

Time factor: Who framed Andy Allison?

Day loop	Morning	Noon	Afternoon	Evening	Night
1	3:00 minutes	5:00 minutes	4:00 minutes	5:00 minutes	3:00 minutes
2	2:30 minutes	4:00 minutes	3:30 minutes	4:00 minutes	2:30 minutes
3	2:00 minutes	3:30 minutes	3:00 minutes	3:30 minutes	2:00 minutes
4	1:00 minute	2:00 minutes	2:00 minutes	2:00 minutes	1:00 minute
5	0:30 seconds	1:00 minute	1:00 minute	1:00 minute	0:30 seconds

Origin of the Curse: Though they can't even admit it to themselves, deep down in their heart Andy wants to be (like) a toon, but they think too much like a human. After all this time spent mediating for other people, they've lost touch with their inner desires and ended up framed inside a life they don't like.

Breaking point of the Curse: They must solve the case in the most absurd way possible, just like a toon would. The outcome of the investigation doesn't matter as much as their approach to challenges: the more surreal, unexpected, and carefree, the better. Human logic and rationality aren't going to get Andy out of this predicament.

Order of the Day: Who framed Andy Allison?

When	Who	Where
Morning	Postie the postcat	Andy's porch
Noon	Scotchie the bardog	The Kennel, a watering hole
Afternoon	Mrs. Phil	Andy's office
Evening	Honey Penny & Miss Carrot	Still in the office
Night	Vlad Shark, Esq.	Still in the office

Who they are: Andy Allison, human-toon cultural mediator.

Who they hang out with: They're from out of Toontown and mostly have professional acquaintances. The ethics code of mediators frowns upon excessive human-toon fraternisation.

What they want short-term: To close the file on Mr. Phil, the toon capybara arrested for amicably smashing a colossal hammer on the foot of the mayor's wife during a visit do a nearby human town. Andy is working to get Mr. Phil extradited and tried in Toontown.

What they want long-term: To become (like) a toon. Andy got into this job because they love toons, but routine has transformed that feeling, first into envy for their surreal freedom, then into guilt, and finally into a façade of professional indifference.

What they love about themselves: They care about things, even if they try not to show it.

What they hate about themselves: They started drinking peppermint Schnapps to take the edge off of work, and with time the drinking has got rather out of hand. Andy has a hard time saying no, which is a big problem when dealing with toons with almost zero impulse control.

A little something special: They're one of the very few humans in Toontown. This often makes them the centre of attention. For all that they try to stay out of their business, Andy still loves hanging out with toons.

N.B. You may be trapped in an endlessly looping Day, but the game can't really be monotonous. Take initiative, charge each iteration of a scene with different moods and feelings, try everything to get a new reaction out of the Supporting characters. There is no other way to break the Curse.

Supporting character sheets: Who framed Andy Allison?

Who they are: Mrs. Phil, Mr. Phil's distraught wife.

How they debut: On the verge of tears: «Andy Allison, we need your help!».

What they always say: «My husband has always been an upstanding rodent! I have pictures of our eight babies. Would you like to see them?».

What they want from the Protagonist: She wants Andy to find a way to bring Mr. Phil back to Toontown. Preferably as an innocent capybara.

A final touch: Being a rodent, she always shows her teeth. But she's distraught, of course, so she's never really smiling: She might burst out crying with absolutely no warning at any given time.

Who they are: Postie, the unbearably happy postcat.

How they debut: Loudly and with a permanent smile: «Good morning, Andy! The birds are singing and the sun is shining. Here's your newspaper!».

What they always say: «Old Phil is still on the first page, huh? I really don't get why you have a problem with him». He never listens to Andy's explanation.

What they want from the Protagonist: He wants Andy to share his unwavering optimism, to stop and smell the flowers. Who doesn't want to be happy?

A final touch: From time to time he tries to catch "the little birds flying 'round my head". He says they started doing that when he fell from his bike, which is common in Toontown, but he's the only one who sees them. Still, they make him happy.

Supporting character sheets: Who framed Andy Allison?

Who they are: Scotchie, the grumpy bardog.

How they debut: «The usual peppermint Schnapps, Andy?». He hands out a glass before Andy can even answer.

What they always say: «It's all a fleshbag conspiracy, you can't trust humans. Except for you of course, you're one of the good ones». About any possible topic.

What they want from the Protagonist: He's an avid gambler on flea-races and wants Andy to help him with the bets. He says they're his lucky charm.

A final touch: When he gets riled up about something, he starts barking and yapping instead of speaking. He's a little embarrassed about it, but he can't help doing it every single time.

Who they are: Honey Penny, Andy's sultry secretary.

How they debut: «Allie, darling, I typed out the entire file on the Phil investigation. Have I been a good girl?». She always gets far too close to Andy as she speaks.

What they always say: «Allie, darling, notice anything different about me?», flashing a sexy pose. She's human-like (and a bombshell), but Andy always gets it wrong.

What they want from the Protagonist: She wants Andy to like her and maybe to get a date. She flirts relentlessly, in spite of the rules against fraternisation.

A final touch: Aside from the courtship, she truly cares about Andy and shares their concerns deeply. She does want to help them out, she just wasn't drawn that way.

Supporting character sheets: Who framed Andy Allison?

Who they are: Miss Carrot, Andy's toon bunny counterpart.

How they debut: «Andy, we need to stay focused. This is the trickiest case in my career and yours too, I think». She visibly ignores Honey Penny.

What they always say: «Why can't toons and humans learn to get along just like we do?», staring up at Andy with her eyes wide open.

What they want from the Protagonist: She wants Andy to find the enthusiasm they once had for the job, to solve the Phil case together.

A final touch: She always had chemistry with Andy. It's possible that part of Andy's desire to become (like) a toon is because they want to be close to her.

Who they are: Vlad, a Shark by name and by trade. Mr. Phil's attorney.

How they debut: «Andy, we're professionals, you and I. We need to stare at the hard truth of this case right in the eye», pretending to be sorry for Mr. Phil.

What they always say: With a smile sharp enough to be threatening: «The thing I like about you flesh-and-bloods is that...», followed by an act of human cruelty.

What they want from the Protagonist: He wants to know more about the human world. He's obsessed with it and Andy is the best source of information.

A final touch: He tends to freeze up, only to start mimicking Andy's gestures. His ambition is to become (like) a human, Mr. Phil's case is just an excuse to visit their town and make a few connections there.