

SCOOBIES

"Zoinks! The ISA!"

"Let's split up. The girls and I will go check out the bedroom, you and your dog can check the dark, spooky basement."

"Jinkies!"

Some things in this world are ephemeral and fade with time, but some things last forever. Such as the impression left on the American psyche by four meddling kids and their talking-dog-with-a-speech-impediment. Their adventures were pure camp, their appeal was near-universal, and except for the regrettable inception of Scrappy, you found yourself inspired by them when you watched them solving mysteries on the low-budget UHF channels.

Now you live your life walking in their footsteps. Wherever there's a mystery, you will be there to unmask the villains. You wander around seemingly at random, but always within the grips of fate. If there's a road closure due to inclement weather, a bridge that's out of service or if your trusty Mystery Machine breaks down, then there must be a mystery nearby that's begging to be solved.

WHAT YOU LOOK LIKE

You dress in clothes that were fashionable among the colorblind 60 years ago. Are you tall and gawky? Then you can expect to be clad in bell-bottoms and a baggy t-shirt. Are you shy and unimposing? Bulky turtleneck sweater and pleated mini-skirt for you. Do you cut an impressive figure? Try on a Polo shirt and sweater for size, my friend. Did you start filling out at age 12? Expect to wear something slinky and form-fitting. Oh, and let's not forget the all-important ascot. It's a status symbol among Scoobies and the accessory that tells other Scoobies that you are a Profiler and above the workings of a simple investigator. Which means that you get the cushy job of trying to ferret out the suspects while they dig for clues in dank, spooky places.

SUBCULTURE

You live for the thrill of the mystery, for the finding of clues and the discovery of secrets.

You cheerfully barge into police cordon areas and crime scenes, flush with exhilaration at the chance to find a clue. And when you're on the case, you are a study in optimistically dogged determination.

Yeah, the mysteries portrayed on Saturday morning TV were tame by comparison to the mysteries you seek out. You never saw the Malt Shop gang picking around a chalk outline for genetic samples. But it's all in a day's work for you.

Off the case, you and your friends like to hang out at the Malt Shop (which is what you call any fast food restaurant) and gorge yourself on culinary delights that even a Mosher would turn up their nose at. Chocolate and sardine milkshakes, circus peanuts and dill pickle pizza with extra mayo and a side-order of french-fried brussels sprouts. Yum!

BELONGING

All you had to do to join the Scoobies was watch the show religiously, demonstrate an undying hatred of Scrappy Doo and eventually solve a mystery. It didn't even have to be a big mystery. You just saw a poster offering a reward for a lost cat and went out to find that cat. Sure, you found it at the city pound, but it was still a mystery solved. After that, you were a Scoobie for life.

YOUR ALLIES AND ENEMIES.

Most of the other Yogangs regard you with something between amusement and indifference. Guardians respect your crime-solving skills, even if they think you're a little bonkers. Vidiots like to be around for the denouncement, especially if you unmask a villain who is highly placed in society.

Your mortal enemies are Facers. You take an inordinate amount of pleasure in unmasking these ne'er-do-wells at any opportunity.

YOGANG SKILL: MEDDLING KID

It takes a lot to be a meddling kid. You have to learn a lot about criminology, profiling, crime scene investigation, and most importantly, what to do with the criminals once you've ascertained their identity.

Specializations

Dicking Around: +2 to Investigating

Profiling: +2 to Criminology

Wrapping Up: +2 to Trapping

Investigating: This refers to the Scoobie's ability to discover vital clues around the scene of the crime. Some feats include: spotting shoeprints at the scene of the crime (Easy), spotting small bits of clothing or incriminating matchbooks or business cards at the scene of a crime (Medium), dusting for fingerprints (Difficult), uncovering intentionally-concealed clues (V. Difficult), discovering minute clues like hairs or skin cells on a carpet (N. Impossible).

Criminology: This is the Scoobie's ability to identify suspects, conduct research and guess at the motives and MO of a criminal. Some tasks include: Researching a history of well-known criminal occurrences (Easy), Discerning the motive for a crime by reviewing the facts of the case (Medium), finding the holes in someone's alibi (Difficult) compiling a list of suspects relevant to the case (V. Difficult), and coming up with a probable suspect based on motive and opportunity (N. Impossible).

Trapping: A Scoobie's preferred method of capturing a criminal doesn't rely on force of weapons, but rather, the ability to trap the unwitting villain. Some traps include: a bucket over the door or a tripwire (Easy), dropping a net

on them, (Medium), The old leg-catching lasso/bent tree limb trap or a tiger-pit trap (Difficult), a trap involving pulleys, winches and other complexities (V. Difficult), a Rube Goldberg-esque trap that is slightly less complex than the board game "Mousetrap" (N. Impossible).

SLANG

Zoinks: Holy Shit!

Jinkies: Holy Shit part II!

A Croo?: Slang for a clue. Is usually intoned after someone announces finding a clue.

IF YOU'RE A SCOOBIE:

- 1) Tell me your name, age and sex.
- 2) Describe what you look like.
- 3) Besides your v-trodes, list four items from the following list that you own or are carrying:

- Your cowardly pet Great Dane (wears a collar with a virtuality overlay that allows him to speak in broken english).
- A box of dog biscuits.
- A Honda Metrocar pimped up like the Mystery Machine.
- A Junior Detective™ mini crimelab.
- A magnifying glass.
- A stylish (?) ascot.