

# OPERATION THINGAMAJIG

By Garrett Lewis

Thank you for buying Operation Thingamajig! Here's a picture of a silly cat I drew:



### THANKS TO ...

Jake, Jacklyn, Tyler, the fine folk of the Happy Sun Lodge, Dimitris, Janet, the World Anvil community, my playtesters, my brother, the demon that whispered the entire thing to me in my sleep, and of course, my Kickstarter backers.

# **TABLE OF CONTENTS**

INTRODUCTION4
CHARACTER CREATION7
DEPARTMENTSII
EQUIPMENT18
SPONSORS21
PHASES23
MANAGER'S MANUAL29
CREATING ANOMALIES31
THE SETTING 40
CLOSING41
CHARACTER SHEET42

# INTRODUCTION

I won't lie to you, what you're about to do is dangerous— I'd be out there alongside you if I wasn't literally tied to my chair to stop me from doing so. The Thingamajig is creating who knows how many new paranormal anomalies in who knows how many countries across the globe. Make sure it doesn't end the world for me, within a reasonable budget, please, we are in deep financial trouble right about now.

-Bin Folks, Administrator

You are personnel of the Anomalous Containment Foundation (ACF).

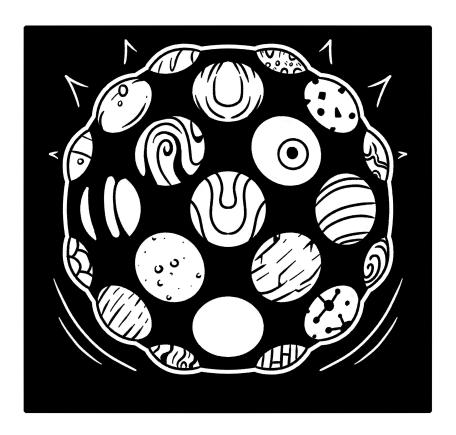
The ACF is an international clandestine organization dedicated to one simple mission—containing anomalous objects, entities, and locations that seem to defy the natural laws of the world. This allows the rest of the world to live their lives in relative peace. Unfortunately, maintaining an organization of this size and scope is expensive. As a result, the ACF cuts corners



and makes money where it can, such as by taking corporate sponsorships, buying cheap equipment from Cheepe Co., or by converting anomalous locations into public parks, museums, and attractions via the Anomalous Parks & Recreation Areas (APRA) initiative.

#### The Thingamajig.

Designated as A-1235, The Thingamajig is a levitating orb made from myriad unknown materials, recently captured by the ACF. Unfortunately, since then, it has emitted a strange signal that creates new anomalies across the globe. While the ACF's top researchers work to stop the Thingamajig's signal, they need someone in the field to contain the new anomalies— which is where you come in.



# **A-1235**

#### You are note their first choice.

Honestly, there was no one else available. A proper task force would have been sent on this dangerous mission, but, they're all occupied at present. Some are on the trail of a man-eating soccer ball, others are trapped in a haunted dollhouse— and the rest are on strike. That leaves you, who just so happened to be available— and willing to risk your life for a bonus.



# YOU WILL NEED...

- 2-5 players, 1 of which will be your manager, or MG, who facilitates the game.
- 2-4+ hours, each mission can take 2-4 hours, but may take longer depending on various factors.
- Character sheets, which can be printed from the provided PDF, scanned, filled digitally, or scrawled on a dirty napkin.
- Player tokens, literally any object to denote player locations on the map, these could be cut out pieces of paper, dice, chocolates, literal trash, or tokens from other games.
- Paper and writing implements, for writing notes, drawing maps, and idly twirling.
- 1d6 per player, "1d6" meaning one six-sided die.
- Imagination
- Maps, which can be made on blank paper, on graph paper, custom made, from another game, or provided by the tiny man living in your cupboard.

### THE BASICS

Operation Thingamajig is a roleplaying game, in which players will take on the roles of personnel and a manager- or MG for short. 1-4 players, or personnel, will be tasked with containing an anomaly through the game's four phases. Personnel create and play as characters, while narrating their actions.

The world is open to them, but they should keep their goal in mind. The MG will present the personnel with situations and respond to their actions, narrating the world, non-player characters (NPCs), and the anomaly. The MG ultimately has the final say on things, though the entire table should aim to have fun.

# CHARACTER CREATION

Your character will determine how you interact with the game, not just through their stats and department— but also through their personality and backstory. Character creation involves only four steps;

- 1. Choosing your department, and skills.
- 2. Choosing a stress reliever.
- 3. Determining your performance review.
- 4. Creating your backstory.

### I. CHOOSING YOUR DEPARTMENT

What department you choose determines not only your HP, stamina, attributes, and equipment slots, but also what unique skills you can utilize when playing.

There are six departments to choose from, Operations, Containment, Investigations, R&D, Lemming, and Executive.



You will find detailed information on each, including their stats and skills, in the Departments chapter. Before you choose your department, keep three things in mind: once you've chosen one, you will first, record your department in the respective space on your character sheet. Second, you will write down that department's HP, stamina, attributes, and equipment slots in their respective places.

**Third**, you will choose **two** of your department's skills, and write those in the skills section of your character sheet.



### HP

Your HP or hit points determine how many hits you may take before you are incapacitated. Characters that become incapacitated are unable to continue their work, either via severe injury, losing consciousness, or the abilities of an anomaly. HP can be regained via healing equipment such as first aid kits or salves, and some department abilities.

Getting incapacitated will lower your performance review score by 1.

Incapacitated characters may be brought back to work with a Sick Day Pass, an anomalous voucher that causes personnel to return at half their maximum HP—eager to collect. The Sick Day Pass also cancels out their performance review score reduction.



Damage is always 1. When something "takes damage" or "gets hit" it loses 1 HP. Use stuff or skills to stay alive!

#### STAMINA & SPEED

Your stamina is depleted whenever you use a skill. Each costs 1 stamina, so ensure you have enough before using them. You can also spend 1 stamina to add 1 to Wow Do You Work Out? rolls, which you will learn about later.

Stamina is fully recovered at the start of each phase, partially via your stress reliever, and through certain skills.

Your speed is double your normal stamina, and is used to determine how many units (u) or tiles on the map you can move in a single turn. Moving does not deplete your speed.

#### **ATTRIBUTES**

Your attributes determine your ability in three disciplines;

IT (Technical)

HR (Social)

Wow Do You Work Out? (Physical)

Whenever the result of an action is unsure, you may be asked by your MG to make a check for the relevant attribute. To make a check, roll 1d6, and add your attribute to the result. Your MG will set a target number (but will keep this hidden from you), if you match or pass it, you succeed in what you are trying to do. If not, you fail.

For example, if you wanted to rewire a control panel you'd be asked to make an IT check. If you were interviewing a witness and wanted to see if they were hiding info from you—you may be asked to make an HR check. And finally, if you wanted to pry open a heavy door, you'd make a Wow Do You Work Out? check.

### **EQUIPMENT SLOTS**

There are three types of equipment, tools, wearables, and stuff. Tools are things such as weapons, shovels, crowbars, and scanners. Wearables include body armor, gloves, night-vision goggles, and hats. Stuff are smaller objects such as first aid kits, samples, and snacks. Each department has limited slots for both tools and stuff, while wearables are not limited.

Equipment slots do not include your hands— so you can hold and swap between tools and stuff freely, even if you fill all your equipment slots. You may also carry 1 tool or stuff in each hand.

Equipment is not chosen until you are in the field!

### 2. DETERMINING YOUR STRESS RELIEVER

After choosing your department, roll 1d6 on the table found on the next page to determine your *stress reliever*. Your stress reliever can be performed only twice per phase, and will replenish 1 point of stamina.

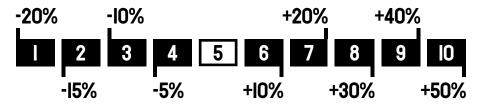
Make sure to record this on your character sheet!



1d6	Name	Action
1	SCREAM	IRL or in-game, audible in 3u radius!
2	Whale	Waste 10\$ from the budget on a mobile game.
3	Pep Talk	Slap yourself, -1 HP.
4	Fidget	Cause your tool's defect to occur.
5	Dance	Dance for 1 turn. Make an IT check to perform it well.
6	Lash Out	Send a scathing email to your superiors, who will reduce your performance review score by 1 if you don't apologize by the end of the mission.

# 3. DETERMINING YOUR PERFORMANCE REVIEW SCORE

Your performance review score is a review of your performance as ACF personnel. This will adjust how much money is given to your team's budget each time you play, and the personal funds you receive as a reward. These funds start at 0. Your performance review score is listed as a number from 1-10. Scores above 5 will award 10% extra budget per value, while scores below 5 will remove 5% each.



While your history in the ACF may already be extraordinarily favorable or negative— the foundation's performance review history has "accidentally" been lost in a fire. So, you may choose a review score from **4-6** depending on how well you think your character has performed in the foundation.

This depends on what you think their attitude is like, and why they joined the foundation— both of which you will determine in the next step. If you cannot decide, simply choose a score of 5. Record this in the performance review score section of your character sheet. You may return to this step after completing the next one, if you need.

Your performance review score will change after each mission, lowering by 1 if you failed, or increasing by 1 if you succeeded. Some actions or skills may adjust it, as well. Your MG will give you a 1-3 sentence review explaining the change after each mission.

### 4. CREATING YOUR BACKSTORY

No one is without a story. You don't need to write your character's entire history— though you are free to do so if you wish. What matters most is one core question— why did they join the ACF? The ACF is a clandestine organization—not the sort one can apply to online. Were they involved with the containment of an anomaly? Were they victims of one? Maybe they knew someone who was taken away by the ACF after exhibiting anomalous abilities? Did they dig too deep into a conspiracy and were offered only one way to freedom? These are only a few examples to help you along, take your time to figure out your own.

You can write this in the backstory section of your character sheet, which includes a section for you to add a brief explanation for their employment.

Alongside this, you may also wish to write a brief description about your character's physical appearance in the *Appearance* box at the bottom.

A good rule of thumb for those having trouble; come up with 2 notable social attributes, and 2 notable physical attributes for your character.

# **DEPARTMENTS**

On the following pages, you will find information on each department, their stats, attributes, and skills.

## **OPERATIONS**

The Operations department handles field operations for the ACF, typically well armed and expecting to face danger. Trained for combat and survival, Operations personnel are typically organized into task forces and called in to handle the man-eating soccer balls and haunted ruins of the world.

You are not currently in a task force, either due to a disagreement with your comrades, sleeping in, or being benched.



# **OPERATIONS**

HP: 10 Stamina: 2 Speed: 6

Eq. Slots: 3 tools, 10 stuff

HR: −2 IT: −1

Wow Do You Work Out?: 3

NAME DESCRIPTION [PASSIVE] You inspire your teammates, Set Example granting them +1 maximum stamina. Please don't hurt me, gain +2 to your next HR check. (Unless the roll requires the Intimidate target to not be intimidated.) Where were you hiding that? Produce 1 Grenade grenade. Pretend it doesn't hurt, ignore 1 attack. Toughen Up Morale Boost Slap a teammate, granting them 1 stamina.

## CONTAINMENT

The Containment department oversees and maintains the containment of anomalies. They are often well educated—as they need to ascertain the correct procedures to contain each anomaly, combat trained in case of containment breaches, and charismatic enough to keep sapient anomalies in check.

They are probably the most well-rounded department found within the ACF.



# **CONTAINMENT**

HR: 1 IT: 1

HP: 7 Stamina: 2 Speed: 4

Eq. Slots: 2 tools, 5 stuff Wow Do You Work Out?: 1

NAME DESCRIPTION [PASSIVE] This looks familiar, after personally discovering the 1st clue of an Remember anomaly, get +1 on rolls to discover the Running isn't cowardly, move twice as far Retreat this turn. Physically impossible. Your next attack Caution deals no damage. Non-harmful effects will still apply. Do you come here often? Gain +2 on your Schmooze next HR check involving an anomaly. Kiss it better. Heal a teammate for 1 HP. Patch

# INVESTIGATIONS

The Investigations department investigates and locates anomalies around the world. Unfortunately this requires going through just about any UFO sighting or internet rumor to find the good stuff.

When not behind a computer or hunched over a filing cabinet, Investigations personnel are sent into the field to gather samples and more accurate information.



HP: 7 Stamina: 2 Speed: 4
Eq. Slots: 1 tools, 7 stuff

Wow Do You Work Out?: −1

HR: 3 IT: 2

NAME	DESCRIPTION
Sniff Out	[PASSIVE] Smells like trouble. Gain +1 to all rolls during the Tracking phase.
Ascertain	It's all coming together. In the Containing phase, Discover the anomaly's weakness or trigger if you haven't already.
Pry	Help me out, pal. Gain +1 on your next HR check when interviewing witnesses.
Scavenge	How? Find 1 random stuff in your pockets.
Gather	Oh, look. Collect a duplicate of the next sample. This can be sold for 50\$.

## **R&D**

The R&D department researches anomalies, and develops tools and technology for containing them. You could probably shove any R&D personnel into a locker without much trouble, just saying. The high score is 14. Yes, in one locker.

Often the most educated and socially awkward, R&D personnel are well suited to desk work— and are rarely seen in the field.



R&D

HP: 5 Stamina: 2 Speed: 4

Eq. Slots: 1 tools, 3 stuff

HR: -1 IT: 3
Wow Do You Work Out?: -2

NAME	DESCRIPTION
Gentle Touch	[PASSIVE] Your tools are your children. The defect of 1 chosen tool only occurs every other use. Cannot be re-chosen.
Duct Tape	Forbidden art, combine 2 tools, allowing them to be held with 1 hand.*
Educate	The mitochondria is the powerhouse of the cell. Your teammates gain +1 to IT rolls for the rest of this phase. Can only be used once per phase.
Tinker	You broke it. Reroll a tool's defect. Can only be used once per tool.*
Whack	Nope. Hit a tool with a wrench, ensuring its defect doesn't occur the next time it's used.*

\*Also works on your teammates' tools!

# **LEMMING**

The Lemming department has only one member— cloned thousands of times. The once brilliant Dr. L now lives as an army of moronic clones who only grow in number each time they die thanks to a pair of anomalous socks.

Easily tricked, lemmings are used throughout the ACF as human guinea pigs.



# **LEMMING**

HP: 8 Stamina: 3 Speed: 6

Eq. Slots: 1 tools, 5 stuff

Wow Do You Work Out?: 1

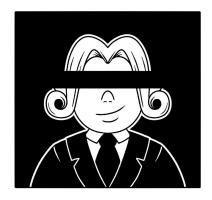
HR: -1 IT: -2

NAME	DESCRIPTION	
Lucky Socks	[PASSIVE] Cheat death! Kinda. If you are incapacitated due to an injury, roll 1d6. On an even roll a new Lemming will appear with your skills, stats, performance review score, etc. (Equipment must be looted from your corpse.)	
Aid	[PASSIVE] <i>I'm helping!</i> Gain +2 to a roll when you believe you are helping someone.	
Teamwork	Makes the dream work! Add your own roll to a teammate's roll.	
Eat	Why though? Eat a sample. Roll 1d6, on a 4 or higher gain 2 temporary HP.	
Shield	Friendship hurts, dive in front of a teammate to take an attack for them. Can be used out of turn.	

# **EXECUTIVE**

The Executive department handles the overhead management of the ACF. From finances to hiring, they're the ones making the decisions— for better or for worse.

What better way to ensure the success of this operation than by overseeing it yourself? You've read field reports hundreds of times, surely it can't be that hard.



## **EXECUTIVE**

HP: 5 Stamina: 2 Speed: 4

Eq. Slots: 1 tools, 7 stuff

HR 2 IT: 0
Wow Do You Work Out?: 1

NAME	DESCRIPTION
Pull Strings	[PASSIVE] Your team's budget and rewards are increased by 25%.
Call Favor	In the middle of any phase, you can call in a favor— and purchase 1 equipment.
Lighten Up	Make a bad office joke, giving your teammates +1 on their next Wow Do You Work Out? rolls from sheer spite.
Cower	Coward. Swap places with a teammate to avoid an attack.
Leverage	Make an empty threat or promise to a teammate, granting them +1 max stamina. (Once per phase.)

# **EQUIPMENT**

Below you will find lists of available tools and stuff, what they do, and how much they cost. Equipment is **only** purchased at the beginning of each phase, so plan ahead!

When you wish to purchase or sell equipment, simply describe how you'll contact the foundation to do so— via phone, internet, redtooth, or yelling really loud. Everything in the tables below will be available.

If you need more room or money, you can choose to sell back equipment during these periods at a -30\$ reduced price.

### **TOOLS**

When you purchase a tool, roll 1d6 on the **defect table** at the end of this chapter, to determine its defect. Defects are activated each time the tool is used. Your tools are provided by Cheepe Co., a sponsor of the ACF, whose products are all supernaturally defective.

Weapons can be used to inflict damage.

Tools have particular usages, and don't deal damage.

Melee weapons can only deal damage when next to a target.

Ranged weapons can deal damage within a certain distance.

**Deployed** tools must be placed down and activated to use, rather than acting as handheld tools.

Desc	Price
Weapon. Ranged (5u). Where do the bullets come from?	140\$
Tool. Ranged (3u). Makes things cold, puts out fires.	120\$
Tool. Ranged (4u). Can be loaded with stuff such as tranquilizers or first aid kits.	140\$
	Weapon. Ranged (5u). Where do the bullets come from?  Tool. Ranged (3u). Makes things cold, puts out fires.  Tool. Ranged (4u). Can be loaded with stuff such as tranquilizers

Container	Tool. Deployed. Contains things. Available in small, medium, and large sizes.	S:40\$ M:60\$ L:100\$
Container (Airtight)	Tool. Deployed. Contains things, airtight. Comes in small, medium, and large sizes.	S:80\$ M:120\$ L:140\$
Container (Strong)	Tool. Deployed. Contains things, hard to break. Comes in small, medium, and large sizes.	S:60\$ M:80\$ L:120\$
Crowbar	Weapon/Tool. Melee. Can pry things open, or smack things.	100\$
Fan	Tool. Deployed. Blows air.	50\$
Flashlight	Weapon/Tool. Melee. Lights a 2u line in the direction it's pointed. Or can smack things.	60\$
Green Screen	Tool. Can be donned to go unseen.	120\$
Psychic Forcefield	<b>Tool. Deployed.</b> Blocks 3 hits from any direction, then breaks.	140\$
Reachy Grabby Thing (RGT)	Tool. Melee. Can be used to touch or grab things from 2u away.	80\$
Rope	Tool. Melee. Can be used to tie or constrain things.	50\$
Scanner	Tool. Ranged (3u radius). Can scan samples.	80\$
Screen	Tool. Deployed. Displays chosen pictures or videos. No audio.	60\$
Shovel	Weapon/Tool. Melee. Can dig, or whack things.	100\$
Soundproof Tarp	Tool. Deployed. Opaque, soundproof. Nothing can be seen or heard through it.	100\$
Space Heater	Tool. Ranged (3u). Makes things hot, unfreezes them.	120\$
Speaker	Tool. Deployed. Emits chosen audio in a 3u radius.	80\$
Target Dummy	Tool. Deployed. Distracts the anomaly, has 3 HP.	140\$
Thought-Proof Barrier	Tool. Deployed. I can't hear myself think in here!	120\$
Barrier	myself think in here!	1204



# **STUFF**

Item	Desc	Price
Caution Tape	Danger!	20\$
Energy Drink	Refills 1 stamina, removes 1 HP.	20\$
First Aid Kit	Heals 2 HP on contact. (Don't ask how) 1 use.	30\$
Grenade	Can be thrown 4u, exploding and dealing damage on impact.	40\$
Pocket dimension	Can trap anything within someone's pocket. Single use, cannot be reopened in the field.	80\$
Sick Day Pass	Anomalous voucher, brings incapacitated personnel back to full health.	250\$
Temporal Lock	Keeps things from teleporting when attached to them.	60\$
Tranquilizer	Sleep juice needle. Puts anomalies and living things to sleep.	40\$

# **WEARABLES**

Item	Desc	Price
Body Armor	2 HP, broken when this hits 0.	120\$
Fake Glasses	You look smart. +1 to IT rolls when others are looking.	120\$
Fedora	Stylish. Or not. Your pick.	40\$
Gloves	+1 to Wow Do You Work Out? rolls involving grip.	80\$
Night Vision Goggles	Why do I feel so green? Allows you to see in the dark.	140\$
Propeller Hat	Wheeeeee! +1 to HR rolls involving children.	30\$
Soccer Shoes	+1 to Wow Do You Work Out? rolls involving stance.	120\$
Sunglasses	You feel cool, people think you're cool, +1 to HR rolls involving civilians.	60\$

### **DEFECTS**

1d6	Defect
1	Freezes solid. Cannot be used again til one minute or turn has passed.
2	Turns invisible. Turns visible when used again.
3	Screams for help. Audible in a 3u radius.
4	Sweats. Make a Wow Do You Work Out? roll of 4 or above to keep from dropping it.
5	Plays a song you hate. No one else can hear it.
6	Yes. Roll for a different defect upon each use.

# **SPONSORS**

Each of your missions will have a corporate sponsorship, whose funding hinges on your completion of their requirement. If you do not fulfill their requirement, they will complain to the ACF- lowering your performance review score by 1.









HOTDOGS







Each sponsor will also give you a bonus objective— which is entirely optional. Their bonus objective will grant you an extra 5% to your mission reward.

At the start of each mission, during the briefing phase, your MG will roll 1d6 on the tables below to determine your sponsor, and your bonus.

1d6	Sponsor	Requirement
1	Agnew Sr.'s	Get rid of this bundle of mysterious meat— it cannot be rediscovered. (Hide it well)
2	Moleman Co.	Each member must dig a hole in each phase, except briefing. (Need shovels.) Shovels are 50% off.
3	Batch	Wear our watches. Don't break them. (Loaned, keep them clean!)
4	Interdimensional Hotdogs	Find a suitable location for us to set up one of our stands! (Must have 1+ customers nearby. Call us, we'll be there shortly.)
5	Eastern Eagle	Convince someone to fly with us.
6	Null & Void	Create a legal nightmare, and recommend us to solve it. (Destroy a building, cause a divorce, sue.)

### **BONUSES**

1d6	Bonus
1	Send us a video testimonial of our services. (Come up with a paragraph in-game.)
2	Call a friend or family member, and convince them to become a customer (Without mentioning your payout!)
3	Sign up for our rewards program.
4	Mention us at the end of every interaction, disregarding context.
5	Make a social media post about us. (In-game or in your actual life, it'll be a funny goof, c'mon.)
6	There is a marketer for a rival business nearby, stop them however you can.

# **PHASES**

Each mission is played in four phases, each with their own unique events, interactions, and challenges. These are always played in the same order seen below.

### BRIEFING → INVESTIGATING → TRACKING → CONTAINING

Equipment can be bought at the beginning of each phase, starting with Investigating.

### **BRIEFING**

A brief brief. During the briefing phase your MG will...well, brief you on your mission. Try not to fall asleep like you did in math class. First, they will roll the anomaly you will face, but will not share what they roll. Tables for this, and further information on how to run the game, can be found in the Manager's Manual portion of this book. It is highly recommended that MGs read the Manager's Manual before running a game.

Following the anomaly's creation, they will then tell the personnel the following information:

- The mission's location. (Rolled with the anomaly.)
- A lead. (A simple hint that helps you get started on your investigation.)
- Your budget.
- Your sponsor, and their requirement. (Each rolled by your MG with the relevant tables in the Sponsors chapter.)

#### BUDGET

Your team's budget is 200\$ + 200\$ per personnel. The total budget is then adjusted by each personnel's performance review score. Scores above 5 will award 10% extra budget per value, while scores below 5 will remove 5% each.



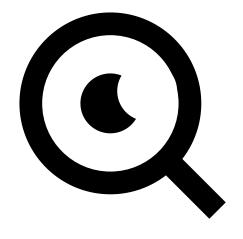
For example, your team consists of four personnel with the following review scores. 5, 2, 7, 7. That's 0%, -15%, +20%, +20%— adjusting the overall budget by 25% for 1250\$.

This budget is shared by the entire team, if one personnel buys equipment, the budget is lowered for everyone. Plan ahead and coordinate!

### **INVESTIGATING**

Where'd my keys go? During the investigating phase, the personnel arrive at the mission's location, and begin to investigate the area. All are free to move about and interact with the world as they please. What you'll want to do is uncover clues.

Clues are hints at what the anomaly is. These can hint at its body, its abilities, or triggers and weaknesses— these are known as its components. Each component of the anomaly has 1-3 clues, which, once



found, will reveal the component, and its *containment class*—which you will learn more about in the Containing section.

How many clues each component has depends on how long you want the mission to last. 1 clue each for short missions, 2 each for average missions, and 3 each for long missions.

Clues can be found in the tracking phase, as well, so you do not need to find them all here to continue. You can even face the anomaly without any clues, if you have a deathwish.

Clues are found in a few different fashions; by interviewing witnesses, spotting tracks, scanning samples, or through specific skills.



**Interviewing witnesses**: Find those in the area who may have witnessed the anomaly, and attempt to pry information out of them through conversation— or force.

**Spotting tracks**: Tracks don't need to be footprints, rather, they are any marks left by the anomaly. Make an IT check of 3 or above to properly interpret a particular track, and gain a clue. Only 1 try per personnel.

**Scanning samples**: This requires a scanner, which can tell you various information about each sample.

Once all personnel agree to do so, they will move on to the tracking phase.  $\,$ 

### **TRACKING**

Who left these breadcrumbs everywhere? During the tracking phase, the personnel will track down the anomaly, and pick up more clues along the way. To track the anomaly, personnel will look for its trail. An anomaly's trail can consist of many different things, from physical tracks, temperature changes, and sounds, to certain smells, damage, or eyewitness directions.

As noted in the previous section, clues can be found during this phase. This will be your last chance to discover the anomaly's components and containment classes before you encounter it— use it wisely.

#### FOLLOWING THE TRAIL

To follow the anomaly's trail, simply find it! You may make an IT check at the beginning of this phase to immediately find the trail, adding +1 to your roll for each component uncovered by that point. A roll of 5 or above is a success, while the rest find nothing.

Once found, trails may fork and misdirect you at times, so keep an eye out. At these points, you may simply guess, or make another IT check of 4 or above to determine the correct direction. This check, too is adjusted by +1 for each of uncovered component.



If the trail leads you to an eyewitness, you may need to pry directions out of them to pick up the next portion of the trail. Be careful, however, as their information may be incorrect— or contradict one another.

You do not need to see the anomaly to know its location, at a certain point the trail will lead to a clear destination. There, without a doubt, the anomaly resides. Once the anomaly's location is known, the containing phase begins.

### **CONTAINING**

I can't contain my excitement. During the containing phase, the personnel will finally face the anomaly, and attempt to safely contain it. The beginning of this phase is your last chance to purchase equipment. Even if you don't know anything about the anomaly, now is the time to guess. Below you will find a table with each containment class, and the requirement to contain it.

### CONTAINMENT CLASS

To contain an anomaly safely, you must get all 3 containment procedures correct. You may contain an anomaly with only 2, but you must roll 1d6 to do so. A 5 or above is a success. 4 and below results in the anomaly escaping— which doesn't need to happen on—screen, so to speak. They may escape hours or days after you've sent them in, either way— you'll hear about it from your manager.

Class	Containment Procedure	
Banana	Keep occupied.	
Candy	Restrain with a temporal lock.	
Сосоа	Must be supplied with a specific item.	
Cookie	Contain in a medium container.	
Jello	Contain within a psychic forcefield.	
Mango	Must hear specific audio or see specific visuals.	
Melon	Contain in a large container.	
Milk	Tranquilize.	
Noodle	Must have caution tape set around the container.	

Orange	Must be covered in an opaque, soundproof tarp.		
Peanut	Contain in a small container.		
Peapod	Contain within a pocket dimension.		
Pepper	Keep warm.		
Salmon	Contain with a target dummy.		
Soup	Must be behind a thought-proof barrier.		
Taco	Contain in a strong container.		
Taffy	Keep constrained.		
Turkey	Must be looked after by personnel.		
Walnut	Contain in an airtight container.		
Wheat	Surround with an array of fans.		
Yogurt	Keep cool.		

### **CONTAINING THE ANOMALY**

To contain the anomaly, all of the containment procedures must be followed. All anomalies have basic intelligence at least, and may be convinced to go willingly, but some will not go without a fight. "Basic intelligence" is effectively that of a toddler—they can understand speech and possess base—level reasoning.

Once a fight begins, or the anomaly uses an ability, the game is played in turns. Turn order is determined however your MG sees fit— but once determined, it must be adhered to, and cannot be rearranged.

When carrying out containment procedures, each relevant action takes up 1 turn. For example, if you needed to set up a target dummy or barrier, this would take 1 turn.

As with your HP, all damage done to the anomaly is 1. Be careful not to kill/destroy the anomaly! Your goal is to contain, not obliterate.

Upon reaching 25% of its HP, the anomaly will be incapacitated. Be careful, however, as this simply means it will stop *actively* fighting you— its ability may still be able to trigger as you contain it.

Call in the ACF to collect the anomaly, and take your reward. All of your equipment is confiscated as you leave.



### REWARD

One down... At the end of a successful mission, all personnel will receive a reward! Rewards are as follows:

- The leftover budget is split evenly between personnel. Leftover equipment is taken by the ACF.
- Each personnel's performance review score goes up by 1, alongside a 1-3 sentence review from the MG.



• 100\$ is given to each personnel, adjusted by their performance review score by +10% for each value over 5, and -5% for each value below 5. Add an extra 5% if you completed your sponsor's bonus objective.

Monetary reards go into your personal funds.

### WHAT DO I SPEND MY NEWFOUND WEALTH ON?

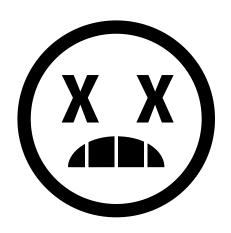
Good question! There are a few ways to improve your character for the next mission with your personal funds:

- Buying skills: You buy an online tutorial to learn new skills in your department. Starting at 100\$ for the first, then 300\$ for your second, and 500\$ for your fourth.
- **Upgrading attributes**: Each attribute can be increased by 1 for a fee of 300\$. This can only be done *once* per attribute.
- Buy back equipment: Confiscated equipment can be bought back! Attached to a particular tool, or just like your sunglasses? Buy it back from the ACF to use on your next mission!
- Office decor: Decorate your office! Anything you want can be bought, from desk toys, or supplies, to furniture, and new equipment. Ask your MG for prices, or match them to real world equivalents!
- Donate to the next mission's budget: Simple! Invest in your next mission!

### **FAILURE**

If you destroy the anomaly, the anomaly escapes, or all personnel are incapacitated, the mission is a failure. Each of your performance review scores will go down by 1— alongside a 1—3 sentence review from your MG— and you will not be paid beyond your leftover budget.

After all, there are damages and hospital bills to pay. Chin up, there's always next time— and you (somehow) didn't die!



# **MANAGER'S MANUAL**

How to manage managing. As an MG, you're juggling a lot. You have to act as the world reacting to the personnel, as NPCs they come across, as the anomaly, adjudicate, and keep your personnel engaged all the while. In this chapter you will find tips and rules of thumb for playing as an MG.

### **CHECKS**

Checks: Keep in mind that players can roll as high as 10 and as low as -1. So, as a general rule of thumb, set your checks as follows;

Easy: 2 Medium: 4 Hard: 6 Unlikely: 8+

When to use checks: Use IT checks when personnel are faced with problems that require logical problem solving or rote memorization. Use HR checks when personnel are attempting to persuade sapient beings, or pick up on subtle social cues. Use Wow Do You Work Out? checks when personnel are attempting physical feats such as picking up heavy objects or getting out of bed in the morning.



### TRANSITIONING PHASES

Each phase of the game should be clearly distinct, the best way to do this is by making each occur on a different map entirely. Try to move your personnel towards a new area at the end of each phase. This also ensures that personnel don't lose the anomaly's trail, as well.

You may also choose to reuse the same map for more than one phase— in which case, you should adjust it in some manner. Think about the time of day, weather, NPC locations, and other things that can change between phases.

### **NPCS**

NPCs don't all need to have detailed backstories or designs! Your personnel may only see them for a brief moment. That said, you don't need to treat NPCs as static exposition machines. They can follow or impede the personnel, adding complications and intrigue! This is a comedy game, so punbased or pure gimmick NPCs are absolutely welcome!

### LEADS, CLUES, & TRAILS

**Leads:** Make sure that your lead doesn't give away a clue about the anomaly! Try simple, actionable hooks so the personnel know where to begin.

Ex. "Something has been eating all the fish in the farm.", "Someone saw something.", or "My dog is freaking out."

**Clues**: When creating clues and trails for the personnel, think about where the anomaly has been. Consider its journey to where the personnel will encounter it, and place clues along that path. When personnel find a clue, describe it in a way that *hints* at the component, but doesn't give it away.

Ex. The anomaly is a tree, the clue is a snapped branch that seems different than the tree it's found under.

 ${\tt Ex.}$  The anomaly has the storming property, the clue is scorched ground— far from any fires, or wires.

Ex. The anomaly's weakness is bad puns, the clue is a torn comic strip, possibly near a clue for another component.

### FOR BEST RESULTS...

Consider hiding clues behind NPC interactions, tool usage, or other barriers that the personnel have to work around. This makes things feel more organic, and makes tools relevant in *all* phases of the game!

Regardless of how you handle clues, make sure to clearly describe components once personnel discover them.

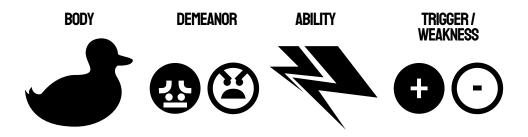
**Trails:** Ask yourself, what is the anomaly? Where did it goand how did it get there? You should ensure that there are at least 3 forks or misdirections along the trail, to keep things interesting. Place an NPC or two along the way to keep the personnel engaged!

Think about what the anomaly is, and what kind of trail it could leave behind. Try to include more than 1 "block," to keep things engaging. Like clues, it can help to place barriers along the trail as well— try having NPCs block it, place literal barriers requiring tool usage, or puzzles.

Ex. Using the same anomaly from above, this tree leaves behind leaves, snapped branches, drag marks, a wood scent, misplaced storm clouds, and a comedian hit by lightning.

# **CREATING ANOMALIES**

Before you begin creating anomalies like you would a good cold cut sandwich, you should understand what each component actually does. The three components are as follows;



**Body:** Determines the anomaly's basic form, stamina, and HP. Anomaly stamina recovers at a rate of 1 per turn where its ability is not used. Their stamina acts as their speed, too.

**Demeanor:** Determines whether it is passive or aggressive. Passive anomalies don't purposefully use their abilities, which are activated via triggers. Aggressive anomalies actively use their abilities, and possess a weakness.

**Ability:** This is the primary anomalous ability the anomaly possesses, from weather control to summoning hats.

 ${\bf Trigger:}$  When a trigger is encountered by the anomaly, its ability will activate.

**Weakness:** Grants personnel +2 to all rolls against or defending themselves from the anomaly while active.

Each body, ability, trigger, and weakness belongs to a containment class— which determines what the players must do in order to safely contain the anomaly. You may create your own anomaly components if you wish, simply look at the extant ones below, and determine what containment class your own may fit under.

To begin creating your anomaly, however, you must  $\operatorname{first}$  find its location...

### LOCATION

This is where the anomaly was last seen, and where the personnel are being deployed for this mission.

Roll 1d6 on the table below. Items here are merely archetypes and can be found **anywhere in the world**. Simply think of a country, region, or settlement— or spin a globe and place your finger on it at random, crushing those in the location beneath it.

1d6	Location
1	Forest
2	Facility
3	Neighborhood
4	City
5	Middle of Nowhere
6	Farm

### **BODY**

First, roll 1d6, and apply your results to the table below to determine the anomaly's body type. Body types are objects, animals, or people— each with their own table.

1d6	Body
1-2	1-Object
3-4	2-Animal
5–6	3-Person

Once you've determined this, roll 1d6 2 times. Rather than adding the results together, simply list them out. This way, results are truly random. Ex. 1-2, 6-4. The first result will, as with the body type, be converted into a value from 1-3.

Ex. 6-4. becomes 3-4. Now, you may find the matching item on the applicable body type table. This method will be used for several of the remaining tables.

### I-OBJECT

Roll	Name		Class
1-1	A DVD copy of your favorite movie	15 HP 3 stamina	Peanut
1-2	Animatronic fish	15 HP 7 stamina	Peanut
1–3	Baseball	10 HP 3 stamina	Peanut
1-4	Boulder	30 HP 5 stamina	Taco
1–5	Car	30 HP 6 stamina	Melon
1-6	Garbage truck	30 HP 5 stamina	Walnut
2–1	Gloves	10 HP 6 stamina	Peanut
2-2	House	40 HP 10 stamina	Melon
2–3	Ice cream	15 HP 4 stamina	Peanut
2-4	Loose change	10 HP 6 stamina	Peanut
2–5	Puppet	20 HP 5 stamina	Walnut
2–6	Rubber duck	15 HP 5 stamina	Peanut
3–1	Skull	15 HP 3 stamina	Peanut
3–2	Suit of armor	20 HP 4 stamina	Cookie
3–3	Television	20 HP 5 stamina	Cookie
3–4	Your last purchase	10 - 30 HP 5 stamina	Choose
3–5	Toothbrush	10 HP 5 stamina	Peanut
3-6	Tree	30 HP 6 stamina	Melon

### 2-ANIMAL

Roll	Name		Class
1-1	Bear	20 HP 5 stamina	Taco
1-2	Beloved family pet	10 - 30 HP	Melon
1-3	Cat	20 HP 7 stamina	Taco
1-4	Crab	15 HP 6 stamina	Peanut
1–5	Dog	15 HP 9 stamina	Banana
1–6	Eagle	15 HP 6 stamina	Peanut
2-1	Elephant	30 HP 5 stamina	Taco
2-2	Fish	10 HP 3 stamina	Peanut
2-3	Gecko	10 HP 3 stamina	Peanut
2-4	Giraffe	20 HP 5 stamina	Melon
2–5	Hippo	30 HP 5 stamina	Taco
2–6	Jaguar	25 HP 7 stamina	Milk
3–1	Monkey	20 HP 10 stamina	Banana
3–2	Parrot	10 HP 3 stamina	Banana
3–3	Rat	10 HP 3 stamina	Peanut
3–4	Rhino	30 HP 6 stamina	Taco
3–5	Your least liked dog	20 HP 9 stamina	Taco
3–6	Your spirit animal	20 HP 6 stamina	Banana

### 3-PERSON

Roll	Name		Class
1-1	1930s mobster	20 HP 5 stamina	Cookie
1-2	Boxer	30 HP 7 stamina	Taffy
1–3	Car dealer	15 HP 7 stamina	Cookie
1-4	Caveman	30 HP 10 stamina	Taffy
1–5	Clown	30 HP 10 stamina	Walnut
1–6	Cranky old man	10 HP 3 stamina	Taffy
2–1	Disgruntled teen	10 HP 5 stamina	Banana
2–2	Escaped maniac	20 HP 6 stamina	Milk
	CONT	TMUED .	

CONTINUED →

35 - Creating Anomalies

Roll	Name		Class
2–3	Kind old woman	10 HP 3 stamina	Banana
2-4	Ninja	25 HP 8 stamina	Taffy
2–5	Pirate	20 HP 5 stamina	Choose
2–6	Priest	10 HP 3 stamina	Cookie
3–1	Random celebrity	20 HP 6 stamina	Milk
3–2	Salaryman	15 HP 3 stamina	Cookie
3–3	Small child	10 HP 5 stamina	Banana
3–4	Someone you hate	20 HP 6 stamina	Taffy
3–5	Someone you know	20 HP 5 stamina	Choose
3–6	You	20 HP 5 stamina	Choose

### **DEMEANOR**

Roll 1d6, odds = PASSIVE, evens = AGGRESSIVE

1d6	Roll
1-2	1
3–4	2
5–6	3

For a passive anomaly, you will roll on both the passive ability and trigger tables.

For an aggressive anomaly, you will roll on both the **aggressive ability** and **weakness** tables.

Roll 2d6 on the applicable tables below as you did for the body, referring to the table above for your first roll.

### **PASSIVE ABILITY**

Roll	Name		Class
1-1	Blast	<b>Single target.</b> The triggerer is hit by a psychic blast.	Wheat
1–2	Blowing	<b>3u square AoE.</b> Upon failing a 3 Wow Do You Work Out? check, pushes back targets 1u.	Wheat
1–3	Builder	The anomaly builds a 1u x 1x wall in front of the triggerer, which disappears after 3 turns.	Peapod
		CONTINUED →	



1-4	Charm	Single target. For 3 turns, the triggerer will aid the anomaly. Only 1 personnel at a time.			
1–5	Comedian	Tells a bad joke, all personnel must pass an HR check of 4 or take damage from groaning.	Salmon		
		The joke is telepathic if the anomaly cannot speak.			
1–6	DJ	<b>3u square AoE</b> . Upon failing an HR check of 3, targets dance for 1 turn.	Salmon		
2–1	Freezing	<b>Single target</b> . The triggerer is frozen for 3 turns.	Salmon		
2–2	Mad Hatter	Single target. The triggerer gains an ugly hat for 5 turns, reducing their HR rolls by 1.	Candy		
2–3	Mirage	Creates an illusory copy of itself nearby. The copy will disappear when touched.	Candy		
2-4	Random	Upon each trigger, roll another ability from this table.	Peapod		
2–5	Rock	Turns itself to stone for 1 turn, during which it cannot act or take damage.	Jello		
2–6	Shockwave	<b>3u square AoE.</b> Damages targets.	Jello		
3–1	Shriek	<b>3u square AoE.</b> Damages targets.	Peapod		
3–2	Shy	Turns invisible for 3 turns.	Candy		
3–3	Storming	Single target. All personnel roll 1d6, the lowest roller is hit by lightning.	Jello		
3–4	Swap	Single target. Swaps places with the triggerer.	Salmon		
3–5	Teleporting	Teleports to a random location on the map. 3 turn cooldown.	Candy		
3–6	Vibrate	Vibrates menacingly.	Taffy		

## **TRIGGER**

Roll	Name		Class
1-1	Attack	When attacked.	Noodle
1-2	Caution	When personnel are seen or within 2u of it.	Orange
1–3	Cold	A lower temperature.	Pepper
1-4	Containers	When a container is either visible or within 1u of it.	Noodle
1–5	Heard	When heard.	Soup
1-6	Heat	A higher temperature.	Yogurt
2-1	Insults	If it is made fun of.	Orange
2-2	Noise	Noises louder than whispers.	Orange
2-3	Observation	When seen.	Orange
2-4	Proximity	When personnel get within 1u.	Noodle
2–5	Quiet	When things are quieter than whispers.	Mango
2–6	Random	Roll 1d6 each turn, on a 1, it is triggered.	Soup
3–1	Random Word	When the personnel say a word of your choice.	Orange
3–2	Random personnel	Choose the last personnel to have spoken. When seen or within 2u of the anomaly, they will trigger it. Regardless of whether or not they were heard.	Noodle
3–3	Reverse Observation	When an observer looks away.	Turkey
3-4	Riddles	The anomaly will give the team a riddle. Failure triggers it.  This riddle will be telepathic if the anomaly cannot speak.	Soup
3–5	Touch	When touched.	Noodle
3–6	Water	Rain, spit, rivers.	Soup

## **AGGRESSIVE ABILITY**

Roll	Name		Class
1–1	Blind	Single target. 3 stamina. Blinds the target for 2 turns.	Salmon
1–2	Crush	Single target. 3 stamina. Crushes target, dealing damage.	Salmon
1–3	DANCE	Single target. 3 stamina. Upon failing an HR check of 3, causes target to dance for 3 turns.	Salmon
1-4	Explode	<b>3u square AoE. 1 stamina.</b> Explodes, taking damage itself, and dealing damage in the AoE.	Candy
1–5	Gossip	Single target. 2 stamina. Upon failing an HR check of 2, causes target to reveal a humiliating secret.	Salmon
1–6	Ignite	Single target. 1 stamina. Lights target on fire, dealing damage each turn for 1d6 turns.	Jello
2–1	I'm Rubber	3 stamina. Its surface reflects attacks and tools used on it onto the attacker for 2 turns.	Wheat
2–2	Jumble	<b>3 stamina.</b> Causes all personnel to swap places with one another.	Salmon
2–3	Minion	Summons a minion for 5 turns, which has 3 HP, and can attack up to two targets at a time.	Peapod
2-4	Mock	Single target. 2 stamina. Mocks the target, who, upon failing a HR check of 3, will take damage.	Salmon
2–5	Note	Single target. 1 stamina. Places an insulting sticky note on the back of the target.	Peapod
2–6	Push	<b>3u line AoE. 2 stamina.</b> Upon failing a 3 Wow Do You Work Out? check, Pushes targets back 2u.	Wheat
3–1	Random	<b>3 stamina.</b> Upon each attack, roll another ability from this table.	Peapod

3–2	Rush	<b>4u line AoE. 1 stamina.</b> Rushes forward in a line, dealing damage to targets in the way.	Jello
3–3	Slip	Single target. 1 stamina. Causes a banana peel to appear under the target, who slips, taking damage.	Candy
3–4	Spike	<pre>1u square AoE. 2 stamina. Covers self in spikes for 1 turn, damaging on contact.</pre>	Candy
3–5	Stick	Single target. 2 stamina. Causes 2 targets within 3u of one another to stick to one another until they can pass a 3 Wow Do You Work Out? check.	Wheat
3–6	Zap	Single target. 2 stamina. Shocks the target, dealing damage, and travelling to another target if they are within 2u of the first.	Peapod

## **WEAKNESS**

Roll	Name		Class
1–1	2 obvious glowing weak spots	When hit simultaneously.	Turkey
1–2	A color of your choice	When seen or within 1u.	Mango
1–3	A song of your choice	When sung, or played within 3u.	Mango
1-4	An obvious glowing weak spot	When hit.	Turkey
1–5	Bad puns	If heard or said within 2u.	Mango
1–6	Banana peels	Must be touching the anomaly.	Cocoa
2–1	Clowns	When seen or within 2u.	Turkey
2-2	Cold	A lower temperature.	Yogurt
2–3	Compliments	Kind words and encouragement.	Mango
2-4	Dairy	When touched.	Cocoa
		CONTINUED →	

2–5	Heat	A higher temperature.	Pepper
2–6	Hugs	When hugged.	Turkey
3–1	Insults	If it's made fun of.	Mango
3–2	Memories	Memories of its past, be it family, or a location, brought up through dialogue or memorabilia.	Mango
3–3	Money	Oh no, please don't give me 10\$, anything but that!	Cocoa
3–4	Moonlight	During the night, when not covered by a roof.	Yogurt
3–5	Peanuts	When touched.	Сосоа
3–6	Sunlight	During the day, when not covered by a roof.	Pepper

And now you've got your anomaly! Ready to be set free and then immediately captured!

## THE SETTING

Operation Thingamajig is set in the world of APRA (Anomalous Parks & Recreation Areas). APRA is a comedy narrative setting, home to prose, videos, articles, and of course—this game. Much of the work found in APRA pokes fun at the capitalist hellscape we call the modern world. How else is one to cope, after all? Despite that, APRA is a space for myself to simply goof around. Nowhere else can I air out horrible ideas such as discogolf, man-banana-hybrids, or clown corporations.

APRA is a subsidiary of the Anomalous Containment Foundation, and was created to keep the ACF from going bankrupt— which would consequently allow world—ending anomalies to roam free. APRA is tasked with finding anomalies contained by the foundation deemed "safe enough" to be released from containment and converted into tourist attractions. This, alongside corporate sponsorships, donations, and occasional funding from governments has allowed the ACF to keep the lights on just a while longer.

You can read more about APRA at: worldanvil.com/w/apra

## **CLOSING**

**To summarize**: A normal mission begins with the MG rolling the anomaly's components (body, demeanor, ability, trigger/weakness), and its location.

Following this, the game enters the **briefing** phase, wherein the MG will brief the personnel on the anomaly's last known location, their budget, sponsor, requirement, and a lead.

Next, the personnel arrive in the field and begin the **investigating** phase, during which they will search the area for clues as to the anomaly's components and containment classes. Following this is the **tracking** phase, wherein the personnel track down the anomaly's precise location.

Once they are found, the **containment** phase begins— where the personnel will work together to safely contain the anomaly. Finally, the personnel are **rewarded** should they succeed.

Now armed with the forbidden knowledge of how to play Operation Thingamajig, you can carry out the often dangerous missions required to save humanity— on a budget, of course. Good luck!

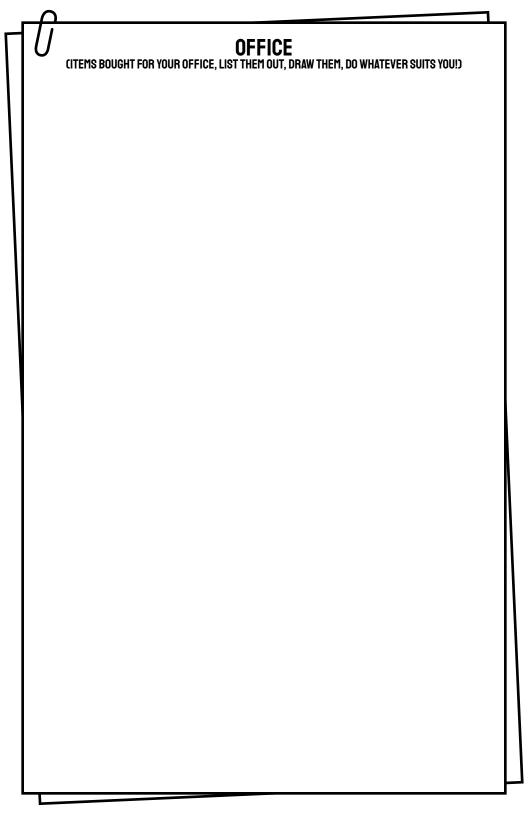




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# [DON'T FORGET TO WRITE SOMETHING HERE]

**ESERIOUSLY, SOMEONE WILL THINK THIS WAS ON PURPOSE3**