

# Showdown at Alice's Daydream by Chester / xwd

## Introduction

In this adventure the PC's are a group of bad dudes (or nice guys or whatever) who operate above, outside, or somewhere in the neighborhood of the law, as is their idiom. They can be vigilantes, rookie cops, FBI special task force, whatever works for 'em. 10 dice, 4 max in a cliché, hooks & tales and pumping allowed. Feel free to throw in whatever else you want. I'm imagining this game being more along the lines of over-the-top action movies.

## The Place

It's an amusement park named "Alice's Daydream" somewhere in the Great Plains of the United States, set right around now-ish, give or take 20 years. The park was constructed about 10 years ago around a massive towering roller coaster named "The Obelisk." The Obelisk towers 100 feet above the ground and snakes its way in, out, and around a pillar of steel, with the cars being pneumatically launched out of the station and receiving boosts at later points on the track. The project took a long time to complete, and due to being over-budget and the distinct possibility of corruption, the Obelisk tragically crashed on its first trip with passengers. The park was never able to recover from this, and closed down less than a year later, quickly falling into disrepair. Nobody cared enough to tear it down, and it has fallen under state ownership via eminent domain. Nobody still cares.

## The Problem

The secluded location proved to be an ideal hideout for a gang of neo-anarchist ATV-riding thugs calling themselves "The Howling Wolves." (They also have other totally sweet vehicles too. Dirt bikes, muscle cars, monster trucks, whatever floats your boat.) Their philosophy is "Finders Keepers," which is basically "we take your stuff and if you want it, come get it." They've begun terrorizing the nearby communities: committing random acts of vandalism, robbing stores, doing donuts on people's lawns at 2 AM. Law enforcement is understaffed due to the historically low crime rate, and are unable to do anything effective.

## The Solution

It's up to the PC's to go solve this problem, since nobody else is up to the task. Remember, this is Risus, and players are encouraged to solve problems in entertaining ways, so violence does not need to be the answer. If the PC's aren't already interested in the gang, show them why it's important that they do something: play to

their sympathies and have some Jerks on ATVs (3) (riding around, running people over, shooting guns inaccurately) show up and threaten or destroy something (i.e., small children, a pizza place, their car). Have them chase or follow the bad guys back to this park, get them to follow up on a tip that there's howling sounds coming from the abandoned park (it's their war cry!), or let them beat up sketchy guys on ATVs until they get their answers. Make sure they come in at sunset or night, possibly sunrise.

Gangs of several (3-4) Bored Jerks on ATVs (3) patrol the park half-assedly, blasting hard rock on boom boxes. If alerted or attacked as a group (and not attempted to be separated), they go for their walkie-talkies and call for backup, which arrives indefinitely until the PC's escape or it gets boring. Other gangsters tool around the park as well, ranging from Mean Dweebs on Dirtbikes (2) to Drunk Morons in a Monster Truck (5), for example. The gang has a couple of ammo stashes in some of the old rides (which still work, mostly) but they've been protected with Half-Assed Booby Traps (2) that cause the rides to start up or catch on fire or something, maybe a Nasty Series of Booby Traps (4) which feature that plus high explosives. They keep all of their loot in the bumper cars, guarded by Really Mean Junkyard Dogs (5), in case you want to get back stolen property.

Their boss is hiding up at the top of the Obelisk, in a converted maintenance room he's remodeled to really open up the place. He refers to himself as "The Wolf." He is a Rhetoric-Spewing Gang Leader (4) and Extreme Sports Extremist (4), and he has an elite Brainwashed Bodyguard (4) who will gladly take bullets or jump off the ride for him. While the ride itself should theoretically be working, it might not be a good idea to try using a ride at a theme park that has been closed for almost a decade. It's the fastest way up and one of the more thrilling ways down, though. When you have the climatic combat, the Obelisk, a Huge Unmaintained Roller Coaster (5), gets involved, attacking whoever's riding the coaster the hardest. Losing combat to it should mean that it collapses in a fairly dramatic manner.

## Greetz

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