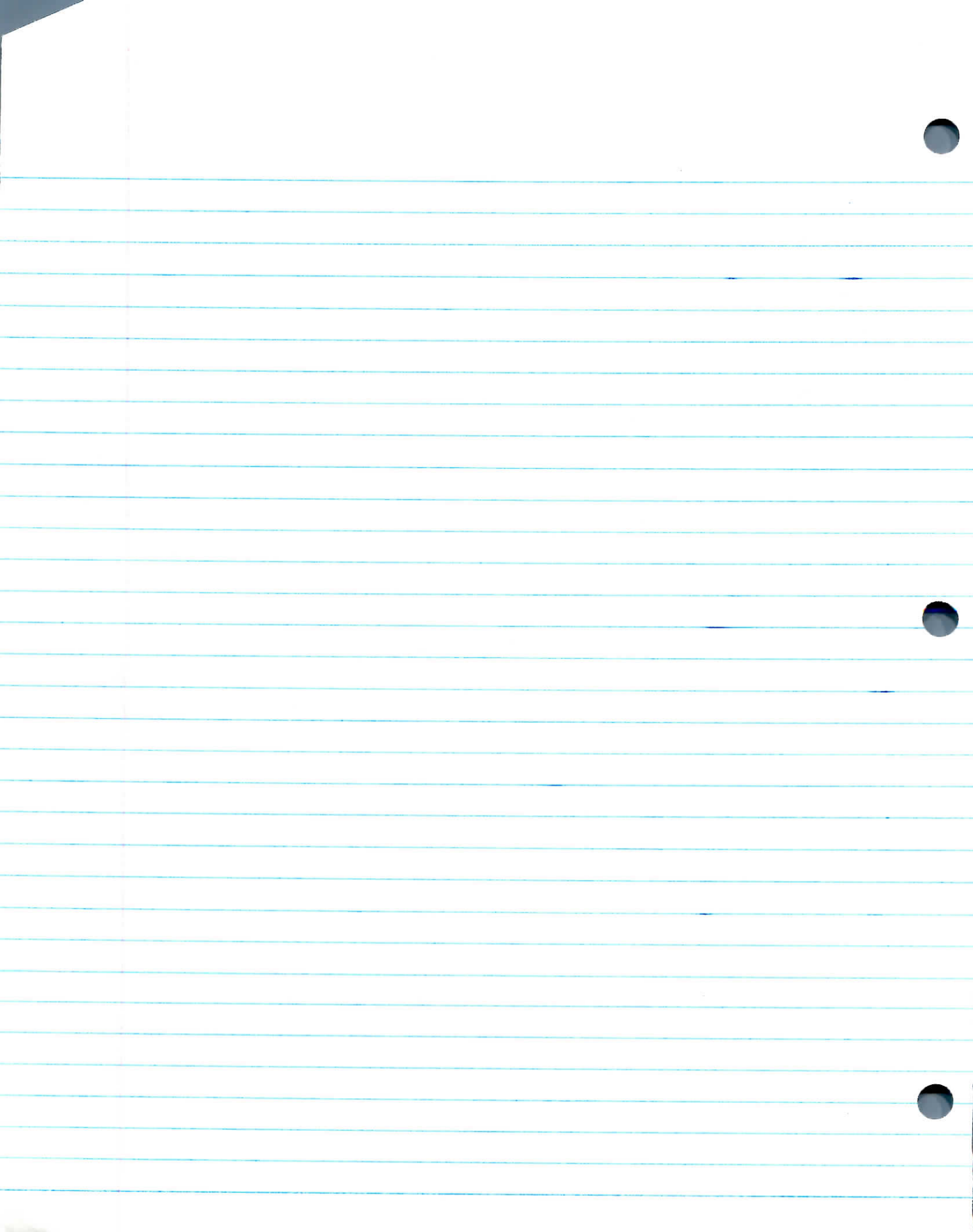
Notes

7 takes two turns and replenishes
2210. no one turn 1210

8 allows for kept initiative if
successful

mercy is played by each character
rolling 126. the loser must deduct
1212 from hp. only Ron is dumb
enough to play.

due to his annoying nature; an anger
bonus of 326 is deducted from an
opponents HP and added to Ron's HP



Name Slorg, from Xenos *scouting for possible takeover of weak humans*
Class alien
Align neutral
HP 150
XP
Level II

Moves	Damage
1 square deflector shield	-
2 prey net	1d4
3 blaster gun	1d12
4 wall toss (with opponent as ball)	1d20
5 infrared targeting	-
6 metal claw punch	1d12
7 beam up / beam down	-
8 alien suplex	1d12
9 power push	1d12
nuclear nuggies fatality	-

Notes

moves 2, 4, 6, 8 & 9 allow for kept initiative if successful
2 will keep opponent powerless for 1d4 turns if successful
Slorg has no fatigue factor primitive humans
5 cannot be dodged when used with 2 & 3. 1d6 must be beaten by opponent in order for it not to be used, lasts until Slorg is at or below 75 hp
can kill CP 2000 hp 100 & knock out communications for match and one other by 1d10 if ship is

attached

Due to his cocky nature a 3d6 hp deduction may be assessed and added to his opponents although every successful hit yields a +3 hit bonus

Name Sumo Jo *wrestler gone crazy*
Class freak
Align chaotic
HP 150
XP
Level II

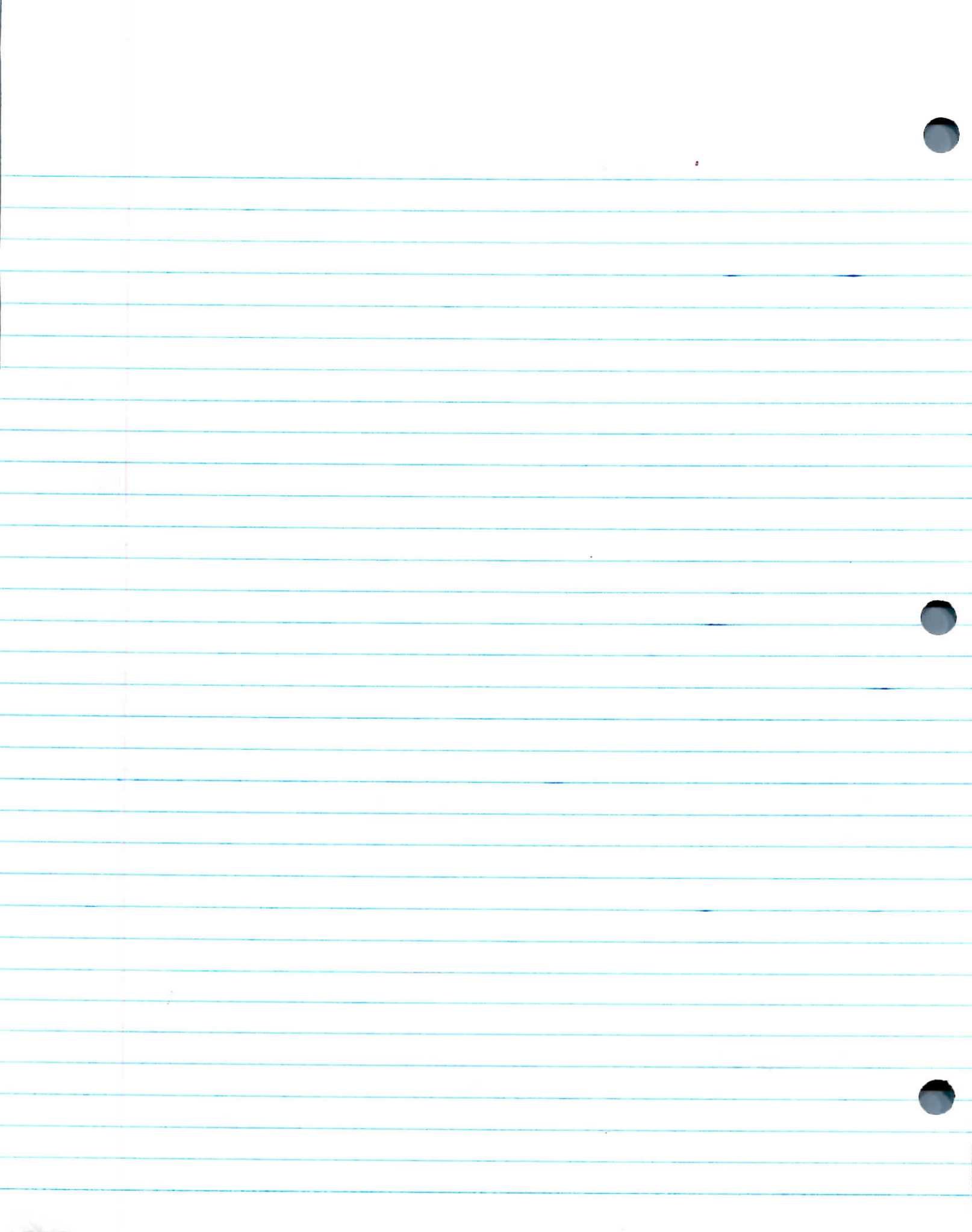
Moves

	damage
1 beached whale body slam	22 20
2 long range punch	12 4
3 bear hug	12 12
4 long range grab	12 4
5 stand still imperviousness	12 20
6 shake the ground stamp	12 4
7 shuriken barrage	12 4
8 full nelson to bodyslam	12 12
9 splat maneuver leverage fatality	22 20

Notes

12-9 have a 12 20 hp deduction
moves 1, 4, 8 & 9 allow for kept
initiative if successful
close up aggression whether
successful or not against 5 if
successful results in major
damage

Due to his slowness, Sumo Jo has a
32 6 hp deduction which is added to an
opponents hp, although every
successful hit yields a +3 hit
bonus



Name Tunnel Diode CP 2000's mistake, ref- ED can't get
Class freak slog, TD will
Align neutral
HP 100
XP
Level I

Moves	damage
1 electron jump	-
2 days of thunder	1212
3 lightning uppercut	1220
4 powerline	1212
5 teleport from danger	-
6 static clingshot	124
7 electrostatic body shield	-
8 lightning rod jab	124
9 blinding light	124
teleports through you fatality	-

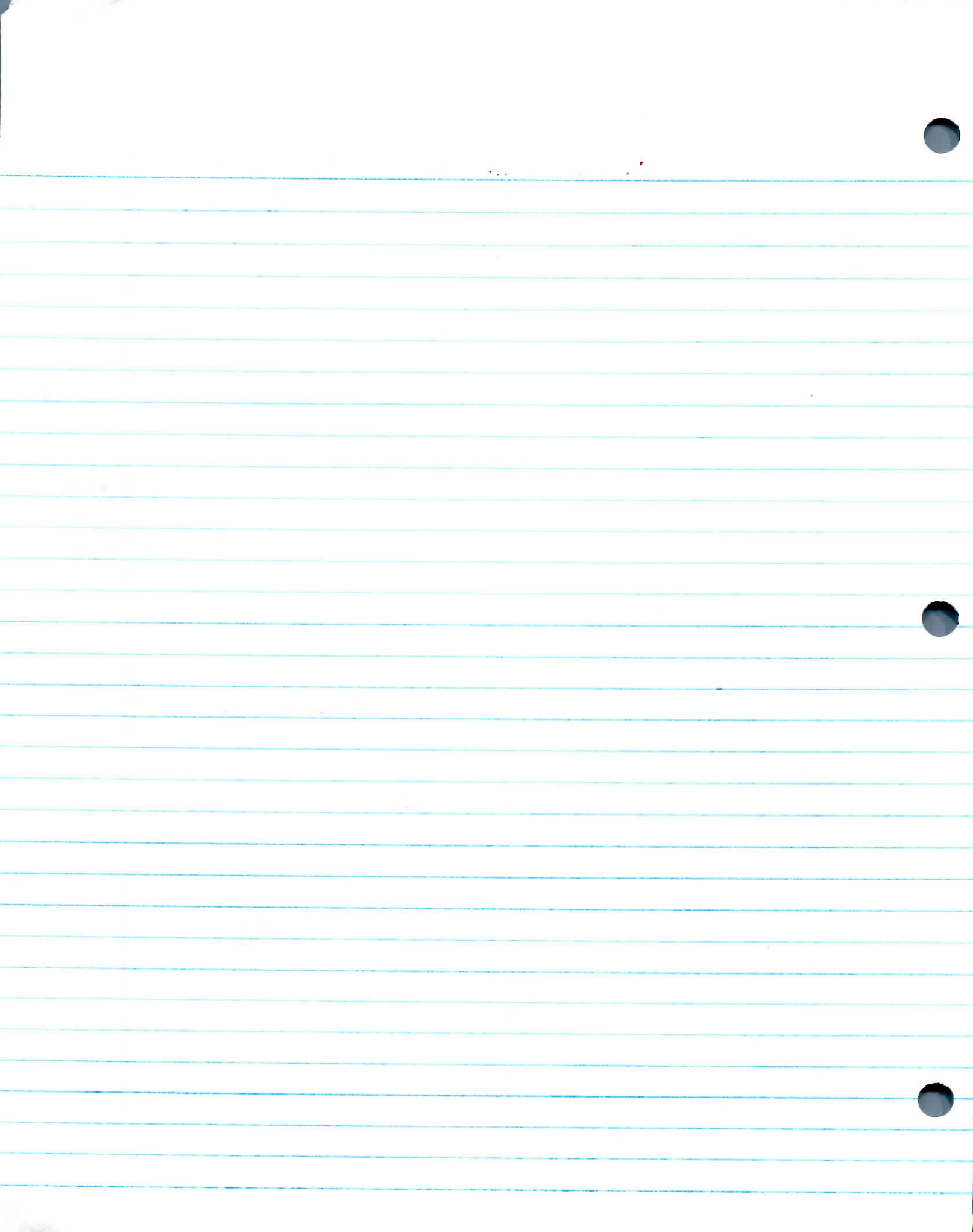
Notes

has no fatigue deduction
can be fired on by slog if still
in tournament using up one
turn.

blinding light can be reflected if
- deflected

moves 2 & 6 allow for kept initiative
if successful

due to its massiveness, an
intimidation bonus of 1.212 is
deducted from neutral and
chaotic characters and added to
its HP



Name Weak Bozos - Trickle & Lumpy *self proclaimed*
 Class fighter *champions there*
 Align neutral *to beat people up*
 HP 300
 XP
 Level II

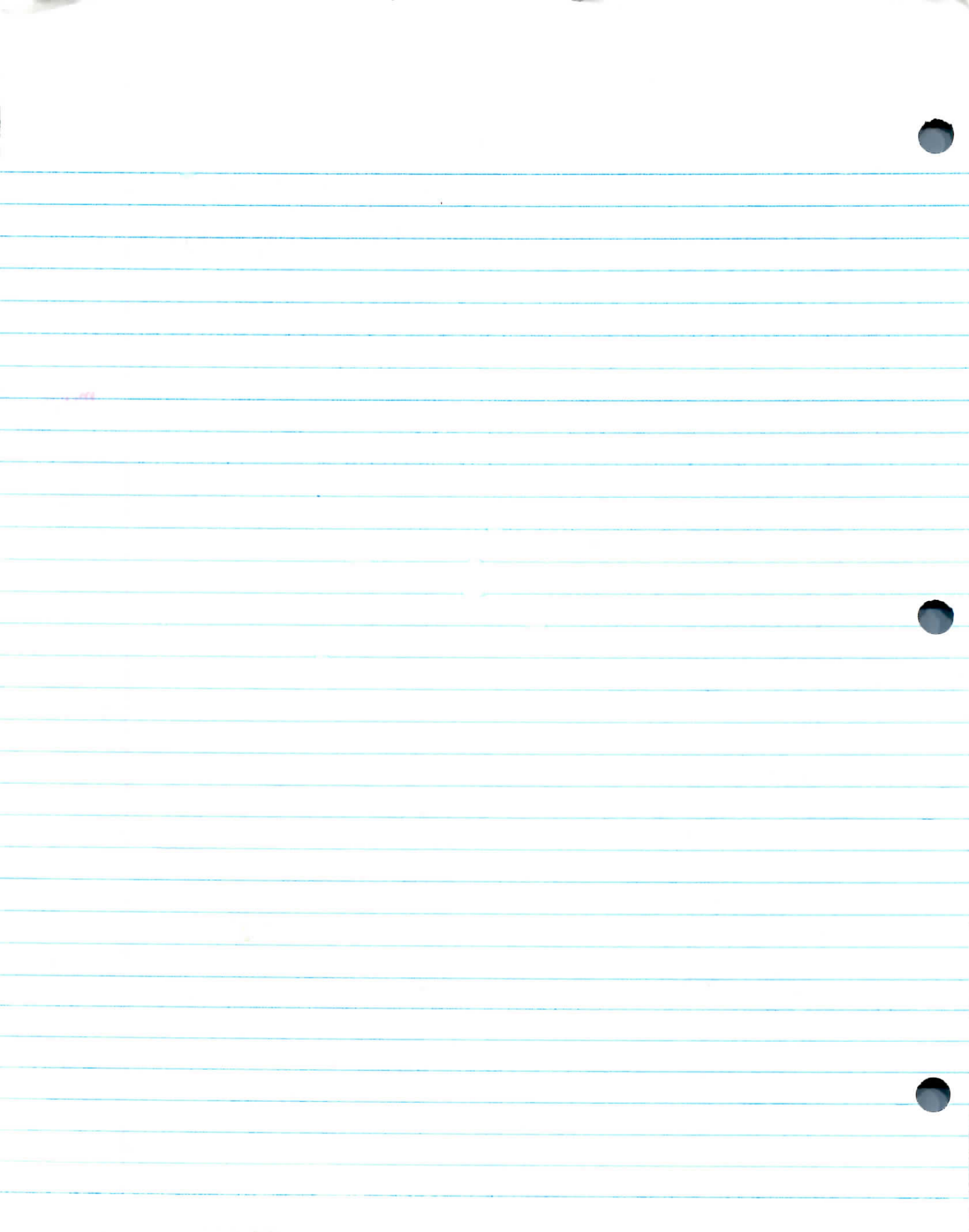
weak
 1 2
 3 4 mid
 5 6 strong

Move

		damage
1 Trickle	condensation escape	-
2	acid hot foot	184
3	pelting hail pellets	1212
4	acid rain	1212
5 Lumpy	aggression absorption	124
6	opponent absorption	1212
7	break open spore dust retaliation	1212
8	sticky foot	124
9 Weak Bozos	slip into acid pool	1220
	Lumpy internal Trickle external fatality	-

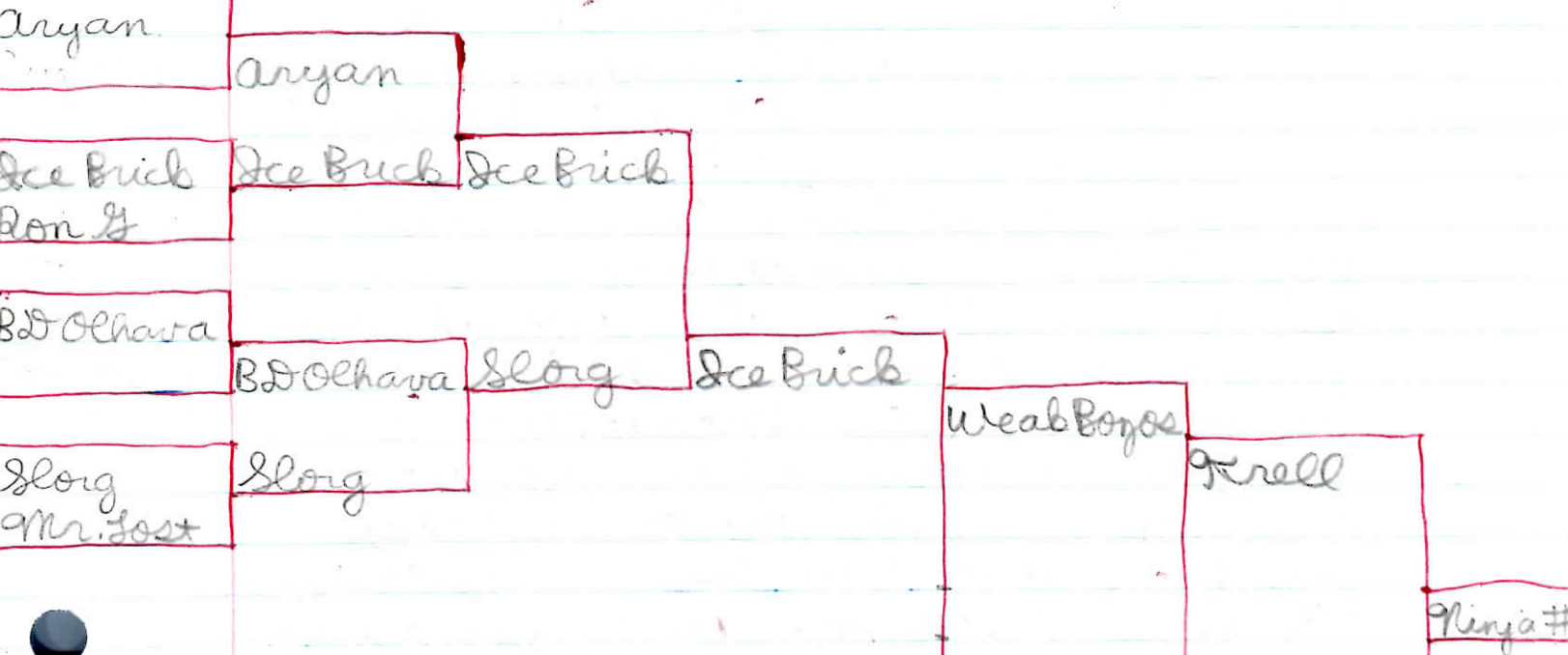
Notes

moves 2, 5, 6, 7, 8, & 9 allow for kept initiative
 one turn is needed for the execution of 3, 4 & 9
 no fatigue reduction where as they take turns against an opponent
 whoever's hit at 150° dies 0° takes the other

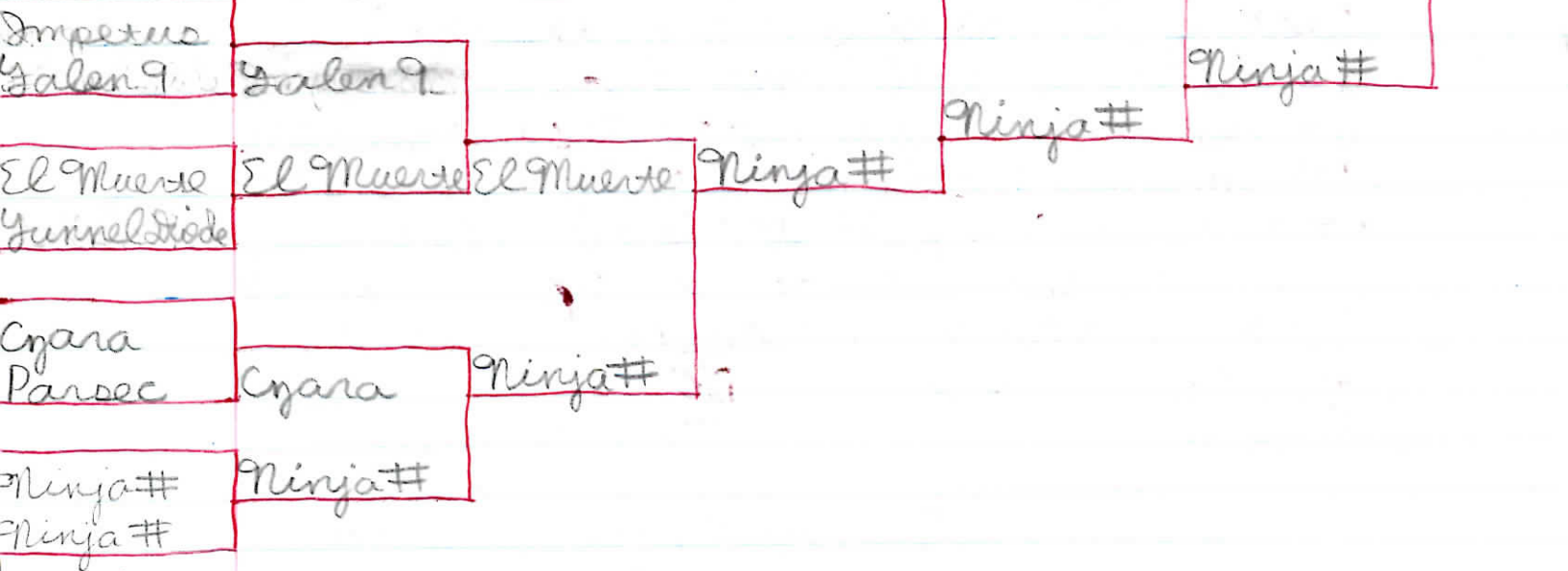


Tournament Brackets

Pool I



Pool II



The General Story: Ice Brick crushed Ninja # in round 1 thinking of his mother. Ninja # drew strength from an image of Mentor Man and defeated Ice Brick in round 2. Both lay on the ground weary. Ice Brick mumbled.

to himself in anguish how he needed the money for his mother. He'd stopped racists and an alien invasion only to be defeated here. Ninja# looked upward to the sky saddened over the good people who were lost in this terrible tournament. Parsec sent to destroy Krell and the love of his life, Talen 9 who perished at that beast's hands, El Muerte. "You can have the money, I have no need for it. Simply permit me to destroy Krell and get this bit of information." "Thanks little man. You're down in my book homie." Their hands met in everlasting friendship. From there, Ice Buck threw the match, and Ninja# became champion and destroyed the tournament sponsor only to find it was a lie. Ninja# took over the tournament, cleaned it up and made Ice Buck the champion. ps, his mother's operation was a success DU
One possible ending, the way it should be.

characters for II: Ninja#, Ice Buck, Krell, Olney, the Slorg from Xenos, CPA000, Sumo Jo, Kay Kay, Impetus, Cyara (Ysara), the Hawk, Aryan, Moop Moop, Brooke & Mary O, Ninja#