



Help! Missing Bassist!



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Outline

Help Joni find her missing bassist so that the show can go on!

LEVEL
1
15 min.

Oh no! Joni's bassist has gone missing! Can you find him?

LEVEL
2
20 min.

Help Baz the bassist reclaim his treasured coral pendant.

LEVEL
3
20 min.

Return Baz to the venue and save the concert from complete disaster!



LEVEL
1
15 min.



Scene 1

PROMPT

Welcome to Chomptown, an underwater city, surrounded by a massive glass dome which keeps the water out. Beautiful coral of all colors lines the streets, and kelp instead of grass grows from the ground in all the public parks. Chomptown is home to Fishoids, which are shaped like mermaids with fishy heads. They communicate by singing and have short memories.

The year is 1970, and you are all visiting Chomptown to see a concert. You all have VIP passes to see Joni Mitchell live. You're waiting in the back when Joni herself walks in. "Hey there, nice to meet you all. Can you introduce yourselves?"

FREESTYLE

Move on to the next scene when players have introduced themselves and their abilities.

QUICK TIP:

Don't know what **PROMPT** or **FREESTYLE** mean? Check the instruction booklet for a quick refresh.

QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.

FISHOID COINS:

1 
3 
3 



Scene 2

QUICK TIP:

Players don't have to use their special abilities. Encourage them to get creative with their **STRENGTH**, **MAGIC**, and **SMARTS!**

HOW MANY HEADS?:

Making a quick cake for the owner takes at least **3 HEADS** on a **STRENGTH FLIP** to succeed.

PROMPT

"Thanks for introducing yourselves" Joni says "Listen. Here's the situation. My bassist Baz has gone missing. I need you to help me find him. All that we could find is this weird business card on the stage." Joni shows you a card that has an illustration of an octopus and "Floral Coral LLC" written on it. "I'd start your search there" she says.

When you arrive to the store, it has all shapes and sizes of coral with flowers intertwined. The store owner is a sunfish Fishoid. He seems a bit standoffish. Can you befriend him so that he will help you find Baz?

FREESTYLE

Move onto the next scene once the players befriend the store owner.



Scene 3

PROMPT

"Okay, since I'm dealing with friends here, I wanna tell you about something weird that I saw last night while I was down at the coral farm. There's this building made out of a whale skeleton down there - I thought it was abandoned - but I coulda sworn I saw the lights on and a fishing rod sticking out the window!" the store owner says.

In Chomptown, fishing rods are illegal due to their historical use against Fishoids and their ancestors, fish. What could be going on here? When you go there to scope it out, it's dark out, and the glow-in-the-dark coral glows lime green. As you approach the whale-skeleton hut, the mouth that functions as a door slams shut whenever you get close. Can you find a way to get inside? Will you jam something in, or just rely on brute force?

FREESTYLE

Move onto the next scene when the players make it inside.

DANGER!

Getting chomped by the door will cause a player to **LOSE 2 STRENGTH COINS**.

HOW MANY HEADS?:

Jamming the mouth with found materials takes **3 HEADS ON A SMARTS FLIP** to succeed.

HOW MANY HEADS?:

Leaping into the mouth takes at least **5 HEADS** on a **STRENGTH FLIP** to succeed.

LEVEL
2
20 min.



Scene 1

PROMPT

Inside the whale, the ceiling is domed and ribbed. Hooks and various necklaces and earrings dangle from the ceiling, reflecting different colors around the room. From the basement, you hear a faint whimpering.

When you make it to the basement, you see a crustaceanoid huddled over his workbench, working on a fishing rod. "Wait! This isn't what it looks like! I don't use this rod for fishing. As a child, I dropped a coral pendant my sister gave me into the Great Chasm. I've been trying to fish it out for ages, but my rod keeps on breaking every time I try to reel it up! My sister's birthday is today and I really want to fish it out in time. Can you help me beef up my fishing rod?"

Use your abilities and ingenuity to give this rod superpowers!

FREESTYLE

Move onto the next scene once the players soup up the rod.

QUICK TIP:

Since this is **LEVEL 2**, the **LEVEL 2 ABILITY** on each player's **ABILITY CARD** is now unlocked.

HOW MANY HEADS?

Adding a mechatronic arm to the fishing rod takes **6 HEADS** on a **SMARTS FLIP**.

SILLY IDEA:

Have the players draw the fishing rod, or craft it out of cardboard and tape.



Scene 2

HOW MANY HEADS?

Climbing down the walls of the Great Chasm safely takes at least **6 HEADS ON A MAGIC FLIP.**

DANGER:

Getting nibbled by a critter will cost players **1 STRENGTH COIN.**

PROMPT

When you arrive to the Great Chasm you are taken aback by its sheer hole-y-ness. The hole seemingly goes on forever. A rapid current sucks anyone who isn't careful into its depths. A nearby sign reads "Danger! Sinkhole!" When you peer down, you see the feint twinkle of a gem.

"There it is!" Baz shouts. He lowers his hook down into the hole and then wiggles it around for a while until you hear a quiet Clink! sound. "I got it on the hook!" Baz cheers as he starts to reel it up, but after a few reels, he gets stuck. "Oh crud. Sorry uh... I need y'all to go down into the hole. Be careful! The walls are lined with critters and sharp coral. Most of 'em are harmless, but some of 'em are nibblers!"

FREESTYLE

Move on to the next scene once the players make it safely down the chasm.



Scene 3

PROMPT

When you reach the bottom of the Great Chasm, you see a majestic massive clam, studded with gems and gold. "Greetings strangers. I am Charisse, guardian of this chamber. Do you have any idea why someone keeps on trying to steal my most prized pendant?"

Oh no! This has been a big misunderstanding! Can you come up with a way to resolve this conflict? Will you escort Baz down, or make a replacement trasure for Charisse? Taking it by force would be extremely challenging given Charisse's powerful grip.

FREESTYLE

Move on to the next scene once the players convince Charisse to give up the pendant.

HOW MANY HEADS?

Crafting a beautiful piece of jewelry takes at least **6 HEADS** on a **SMARTS FLIP**.

DANGER!

If the players get bit by Charisse, they will lose a whopping **3 STRENGTH COINS**.

CHARISSE'S COINS:

1 
3 
3 

LEVEL
3
20 min.



Scene 1

PROMPT

After escaping the Great Chasm with the pendant, Baz rushes you into his car and starts driving to his sister's house. When you arrive, Baz delivers the pendant to his sister, and they both start to cry. It's all very touching but... The show must go on!

Baz is super-duper late to his concert. Help him make a dramatic entrance so that everyone forgets that they've been waiting for a crazy long time. Will you use an explosion to make the entry dramatic? Or maybe a magic illusion of some kind?

FREESTYLE

Move onto the next scene once the players create a dramatic entrance for Baz.

QUICK TIP:

Since this is **LEVEL 3**, the **LEVEL 3 ABILITY** on each player's **ABILITY CARD** is now unlocked.

HOW MANY HEADS?:

Creating an explosion that would propel Baz onto stage without also killing him takes at least **7 HEADS** on a **SMARTS FLIP**.

HOW MANY HEADS?:

Creating the illusion of Baz descending from the heavens takes at least **7 HEADS** on a **MAGIC FLIP**.



Scene 2

HOW MANY HEADS?

Summoning an audience of critters from the local nature takes at least **8 HEADS** on a **MAGIC FLIP**.

SILLY IDEA:

Play some Joni Mitchell to set the mood.

PROMPT

After Baz's epic entrance, you see that the audience is looking pretty thin! It looks like most of them left... That's no good. Jodi turns to you "I can't perform to such a small audience. Can you help get everyone back? I would hate for them to have their ticket go to waste."

Can you find a way to get people back into the audience? You could hack into a local radio broadcast, or summon all the nearby wildlife to come listen.

FREESTYLE

Move on to the next scene once the players have filled out the audience.

Scene 3

PROMPT

With Baz back and the audience listening, Joni fills the air with her beautiful voice. In the front row, Baz's sister listens on, wearing her sentimental coral pendant. The owner from Floral Coral LLC is in the back dancing along.

After the concert, Joni invites you all back stage. When you get there, Joni celebrates by popping a bottle of champagne "Wow, y'all are the best VIPs I've ever had at a show! Would you like to join the crew? I bet we could really benefit from having people like you around here."

GAME OVER. YOU WIN!

QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.