

FREEK!

The F***ed-Up Hippy Role-playing Game!

By John and Sue Wilson
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DISCLAIMER: The authors of this game do not in any way condone the use (or abuse) of drugs. We do, however, believe that responsible adults should be free to make their own choices. If you do decide to do drugs, make sure you know what you are taking and what it does! Just remember, no matter how much you smoke, YOU STILL CAN'T FLY!!

INTRODUCTION

FREEK! Is a role-playing game set in the world of F***ed-Up Hippies who have taken too many drugs. All F***ed-Up Hippies know that they have special powers and can do anything they want to. However, they can only do this while under the influence.

While high, F***ed-Up Hippies are able to tap into the world of Freekland. This is a marvellous dimension where anything can happen and probably does. Occasionally, Freekland leaks into the real world, allowing F***ed-Up Hippies to do the things they do. Of course, no-one will believe you when you tell them.

CHARACTERS

In FREEK! All players take the role of F***ed-Up Hippies who are trying to survive in the surreal world. All characters in FREEK! Have three stats: MFU, PFU and DEBT.

MFU: Represents your mental state. The higher your MFU stat, the easier it is to tap into the mystic powers of Freekland.

PFU: Represents your physical state. The higher your PFU stat, the harder it is for you to do anything.

DEBT: This is how much you owe to THE MAN! The higher your DEBT stat, the more likely it is that really bad stuff will happen.

All these stats start at 0. By doing different things during the game, you can make these stats go up and down faster than a F***ed-Up Hippy undergoing cold turkey.

GETTIN' HIGH

In order to tap into the mystic powers of Freekland, you

have to get high. And there's only one way to get high: ABUSE DRUGS!

Different drugs have different effects. Be careful and try not to get burned.

BLUE PILLS: You take the blue pill and the story ends. MFU = 0, PFU = 0, DEBT = 0 and you have lost 24 hours of your life.

BOOZE: Comes in bottles and cans. Drink it. MFU: +1, PFU: +2, DEBT +0.

BROWN CRUMBLY STUFF: You can get this anywhere. Eat it or smoke it. MFU +1, PFU +1, DEBT +1.

CAPS: Take a deep breath and ... MFU +0, PFU -2, DEBT +2.

DOTS: I see music! MFU +3, PFU +3, DEBT +2

GREEN FLAKY STUFF: You can smoke this, but try not to get burned. MFU +2, PFU +2, DEBT +1.

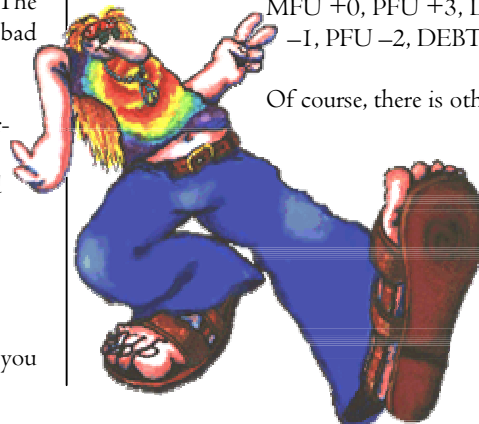
RED PILLS: You stay in Freekland and I show you how deep the rabbit hole goes. MFU +4, PFU +0, DEBT = 10 and your soul.

'SHROOMS: Good in tea, soup or in a fry up. MFU +1, PFU +0, DEBT +1.

SPANSULES: Take two with a glass of water. MFU -2, PFU +1, DEBT -1.

WHITE POWDER: Comes in four varieties. How do you know which one is which? You don't! MFU +2, PFU +1, DEBT +2 or MFU +1, PFU +2, DEBT +2 or MFU +0, PFU +3, DEBT +2 or MFU -1, PFU -2, DEBT +2.

Of course, there is other stuff out there ..



Keep on goin' ... →

DOIN' THINGS

Doing things is easy. Just decide what you want to do, roll a d10. Add your MFU to the die roll, then subtract your PFU. If you roll more than the Magic Number, then you can do it. If you roll less than or the same as the Magic Number, then you can't. The Magic Number is always 5.

If your total is ever 0 or less, then you will have a Bad Trip.

BAD TRIPS

A Bad Trip is like every bad day you've ever had—rolled into one. Everything goes wrong. Whatever you wanted to happen not only goes wrong, but it goes wrong in the worst possible way imaginable. And then some.

Everybody else in the game can mess with your head and tell you exactly how bad things are going. However, anybody who does this risks having your Bad Trip affecting them. They must roll a d10 and subtract the total of their MFU and PFU. If the total is 0 or less, then they share your Bad Trip.

Any F***ed-Up Hippy who just legs it is safe. But, oh! The karma you'll have in your next life.

There are two ways out of a Bad Trip. You can ride it out, which might take a long time. Or you can try and take control. To take control you have to work out way out of the Bad Trip and then try and do it. If you succeed, the Bad Trip is over. If you fail, your MFU drops by 1 and the Bad Trip continues.

HIGHS AND LOWS

Your stats have different effects, depending on how high or how low they are.

If your MFU is 0, you are in the real world and cannot tap into the mystic powers of Freekland. If your MFU hits 10, then you have become one with Freekdom. MFU drops naturally by 1 per hour.

If your PFU is 0, then you are totally in control of your body. If your PFU is 10, then you are comatose or shaking in a gutter somewhere. PFU drops naturally by 1 per hour.

DEBT is bad. If your DEBT is 0, then you are free to do what you want. However, if your DEBT is greater than 0, every time you try to

do something you must roll a d10 and compare it to your DEBT. If the roll is less than or equal to your DEBT, THE MAN has come to collect. DEBT only drops when you do something for THE MAN. There is no upper limit to DEBT.

FREEKLAND

Freekland is a bizarre world where anything can happen and F***ed-Up Hippies can do anything they want. It looks like a Pepperland version of Middle Earth. Except where it doesn't. Don't even think of mapping it unless you can manage tensor calculus while stoned.

THE MAN controls access to Freekland. He can let you in and he can throw you out at his whim. Don't piss off THE MAN or you may never see Freekland again.

Freekland is inhabited by a variety of creatures: some good, some bad, all weird. Some of its inhabitants are described below.

BOB: He looks just like your father, complete with pipe. Bob can grant you Slack. Nobody knows what Slack does, but it must be good because everybody wants it.

F FREDERICK SKITTY: An orange and black striped cat of wealth and taste. If you feed him, he will be your friend for ever—or until he gets hungry again.

NARCS: These strange, pig-like creatures have it in for F***ed-Up Hippies. If you meet any, roll a d10. If it is less than your MFU plus your PFU, they will attack. For every blow you fail to dodge, your PFU goes up by 1.

THE WHITE RABBIT: He's always late, but he can take you somewhere interesting if you follow him.

LAST WORDS

FREEK! Is a game of satire. Don't take it seriously. It is intended to be a bizarre game of shared hallucinations. If you want inspiration, try watching the Matrix, Yellow Submarine or anything by Terry Gilliam. Alternatively, try reading Alice in Wonderland, the Illuminatus Trilogy and the Fabulous Furry Freak Brothers (especially the one where they go straight for a day).

All graphics have been ripped off from "Where Butterflies are Free" (<http://www.geocities.com/Heartland/Pointe/5577/index.html>).

