

The background features three vertical stripes on the left: a light red stripe, a light blue stripe, and a light beige stripe. On the right side, there is a pattern of small, light red dots arranged in a grid that tapers towards the top and bottom edges.

PETS & FEDORAS

a story telling game for 1-5 players

by Mr. Zech

SETTING UP THE GAME

Take turns reading the introduction slides out loud.

INTRODUCTION I

You are fedora-wearing special agents of the NNSA (Never Named Spy Agency) with cover identities as ordinary house pets belonging to a pair of genius children, Linneaus and Fern.

Your mission, as always, is to find out what your evil scientist nemesis, Dr. Goofenheim, is up to and put a stop to it!

INTRODUCTION 2

While you are away on mission, your genius owners are up to their own mad science mega-project.

The story cuts back and forth between your Mission and the children's project at Home.

INTRODUCTION 3

Both the Mission and Home storylines are composed of 5 Acts.

Distribute the 10 Acts as equally as possible among the players.

INTRODUCTION 4

On your Act, read its corresponding slide out loud and answer its question(s). You may choose and embellish an answer from the suggestion list on the slide or come up with something new.

Other players may ask you follow-up questions or make suggestions on your turn, but whether you answer those questions or include those suggestions is entirely up to you.

INTRODUCTION 5

This game aims to emulate an episode of a Saturday morning spy cartoon. Your answers should be family-friendly and run on cartoon logic.

Cartoon violence is encouraged, but not blood and gore.

Dr Goof, your nemesis may be petty and/or greedy, but they and their schemes are never cruel.

INTRODUCTION 6

In some Acts, there may be questions for **everyone**. Take turns answering it.

If a question is marked **CF**, the Player whose Act it is flips a coin. All players must make a call on "heads" or "tails", and the result of the coin flip determines how they must answer the question.

INTRODUCTION 7

Players who lose the Coin Flip, answer first. Their answers must include how their agent's action cartoonishly fails.

Players who win the Coin Flip, answer later. Their answers must include how their agent's action succeeds and helps one of the struggling agents.

INTRODUCTION 8

If there is ever an answer that you don't want to be included, say "X" or make a large "X" with your arms. The answering player must provide a different answer.

CHARACTER CREATION

Let's create our Special Agents by answering the following:

- What kind of pet are you?
- What is your cute pet name?
- What is your special agent code name?

Pet Suggestions

1. Cross-eyed Platypus
2. Twitchy Small Dog
3. Prickly Hedgehog
4. Turbo Snail
5. Handsome Treefrog
6. Hairless Cat

MISSION ACT I

The pets are hanging out with Linneaus and Fern at home. Which part of the home are you in? What are Linneaus and Fern doing?

For **Everyone**: What is your pet doing when they receive an urgent notification from mission control? How do you receive it? And how do you ensure Linneaus and Fern do not see you putting on your fedora to answer it?

HOME ACT 1

Activity Suggestions

As the Special Agents answer the call from Mission Control, Linneaus and Fern are inspired!

**What are they going to do today?
What inspired them?**

1. Build a rocket
2. Build a roller coaster
3. Modify vehicles for a race
4. Find a mummy
5. Put on an over the top performance
6. Play an extra-extreme sport

MISSION ACT 2

What suspicious activity has Dr. Goofenheim been spotted doing? How does the agents' handler give them this information and order them to investigate?

For **everyone**: After the call ends, how does your agent sneak out of the house? What form of transportation will you use?

Activity Suggestions

1. Bought all the {random object} in the state
2. Purchased a blimp
3. Stole a couple of wax figures from a museum
4. Blasted off in a rocket
5. Bought an ad with {program/influencer}
6. Absolutely nothing, which is most suspicious of all

HOME ACT 2

As the agents leave their home, the camera pans over to show Linneaus and Fern starting their project. How are they getting the necessary materials / ingredients? Which of their friends has come over to help them?

MISSION ACT 3

The Special Agents arrive at Dr. Goof's lair/lab. Where is it? What trap has Dr. Goof prepared for the agents?

For **everyone**: How do you approach the lair? How does this approach lead to the trap(s)?

Trap Suggestions

1. Duct tape
2. A loop of rope
3. Bubblegum
4. Quick-drying cement
5. Air tunnel
6. Dog carrier

HOME ACT 3

Back at home, Linneaus and Fern's older sibling, Cam, has discovered their shenanigans. They rush off to tattle. What is their parent busy doing when Cam comes to them? What does Cam say to them and why do they blow off Cam?

MISSION ACT 4

Dr. Goofenheim arrives to monologue about their evil plan.
What did they invent today? What are they trying to achieve?

Invention Suggestions

1. Magnetism intensifier
2. Copy and Paste-inator
3. Poop-inator
4. Media-eraser
5. Invisible ray
6. Paper Cut-inator

Motive Suggestions

1. Get back at their sibling
2. Impress their child
3. Launch their new business
4. Cover up an embarrassment
5. Childhood trauma
6. To remove a pet peeve

For **everyone**: (CF) As Dr. Goofenheim's monologue ends, what does your agent do to attempt to break out of the trap?

HOME ACT 4

Linnaeus and Fern have completed the preparations of their project and are preparing to launch it. What does this look like? Who is in the audience?

MISSION ACT 5

Dr. Goofenheim tries to turn their invention on. Do they manage to turn it on? If yes, does it work as planned? If no, what external factor delays them?

For *everyone*: (CF) What does your Agent do to defeat Dr. Goof? Your answers should try to bring Dr. Goof and your agents into contact with Linnaeus and Fern's project, without the children noticing the fight.

HOME ACT 5

Linnaeus and Fern and friends complete their project as Cam is ushering their parent(s) around the corner. What happens to erase evidence of the project before they are discovered? What do the parents return to find the children and their pets doing?

Pets & Fedoras

THE END

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