

O P E	R A T	I O N
C	A	N
C	O	N



Also by Derek Schraner¹

*Hikikomori:
a lucky lockdown life sim*

*Operation CanCon:
The Canadian Eighties Music Shopping Gamebook*

*Operation CanCon:
The Canadian Nineties Music Shopping Gamebook*

*Operation CanCon:
The Canadian Classic Music Shopping Gamebook*

*The Summer Job:
a Break system gamebook*

*The Fall Affair:
a Break system gamebook*

*The Winter Mission:
a Break system gamebook*

¹ See the end of this booklet for details on each title.

Credits

*Operation CanCon:
Canadian Music Shopping Holiday Special*

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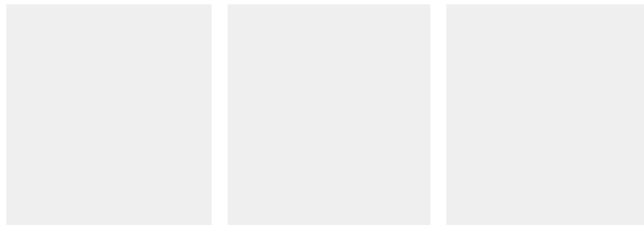
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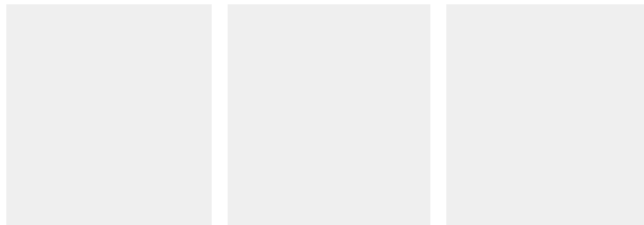
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Thanks to Alan Cross, to Mandi Hutchinson, and to Robert Carroll.





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Introduction

"Teenage me" once predicted that "adult me" would live alone in a place near Orillia, Ontario, called *L'Oubliette*. Now, with *Operation CanCon*, I've written a series of stories set, in part, in a place near Mariposa, Ontario, called *Souvenir*. Things may not have gone exactly as expected, and yet there were moments of clarity, as seen from certain angles.

When I stepped away from teaching last year, I didn't know what was next, but I strongly felt my existing path was no longer correct. In the absence of direction, I returned to youthful dreams, rediscovering an early calling to write.

My timing for such idealism was... let's say inopportune. The current mania for artificial intelligence has resulted in an unprecedented flood of AI-generated works, drowning out most independent efforts like my own. Still, I carried on; it is a calling, after all. My ongoing guiding principle has been, "What would my eight-year-old self want?" It's driven me to write in excess of eight books in the last year.

One ongoing joke at home is that I'm waiting to be accused of using artificial intelligence. "It's not AI," I want to respond. "It's actually unemployment." I'm driven by time and those childhood dreams, which free and focus me.

It's probably impossible to convey my sense of gratitude for the opportunity to

realize those dreams. I sometimes wonder how much time is left; I'd rather spend it creating.

Which brings me on to what I've created here.

This *Holiday Special* supplements the *Operation CanCon* series. I was feeling festive, had some – *ahem* – free time, and wanted to create a giveaway. (It's available free, in PDF form, on my LockdownLudonaut.com site. It's also available, for a limited time, as a modestly priced, er, gamebooklet?)

It gives fans of the original trilogy – *Eighties*, *Nineties*, and *Classics* – several new surprises I hope they'll enjoy: a short story, a location to visit, a checklist of holiday songs, a scavenger hunt, some deeds, new scoring, and variants I started small, but it gray goo'ed away from me. (Imagine that!) For the core ruleset, check any of the OCC trilogy, sampler, or tutorial video, as this work focuses mainly on new changes.

You may notice that the checklists look a little different, but you can still apply the original rules or variants. Similarly, you can use new scoring, variants, or combinations, even retroactively with older checklists. Read on to discover more details and, hopefully, to have a very special holiday with this *Holiday Special*!



The Story So Far



It began in your youth, in late-1980s Toronto. After an accident, you formed a painful telepathic bond with your future self, Vox.

This isolated survivor of an approaching apocalypse uses your shared connection to salvage Canada's cultural identity.

Across a decades-long mission – Operation CanCon – you preserve musical artifacts in makeshift time capsules, even as your activities, fugues, and blackouts concern your acquaintances... and yourself.

Later, Vox will recover the songs and broadcast them from the *Souvenir* outpost. If continuity can be restored, a new wave of pilgrims may carry on the mission.



Mourning



0

Souvenir, Mariposa

So this is it...

After the apocalypse, you've spent what remains of your life rebuilding... your home, your community, your country. All it took was a little love – well, a *lotta* love – of music.

Casting back to your younger self, and relative prosperity, you've worked together to build a cultural bulwark. Now you use the salvaged media to broadcast, appeal, and inspire, but time is running short at a quickening pace.

Fortunately, others are gathering, shoring up your efforts, bringing various contributions, nourishing flourishing pride.

You find your mind off and wandering now, and drag your eyes back to the journal: *With almost every day the same, old concepts lose their meaning, like weekdays, weekends, holidays, home, work, play...*

"Holidays," you repeat aloud, and look to your flock through a window. "Snowbirds," you murmur, watching the clouds of your words as they drift through space.

You wonder if they're cold in their tents; is your frosty view to blame? "The coldest night of the year..."

You shiver, knowing what needs to be done.

[Continue to 1.](#)

1

Toronto, Ontario

So... is this it?

You stand in line alone, suddenly overcome, and shiver, despite the relative balm of September weather. The Festival of Festivals is screening *Forbidden Love*, but you're here alone, reflecting on irony.

You blink against a stirring sensation, a tingle in your brain. A part of you hopes it's nothing; another hopes for just a headache. The feeling is familiar, however, and a new sense – dread – wells up.

Hello again...

You close your eyes with excessive force, as if to seal them shut, but it's nothing you see which feeds the burgeoning panic. Crushing pressure sometimes distracts from the headaches, but not this type, not whenever you're... visited, not when–

...it's Vox.

"No! Not now!" you bark aloud. "Do you know how long it's been? You can't do

this whenever you want! I did what you asked already!"

The cinephiles around you back away.

[Go to 3.](#)

2

Toronto, Ontario

Boxing Day, you walk along Yonge Street, not with a purpose, just wandering. The wintry lighting and blinding signs can't dispel the fog in your mind.

Sam's and A&A are roiling with people, a-flutter with flyers. All around you are posted sales, low prices you still can't afford.

"I don't have any money!" you scream in response to the tingle you feel.

"In this downturn? Tell me about it!" a random bystander agrees.

You step past a busker. "Alms for Ani" reads her sign. You avoid her gaze as she plays a song you'd feel guilty for stopping to hear.

What can I do?

You sometimes wonder whose voice you're hearing inside. Is it part of you now, yourself from farther ahead, or maybe something... clinical?

A memory – a hope – returns, that the insane don't know they're insane.

Your understanding of mental health will need revisiting.

"Out, out!" you shout, a temporary stay from your constantly-looming fate.

[Go to 5.](#)

3

Souvenir, Mariposa

Time and again, you try to cast back, encountering constant resistance, even overt hostility on certain occasions.

Two memories return in succession...

First, you lived through those times yourself, and remember how the visits felt. Little did you realize how much worse the pain would become. Then again, you had fewer ways – mechanisms – to cope with them.

Second, something someone once said: the most unlovable need the most love.

So you try again, on Remembrance Day, but younger you is lost, with no desire to recall the future to come.

Then you try again, finding your other self in the Eaton Centre, with no apparent interest in seasonal greetings.

Still you try again but, despite a gentle approach, you can't get them – yourself – into the spirit.

Every time is shorter, sharper.

Maybe you'll take a break.

Go to 2.

4

Toronto, Ontario

"These are okay bands. I'm just feeling... off," you growl, unheard in the roar.

"Because the Grapes of Wrath broke up, you're going to sulk all night?"

I have been patient.

You pretend not to hear them in the swell of applause as the bands switch places, joking.

It's nearly a year...

The CFNY Edge Acoustic Christmas show is full of rabid indie fans. It's dark except for the stage, which is plain, without any fancy rigs. The lighting is seasonal, but also simple, and it's more an informal–

NOW!

You gasp. The pain is searing, without warning, then fading away in your mind. The pulses which echo help cover the hubbub of voices expressing concern.

"Well, it sounds like *someone* is glad that we're here," a voice comments through the PA.

"I've got to get out of here," you choke.

"What's going on?"

"Maybe later!"

"But where are you going?"

"Later!" you roar.

Back to the Yonge Street strip...

Go to 6.

5

Souvenir, Mariposa

You remind yourself to be patient. After all, mere moments *now* are scattered and spread over many months in your experience *then...* though you must admit, you're becoming frankly frantic.

Despite having lived through those times yourself, going back stirred up something primal. Gradually rattled, no experience or reasoning has kept it away.

You realize it's possible you're being tested now, though differently than the way you're testing yourself. Do you really need the music that you're missing?

Yes, we do, you decide.

For one thing – aside from bolstering the archives – a celebration would be welcome. Raising morale may do just as much for history as for the holidays.

For another thing, you remember, you needed this help when no one understood. The lives you share may never be perfect, but you could at least help to make things better.

Quoting a song your younger self wouldn't know yet, you mutter, "Whatever it takes..."

[Go to 4.](#)

Evening



6

East 350 Yonge Street, outside

Despite the dark of evening, holiday shoppers flood the sidewalks, threatening to crush you or sweep you away.

You stand on the east side of Yonge Street, a little ways up, north of Gould. Sadly, the A&A to your left has closed once and for all, but posted signs at 351 say a Future Shop is imminent.

Spanning 349 and more to the south, your familiar haunt of Sam's is buzzing with activity, bright flashing lights, and sound.

Strangely, straight in front of you, between the two properties, you find a doorway you've never noticed before... narrow, dark, and marked with a... dizzying symbol.

Déjà vu?

A maple leaf, a musical note, a stick figure reaching, singing?

Nobody's going in or out. In fact, no one seems to see it at all.

"350 East," you say aloud.

350 is on the west side.

This can't be. It's impossible.

It's also bitterly cold. You'd better decide to go inside or back to the concert again...

What next?

- [Enter this location. \(Go to 14.\)](#)
 - [End this part of the adventure. \(Go to 19.\)](#)
-

7

The Conservatory, ladder

"How are you doing?" Grace asks, returning.

"Fine, but it's eerie here. I mean, there's people, sort of, I guess, but there's something..."

"Liminal?" she suggests. She shrugs. "I suppose it's home to us, or a home away from home."

"Oh, I didn't mean in a negative way. It's... bittersweet, but familiar, restful."

"Nostalgic," she supplies. "Well, maybe some time you'll come back and join us."

"I'd definitely come back again; you have all kinds of rarities: artists, songs, and even formats I've never seen before."

Wryly, she smiles. "That's not quite what I meant, but I'm glad you appreciate it. We'll gladly have you back again, though it may be a while. Here we are."

She indicates a ladder which leads through a hole in the ceiling above, parallel to the pole. "Unless you'd rather climb the pole," she winks.

You climb up, emerging in a much smaller floor, an airy, attic-like room. It's brighter than any storage you've seen, all lit in a bluish-white hue. The colours impart to the limited space an illusion of unlimited sprawl.

"This is it," she indicates. "The last of what we can share. Have a look and, when you're done, slide down the pole again."

Go to 10.

8

The Conservatory, first floor

Do a stock sweep of the location's first floor...

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Make sure you've selected your target songs on the checklist. (See the [Appendices](#) or

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free PDFs to download and print.) Because the *Holiday Special* includes one location with three stock sweeps, I suggest choosing **six** targets, but feel free to modify the rules as you like. Also see "[Notes on Endgame Scoring](#)" for more information.

Determine the stock size for the **first** of three sweeps at this location by rolling **3D6**.

Sweep the stock, checking for matching item codes by rolling 3D6. If you are playing with any variants, such as [White Elephant](#) ("Hard Mode") or [Holiday Jackpot](#) ("Easy Mode"), apply any relevant effects.

After you've checked a number of codes equal to this section's stock size, the **first** sweep has been completed.

Increase the elapsed time by one hour. When your total time reaches three hours (the duration of this *Holiday Special*), stop sweeping and follow the instructions for checking out any or all target items.

Then, what next?

- [Continue to do a second sweep.](#)
(Go to 11.)
 - [Stop sweeping at this location.](#)
(Go to 15.)
-

9

The Conservatory, checkout area

You say goodbye to Grace and approach one of the checkout counters.

"I don't have enough—"

A shimmering figure waves impatiently.
"They don't use money here."

"Then how does this... well, how does it work?"

"It's imaginary, fictional!" he crows.

"I don't understand."

"Of course you do. You're suspending your disbelief. You're reading the book, playing a game, and *that's* the point of it all!"

"Oh... kay..."

"Do you even realize how unlikely it is you'd come to this counter at all, to find every possible checklisted song, all 56 in three sweeps? You'd have to be playing with 'Holiday Jackpot', using nearly magical dice... rolling really high stock level numbers, and rarely identical codes."

"This is very strange," you note.

"Of course it is, but our creator is trying to be meta, postmodern, you know? He wasn't able to do all he wanted, but at least he could squeak this bit in."

"So what went missing?"

"Well, he was going to do this thing where each of the Conservatory floors reflected a different Canadian-made holiday film."

"Isn't this more about music, though?"

"Right? I know, but he's like that. Forest and the weeds, and all of that. Maybe he wanted some easter eggs to add to the scavenger hunt. Anyway, this first floor was going to be *Black Christmas* themed; the second floor, *Mon Oncle Antoine*; the third floor, *A Christmas Story*."

"That might have been okay, actually."

"Maybe, but it's already done. He's not going to go back and change it now. Of course, it may haunt him later, but he wants this out for the holidays. Anyway, that's all I have to share. You'd better get on, wrapping up."

Go to 19.

10

The Conservatory, third floor

Do a stock sweep of the location's third floor...

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Determine the stock size for the **third** of three sweeps at this location by rolling **1D6**.

Sweep the stock, checking for matching item codes by rolling **3D6**. If you are playing with any variants, such as [White Elephant](#) ("Hard Mode") or [Holiday Jackpot](#) ("Easy Mode"), apply any relevant effects.

After you've checked a number of codes equal to this section's stock size, the **third and final** sweep has been completed.

Increase the elapsed time by one hour. When your total time reaches three hours (the duration of this *Holiday Special*), stop sweeping and follow the

instructions for checking out any or all target items.

Then, go to 15.

11

The Conservatory, stairs

"This is really weird," you say, as Grace returns to your side.

"Oh?"

"I've never heard of some of these artists, or some songs by artists I know... and a lot of these dates are wrong. Some years are after 1993. Are they misprints or..."

Ahem.

You trail off. "Oh right. Sorry. Never mind."

She smiles and indicates a stairway to the east, behind the pole. "Let's get you up to the second floor. You can look for some more up there."

"Okay."

"We're not a conservatory in the sense of a greenhouse or school. We're more about the 'conserving' part. We sympathize with your cause."

"My... cause?" you stammer.

She glances at you. "Did you think you were alone?"

You emerge into the next level up, emblazoned with grays and greens. The sound is more sedate and most of the floor is lined with seating. Strangely familiar figures occupy them, quietly speaking or listening.

"Isn't that—?"

"Yes."

"But isn't he—?"

"Dead? Perhaps, in a sense, where you're from. Please feel free to look through the stacks. When you're done you can slide down the pole, or continue further up."

[Go to 13.](#)

12

The Conservatory, checkout area

You say goodbye to Grace and approach one of the checkout counters.

"I don't have enough—"

"It's fine." A shimmering woman cuts you off. "It's taken care of, but there's something else I wanted..." She trails off, hesitant.

"What is it?" You show your acquisitions, assuming she needs to check them.

She shakes her head, produces a bag, and slowly packs your finds. She struggles to speak and finally blurts, "You won't remember me. How could

you? It was years ago. We never actually met."

"I'm sorry," you say. "I don't understand. What are you talking about?"

She puts down the bag and looks at you, mustering her courage. "I'm the one who knocked you down, years ago. The accident?"

It takes a moment to understand, then a vertigo overwhelms you.

"I was being an idiot," she continues. "I barely knew how to drive. I thought just splashing you would be funny, impressing... another idiot."

You barely hear past the ringing in your ears, reflexively biting down. You run your tongue against the inside of your spiderweb-textured teeth.

"I didn't mean to clip you, and I'm really sorry." She waits.

"I... won't pretend I'm overjoyed," you manage, after a moment, "but I appreciate you telling me. In the spirit of the season, let's just say you helped me connect with another side of myself." You laugh inadvertently. "You even helped me understand the value of Canadian music."

She seems relieved and, remembering your haul, passes the bag to you. "Here you go, and happy holidays, whatever you celebrate."

(continued)

"Thanks," you nod. "The same to you. And also for... well, you know."

Go to 6.

13

The Conservatory, second floor

Do a stock sweep of the location's second floor!

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Determine the stock size for the **second** of three sweeps at this location by rolling 2D6.

Sweep the stock, checking for matching item codes by rolling 3D6. If you are playing with any variants, such as [White Elephant](#) ("Hard Mode") or [Holiday Jackpot](#) ("Easy Mode"), apply any relevant effects.

After you've checked a number of codes equal to this section's stock size, the **second** sweep has been completed.

Increase the elapsed time by one hour. When your total time reaches three hours (the duration of this *Holiday Special*), stop sweeping and follow the instructions for checking out any or all target items.

Then, what next?

- [Continue to do a third sweep.](#)
(Go to 7.)
 - [Stop sweeping at this location.](#)
(Go to 15.)
-

14

The Conservatory, reception

The front door leads to a narrow hall, then a tiny, old-fashioned lift, which creaks its way, surprisingly down, then stops to let you out.

Rolling away, an expansive level spreads out in every direction.

How does all of this fit inside...?

You shake your head in wonder.

The atmosphere is slightly dark, with red lights throwing long shadows. The feeling of deep, low frequency beats makes you hesitate.

"Welcome to the Conservatory," a voice cuts through the noise. "We don't get many—" She suddenly stops, tapping... a hearing aid?

The elfin figure is just as strange and simultaneously familiar as the symbol on the door outside. She's sharp and soft, all at once.

"I beg your pardon," she continues again, "and welcome. Please call me Grace."

You notice stacks spread across the plane. Young apparitions flitter between them. In the centre, a pole reaches up from the floor, through a large portal in the ceiling.

"What is this, some kind of club?"

She smiles. "A club of sorts. Am I correct in believing that you're looking for some music?"

You shrug a little awkwardly. "I don't have—"

"We don't use money at our... pop-up," she says.

"Your what?"

"The Conservatory," she amends. "Please, help yourself, look around. I hope you'll find what you're looking for. I'll be here if you need."

What next?

- [Exit this location. \(Go to 6.\)](#)
- [Do your first stock sweep. \(Go to 8.\)](#)
- [Do your second stock sweep. \(Go to 13.\)](#)
- [Do your third stock sweep. \(Go to 10.\)](#)

15

The Conservatory, first floor

You find yourself down in the central area, and step around the pole, walking west away from the eastern stairs.

This first floor, you reflect, is like a megamix in your mind –

A mashup.

– a strange combination of every music superstore you've ever known – a warehouse here, a department store there – distilled in a single room.

"I hope you found what you're looking for," the voice of Grace returns.

You take a breath, nodding soberly. "I didn't know it before. I think I needed to get away."

"Some distance, some perspective."

"Having a purpose, feeling needed."

She nods with a philosophical air, watches you, then she winks. "Well, we've got a lot of souls to save, so to speak, so I'll say... farewell."

You turn back to face the lift cage gate in the western wall again, flanked on both sides by checkout counters, staffed by expectant figures.

What next?

- [Leave, having found nothing. \(Go to 6.\)](#)
 - [Check out, having found some \(but not all\) target items. \(Go to 12.\)](#)
 - [Check out, having found all \(or all remaining\) target items. \(Go to 9.\)](#)
-

Morning



16

Later, you pass through Bloor-Yonge Station and, behind a clutch of onlookers, you see someone vaguely familiar.

"Alms for Ani," reads her sign.

"From down on Yonge," you say to her.

The busker looks up and smiles at you. One of her spectators does too. He also looks familiar, and it takes you a moment to place him.

"From the concert," you suddenly say.

He nods and extends a hand. "Call me Ram," he responds. "She's pretty good, huh? Ani, I mean."

You nod. "Anyone would be very lucky to have her skills in a band."

"This time of night feels magical," she says with an impish grin. "Or maybe it's this subway station. The Spoons shot 'Romantic Traffic' here."

"Well, you keep playing and, maybe someday, people will remember you were here. They'll put a heritage plaque right there behind you."

You flip a tiny silver coin, a token, into her case. "Sorry, it's all I've got on me. I'd better go. See you around..."

Go to 18.

17

Everything's frozen, in multiple senses. The room is closed, cold and dark. You flick on the light – that old muscle memory – and feel an odd echo overwhelm you.

Again, as you felt just moments ago, entering your old home again, everything here is familiar, yet strange.

You can't go back, even when you can.

"Where have you been?" you murmur to yourself, and pick up the old broken Walkman. You run your tongue across your front teeth and shiver a bit, remembering.

Don't forget–

"I've got your songs. You'll get your holiday party."

What did you find?

You hesitate. "Purpose."

Happiness?

"That's the ideal, I suppose, but it's no easy holiday miracle. I'm done with doing nothing, at least. Let's take it a step at a time."

Your mind is quiet for a while.

"And that's all you have to say?"

Well... about what your friend said earlier... the Grapes of Wrath will reform.

You lay back on your old bed and smile.
"So this is Voxmas..."

[Go to 21.](#)

18

You step off the bus before the lights and turn to the scene behind you. A glance confirms your old friends are sitting in the bay window seats of the coffee shop.

"Well, isn't this a coincidence?" comes the welcome as you step in.

"Hello Rakel," you say.

"Been a while," Walther comments in turn.

"It certainly is miraculous we're all in here at once." Rakel is nursing a steaming drink. Walther's dissecting a dutchy.

"I've been... distracted," you finally explain. "Going through some stuff."

"Going through it away from school," says Walther carefully.

"Just taking some time, exploring my options."

"Are you still... you know... with the music?" Rakel glances down at your pack.

"Well, maybe," you prevaricate. "I'm thinking of making my own. "Maybe I'll

do some busking or something. See where it goes, you know?"

"Why don't you grab a drink?" Walther asks.

"Unfortunately, I can't. I'm on my way back, got to see my folks, but I wanted to stop in quick to see you again, to say hello."

"It's going to be okay," Rakel says, touching you on the arm.

"I hope so," you nod. "And you?" you laugh toward Walther. "Any holiday wishes?"

"Don't slip on the ice, you oaf," he mutters, flushing ever so slightly.

[Go to 20.](#)

19

Toronto, Ontario

The concert is nearly over by the time you return to the venue. The person at the door waves you through, barely checking your blurry hand stamp.

You return to your seat to find your companion has left the premises, replaced by a stranger next to your empty spot. He nods at you briefly, then faces the music again, but glances at you every now and then.

Sarah McLachlan's performance of "Ice Cream" makes you want to sob, and

brings the house down, a paroxysm of joy.

The other acts have all joined her on stage, and are beaming, ear to ear. The Barenaked Ladies restrain themselves from making any further jokes.

"Not bad, huh?" says the guy beside you. "Oh, and sorry, was this your place?"

You shake your head. "No, that's okay. I think I found my own place."

[Go to 16.](#)

20

"Well, I, for one, am glad you're back!" Your mother beams at you.

Even your father is glowing slightly. You assume it's not tipsiness. "You know what you should do?" he begins, then stops. "You should come in, sit down."

As you lean back in the old worn seats, familiar and strange all at once, your mother busies herself preparing a mug of hot chocolate for you.

"I probably shouldn't," you protest. "Sit down. All that sugar. It's late. I won't sleep."

"I'll make it with milk," she scolds in return. "When it's warm, it will make you tired."

"That's fine," you relent. "Do you mind, for a minute, if I check my stuff? I'll be back."

They nod in return and wave you away. You turn back to search your old room.

[Go to 17.](#)

21

Souvenir, Mariposa

"As much as a sense of continuity can unify, so has this season." You look back through your journal, then stroke out the newest line with your pen.

Out, through the window, and up, through the skies, you gaze into the night. The stars are there in the darkness; you just need to look for them.

You return your attention to your desk, and pick up the old cassette. The original souvenir is now a totem you turn in your hands.

Returning to your journal, you write, "The medium has changed over time. The message it carries has not." Then you drop your pen.

"That's enough for now," you declare, pushing away from the desk. You stand with unusual vigour. It's time to celebrate.



Notes on Endgame Scoring

The goal in the original *Operation CanCon* series gamebooks was, ultimately, to acquire all 56 songs on the checklists through repeated "campaign" play. However, that trilogy was inherently replayable because each entry had eight different locations, a longer (eight-hour) day, and appropriately balanced rules.

By contrast, the *Holiday Special* is intended to be a different experience, with one location and a shorter time, three in-game hours. As such, while most of the original mechanisms apply, you may notice some updates, such as a suggested target of **six** (not eight) items. You are encouraged to modify rules to your liking, and to mix and match different play modes.

You can still try to get all 56 checklist items, but doing so will require variants and considerable luck to do in a single game or, if you don't mind the repetition, multiple playthroughs.

Instead, you may wish to end games by scoring any target items (songs) acquired, and then try to beat your score in subsequent games...

- Score 1 point for each acquisition with a fully "mixed" code, e.g. 123 or 246.

- Score 2 points for each acquisition with a "double" in its code, e.g. 445 or 566.

- Score 6 points for each acquisition with a "triple" code, e.g. 111 or 333.

Note that a triple code is not considered to contain any double codes.

As such, if you set six targets and then find them all – depending on which you have chosen – you might score anywhere between six and 36 points.

It may seem advantageous to target mainly triple-code items, but keep in mind that triples are statistically less likely to be rolled than doubles or mixed codes. Similarly, doubles are less likely to be rolled than mixed codes.

On the other hand, however, there are more items (songs) with double codes than those with mixed codes. It will be up to you to choose your targets, depending on your strategy. Will you pick fewer and rarer, but higher-value items? Or will you pick more common or numerous items? The choice is yours!

Remember, scoring is an option. You might prefer just to read, or to play, but with an entirely different approach.

Just make it fun!



Special Variants

In the spirit of the season, I've designed two new approaches, inspired by the giving and receiving of gifts. Either can be played on their own, combined with each other, or mixed in with the original rules' variations.²

These variants were developed with the assumption that a single session of the *Holiday Special* takes place over three sweeps (during three in-game hours) at one location (the Conservatory). By contrast, each of the original *Operation CanCon* trilogy installments span up to eight sweeps (hours) and eight locations. Keep this distinction in mind if you mix or customize any rules, modes, etc.

That disclaimer aside, it should be possible to use these new variants when playing other OCC gamebooks. Check LockdownLudonaut.com to download free PDFs which add "HARD" and "EASY" columns to blank checklists.

You can also make your own checklists with those *Holiday Special* blanks. (The ones on my site are the same as those in the [Appendices](#).)

² See the "Epilogue: Advanced Variations (NG+)" chapter in any core *Operation CanCon* gamebook.

White Elephant ("Hard Mode")

One of the variants was inspired by "White Elephant" (sometimes called "Yankee Swap" or "Dirty Santa" among other names). I think of it as "hard mode" because it introduces additional complications, in keeping with the nature of this wretched, cruel, and loathsome holiday party activity, one which this particular control freak absolutely hates. Enjoy!

The original rules still apply but, each turn, you may be affected by one of three possibilities:

- **Keep** your target (play as usual);
- **Swap** your acquisition (do not acquire the current item, reroll 3D6 to get some other random item, if it's available);
- **Skip** your target (do not acquire the current item, no reroll, and end the turn).

To determine which White Elephant outcome affects your current turn, find your code as you normally would on the checklist. If it's **not** a target or available, then continue to your next turn. If it **is** a target and available, then pay attention to the "HARD" column. It will tell you this turn's effect: **Keep**, **Swap**, or **Skip**.

If the instruction says "**Keep!**" then play as usual; presumably you acquire your

target item. If the current code's item was already acquired then you would either reroll or not, depending on whether you've modified the rules (as per the original books' "Minor Tweaks" chapter).

If the instruction says "**Swap!**" then you do **not** acquire the current code's target item. Instead, reroll a new 3D6 code and check to see if you acquire another (different) item instead. As noted in the last paragraph, you would presumably acquire it, depending on whether it was targeted/available, you'd already done so, are playing with no rerolls, and so on.

If the instruction says "**Skip!**" then you do **not** acquire the current code's target item and, also, you do **not** get any rerolls. This turn is lost.

Please note! As designed, these variant effects are only triggered by the initial target item, and do not cascade (retrigger with subsequent items). For example, if the first code you roll instructs you to Swap, when you reroll another code, ignore its HARD instruction to Skip or Swap. That said, you may enjoy back-to-back punishment! You should play the game as you prefer. Have fun!

Holiday Jackpot ("Easy Mode")

The other variant is easier, a counterpoint to White Elephant called Holiday Jackpot. Whereas the former is the scoundrel of game variants, the latter is more about generosity:

overindulgence and excess without penalties... but be careful what you wish for! After a few rounds of such decadence, going back to an "ordinary" win may not be enough anymore!

The original rules still apply but, each turn, you may be affected by one of three possibilities:

- **Single** effects are normal (play as usual);
- **Double** effects allow you to collect up to twice as many items (acquire your target and/or up to two adjacent items);
- **Triple** effects allow you to collect up to three times as many items (acquire your target and/or up to three adjacent items).

To determine which Holiday Jackpot outcome affects your current turn, find your code as you normally would on the checklist. If it's **not** a target or available, then continue to your next turn. If it is a target and available, then pay attention to the "EASY" column. It will tell you this turn's effect: **Single**, **Double**, or **Triple**.

If the instruction says "**Single!**" then play as usual; presumably you acquire your target item. If the current code's item was already acquired then you would either reroll or not, depending on whether you've modified the rules (as per the original books' "Minor Tweaks" chapter).

If the instruction says "**Double!**" then you acquire up to two items (at most):

the currently targeted item and one of its adjacent items, whether above or below it (regardless of either having been targeted). If you already acquired the currently targeted item, then you may acquire both adjacent items; if you've already acquired either or both of the adjacent items as well, then you only get the remainder or neither of them. Optional reroll rules may or may not apply here, at your discretion.

If the instruction says "**Triple!**" then you acquire up to three items (at most): the currently targeted item and two of its adjacent items, above and below it (regardless of either having been targeted). If you already acquired the currently targeted item, then you may acquire both adjacent items and any other targeted item of your choice. If you've already acquired either or both of the adjacent items as well, then you get any remainder(s) and any other targeted item(s) of your choice, to a total of three items altogether. Optional reroll rules may or may not apply here, at your discretion.

Please note! As designed, these variant effects are only triggered by the initial target item, and do not cascade

(retrigger with subsequent items). For example, if the first code you roll has a Triple reward, and you roll another code, then ignore any subsequent EASY instructions for Double or Triple rewards. That said, you may enjoy back-to-back rewards! You should play the game as you prefer. Have fun!

Double Double Combo ("Mixed-Up Mode")

This mode is less a variant in and of itself than the combination of other variants. It's possible to play both White Elephant and Holiday Jackpot simultaneously. If you choose to do so, then I would suggest resolving HARD column instructions before EASY column rewards.

For example, if you roll 111 or 666, you will find that both combine Skip and Triple. So what should you do? I would suggest resolving the HARD instruction (Skip) first, and lose the turn, thus precluding the EASY reward (Triple).

Again, however, you should play the game as you prefer. Have fun!



Appendices³

[Checklist \(default, single page\)](#)

[Checklist \(blank, single page\)](#)

[Checklist \(default, double page 1\)](#)

[Checklist \(default, double page 2\)](#)

[Checklist \(blank, double page 1\)](#)

[Checklist \(blank, double page 2\)](#)

³ For printable sheets, visit LockdownLudonaut.com

OPERATION CANCON



DEREK SCHRANER

Checklist (default, single page)

HARD	CODE	EASY	TARGET	ARTIST	SONG
Skip!	111	Triple!	<input type="checkbox"/>	Corey Hart	Another December
Skip!	112	Double!	<input type="checkbox"/>	Gowan & Stuck On Planet Earth	Can You Make It Feel Like Christmas
Skip!	113	Double!	<input type="checkbox"/>	Jacksoul	Can't Wait Till Christmas
Skip!	114	Double!	<input type="checkbox"/>	Meryn Cadell	Cat Carol
Skip!	115	Double!	<input type="checkbox"/>	Oscar Peterson	Child Is Born
Skip!	116	Double!	<input type="checkbox"/>	Partland Brothers	Christmas Day
Swap!	122	Double!	<input type="checkbox"/>	Payolas	Christmas Is Coming
Swap!	123	Single!	<input type="checkbox"/>	Hooper Family	Christmas Kiss
Swap!	124	Single!	<input type="checkbox"/>	Serena Ryder	Christmas Kisses
Swap!	125	Single!	<input type="checkbox"/>	Ronnie Hawkins	Christmas Must Be Tonight
Swap!	126	Single!	<input type="checkbox"/>	Wilf Carter	Christmas Time in Canada
Keep!	133	Double!	<input type="checkbox"/>	Skydiggers	Church Bells Ringing (Christmas in the City)
Keep!	134	Single!	<input type="checkbox"/>	Jonathan Roy & Corey Hart	Driving Home For Christmas
Keep!	135	Single!	<input type="checkbox"/>	Barenaked Ladies & Michael Bublé	Elf's Lament
Keep!	136	Single!	<input type="checkbox"/>	Platinum Blonde	Father Christmas
Keep!	144	Double!	<input type="checkbox"/>	Blue Rodeo	Getting Ready for Christmas Day
Keep!	145	Single!	<input type="checkbox"/>	Barenaked Ladies & Sarah McLachlan	God Rest Ye Merry Gentlemen
Keep!	146	Single!	<input type="checkbox"/>	Percy Faith & His Orchestra	Happy Holiday
Swap!	155	Double!	<input type="checkbox"/>	Glass Tiger & Roch Voisine	Happy Holidays
Swap!	156	Single!	<input type="checkbox"/>	Grapes of Wrath	Happy Xmas (War Is Over)
Skip!	166	Double!	<input type="checkbox"/>	Mother Mother	Hit or Miss Christmas
Swap!	222	Triple!	<input type="checkbox"/>	Susan Aglukark	Huron Carole
Swap!	223	Double!	<input type="checkbox"/>	Honeymoon Suite	I Believe in Father Christmas
Swap!	224	Double!	<input type="checkbox"/>	Lily Frost	I Don't Need Presents
Swap!	225	Double!	<input type="checkbox"/>	Barenaked Ladies	I Have a Little Dreidel
Swap!	226	Double!	<input type="checkbox"/>	Ali Milner	I Love Christmas
Keep!	233	Double!	<input type="checkbox"/>	Bif Naked	I Saw Mommy Kissing Santa Claus
Keep!	234	Single!	<input type="checkbox"/>	Holly Cole	I'd Like You for Christmas
Keep!	235	Single!	<input type="checkbox"/>	Kevin Kane	In the Snow
Keep!	236	Single!	<input type="checkbox"/>	Paul Anka	It's Christmas Everywhere
Keep!	244	Double!	<input type="checkbox"/>	Jaymz Bee and the Royal Jelly Orchestra	It's Christmas Time (Oh Yeah)
Keep!	245	Single!	<input type="checkbox"/>	k.d. lang	Jingle Bell Rock
Keep!	246	Single!	<input type="checkbox"/>	Sloan	Kids Come Back Again at Christmas
Swap!	255	Double!	<input type="checkbox"/>	Mylène Farmer	L'Instant X
Swap!	256	Single!	<input type="checkbox"/>	Alanis Morissette	Last Christmas
Skip!	266	Double!	<input type="checkbox"/>	Hannah Georgas	Let It Snow (Home for the Holidays)
Keep!	333	Triple!	<input type="checkbox"/>	Tegan and Sara	Make You Mine (Happiest Season)
Keep!	334	Double!	<input type="checkbox"/>	Stompin' Tom Connors	Merry Christmas Everybody
Keep!	335	Double!	<input type="checkbox"/>	Dragonette	Merry Xmas (Says Your Text Message)
Keep!	336	Double!	<input type="checkbox"/>	Raffi	Must Be Santa
Keep!	344	Double!	<input type="checkbox"/>	Wild Strawberries	O Little Town
Keep!	345	Single!	<input type="checkbox"/>	Bruce Haack & Ted Pandel	Oo Bah Humbug
Keep!	346	Single!	<input type="checkbox"/>	Mitsou	Petit Papa Noël
Swap!	355	Double!	<input type="checkbox"/>	Feist	Please Be Patient
Swap!	356	Single!	<input type="checkbox"/>	Joni Mitchell	River
Skip!	366	Double!	<input type="checkbox"/>	Bryan Adams	Run Rudolf Run
Keep!	444	Triple!	<input type="checkbox"/>	Shadowy Men On A Shadowy Planet	Santa's Compromise
Keep!	445	Double!	<input type="checkbox"/>	Great Big Sea	Seven Joys of Mary
Keep!	446	Double!	<input type="checkbox"/>	Spoons	Smiling in Winter
Swap!	455	Double!	<input type="checkbox"/>	Gordon Lightfoot	Song for a Winter's Night
Swap!	456	Single!	<input type="checkbox"/>	Neil Young	Star of Bethlehem
Skip!	466	Double!	<input type="checkbox"/>	Randy Bachman	Takin' Care of Christmas
Swap!	555	Triple!	<input type="checkbox"/>	Bob and Doug McKenzie	Twelve Days of Christmas
Swap!	556	Double!	<input type="checkbox"/>	Crash Test Dummies	Winter Song
Skip!	566	Double!	<input type="checkbox"/>	Diana Krall	What Are You Doing New Year's Eve?
Skip!	666	Triple!	<input type="checkbox"/>	Guy Lombardo and His Royal Canadians	Auld Lang Syne

OPERATION CANCON



DEREK SCHRANER

Checklist (blank, single page)

HARD	CODE	EASY	TARGET	ARTIST	SONG
Skip!	111	Triple!	<input type="checkbox"/>		
Skip!	112	Double!	<input type="checkbox"/>		
Skip!	113	Double!	<input type="checkbox"/>		
Skip!	114	Double!	<input type="checkbox"/>		
Skip!	115	Double!	<input type="checkbox"/>		
Skip!	116	Double!	<input type="checkbox"/>		
Swap!	122	Double!	<input type="checkbox"/>		
Swap!	123	Single!	<input type="checkbox"/>		
Swap!	124	Single!	<input type="checkbox"/>		
Swap!	125	Single!	<input type="checkbox"/>		
Swap!	126	Single!	<input type="checkbox"/>		
Keep!	133	Double!	<input type="checkbox"/>		
Keep!	134	Single!	<input type="checkbox"/>		
Keep!	135	Single!	<input type="checkbox"/>		
Keep!	136	Single!	<input type="checkbox"/>		
Keep!	144	Double!	<input type="checkbox"/>		
Keep!	145	Single!	<input type="checkbox"/>		
Keep!	146	Single!	<input type="checkbox"/>		
Swap!	155	Double!	<input type="checkbox"/>		
Swap!	156	Single!	<input type="checkbox"/>		
Skip!	166	Double!	<input type="checkbox"/>		
Swap!	222	Triple!	<input type="checkbox"/>		
Swap!	223	Double!	<input type="checkbox"/>		
Swap!	224	Double!	<input type="checkbox"/>		
Swap!	225	Double!	<input type="checkbox"/>		
Swap!	226	Double!	<input type="checkbox"/>		
Keep!	233	Double!	<input type="checkbox"/>		
Keep!	234	Single!	<input type="checkbox"/>		
Keep!	235	Single!	<input type="checkbox"/>		
Keep!	236	Single!	<input type="checkbox"/>		
Keep!	244	Double!	<input type="checkbox"/>		
Keep!	245	Single!	<input type="checkbox"/>		
Keep!	246	Single!	<input type="checkbox"/>		
Swap!	255	Double!	<input type="checkbox"/>		
Swap!	256	Single!	<input type="checkbox"/>		
Skip!	266	Double!	<input type="checkbox"/>		
Keep!	333	Triple!	<input type="checkbox"/>		
Keep!	334	Double!	<input type="checkbox"/>		
Keep!	335	Double!	<input type="checkbox"/>		
Keep!	336	Double!	<input type="checkbox"/>		
Keep!	344	Double!	<input type="checkbox"/>		
Keep!	345	Single!	<input type="checkbox"/>		
Keep!	346	Single!	<input type="checkbox"/>		
Swap!	355	Double!	<input type="checkbox"/>		
Swap!	356	Single!	<input type="checkbox"/>		
Skip!	366	Double!	<input type="checkbox"/>		
Keep!	444	Triple!	<input type="checkbox"/>		
Keep!	445	Double!	<input type="checkbox"/>		
Keep!	446	Double!	<input type="checkbox"/>		
Swap!	455	Double!	<input type="checkbox"/>		
Swap!	456	Single!	<input type="checkbox"/>		
Skip!	466	Double!	<input type="checkbox"/>		
Swap!	555	Triple!	<input type="checkbox"/>		
Swap!	556	Double!	<input type="checkbox"/>		
Skip!	566	Double!	<input type="checkbox"/>		
Skip!	666	Triple!	<input type="checkbox"/>		

OPERATION CANCON



DEREK SCHRANER

Checklist (default, double page 1)

HARD	CODE	EASY	TARGET	ARTIST	SONG
Skip!	111	Triple!	<input type="checkbox"/>	Corey Hart	Another December
Skip!	112	Double!	<input type="checkbox"/>	Gowan & Stuck On Planet Earth	Can You Make It Feel Like Christmas
Skip!	113	Double!	<input type="checkbox"/>	Jacksoul	Can't Wait Till Christmas
Skip!	114	Double!	<input type="checkbox"/>	Meryn Cadell	Cat Carol
Skip!	115	Double!	<input type="checkbox"/>	Oscar Peterson	Child Is Born
Skip!	116	Double!	<input type="checkbox"/>	Partland Brothers	Christmas Day
Swap!	122	Double!	<input type="checkbox"/>	Payolas	Christmas Is Coming
Swap!	123	Single!	<input type="checkbox"/>	Hooper Family	Christmas Kiss
Swap!	124	Single!	<input type="checkbox"/>	Serena Ryder	Christmas Kisses
Swap!	125	Single!	<input type="checkbox"/>	Ronnie Hawkins	Christmas Must Be Tonight
Swap!	126	Single!	<input type="checkbox"/>	Wilf Carter	Christmas Time in Canada
Keep!	133	Double!	<input type="checkbox"/>	Skydiggers	Church Bells Ringing (Christmas in the City)
Keep!	134	Single!	<input type="checkbox"/>	Jonathan Roy & Corey Hart	Driving Home For Christmas
Keep!	135	Single!	<input type="checkbox"/>	Barenaked Ladies & Michael Bublé	Elf's Lament
Keep!	136	Single!	<input type="checkbox"/>	Platinum Blonde	Father Christmas
Keep!	144	Double!	<input type="checkbox"/>	Blue Rodeo	Getting Ready for Christmas Day
Keep!	145	Single!	<input type="checkbox"/>	Barenaked Ladies & Sarah McLachlan	God Rest Ye Merry Gentlemen
Keep!	146	Single!	<input type="checkbox"/>	Percy Faith & His Orchestra	Happy Holiday
Swap!	155	Double!	<input type="checkbox"/>	Glass Tiger & Roch Voisine	Happy Holidays
Swap!	156	Single!	<input type="checkbox"/>	Grapes of Wrath	Happy Xmas (War Is Over)
Skip!	166	Double!	<input type="checkbox"/>	Mother Mother	Hit or Miss Christmas
Swap!	222	Triple!	<input type="checkbox"/>	Susan Aglukark	Huron Carole
Swap!	223	Double!	<input type="checkbox"/>	Honeymoon Suite	I Believe in Father Christmas
Swap!	224	Double!	<input type="checkbox"/>	Lily Frost	I Don't Need Presents
Swap!	225	Double!	<input type="checkbox"/>	Barenaked Ladies	I Have a Little Dreidel
Swap!	226	Double!	<input type="checkbox"/>	Ali Milner	I Love Christmas
Keep!	233	Double!	<input type="checkbox"/>	Bif Naked	I Saw Mommy Kissing Santa Claus
Keep!	234	Single!	<input type="checkbox"/>	Holly Cole	I'd Like You for Christmas

OPERATION CANCON



DEREK SCHRANER

Checklist (default, double page 2)

HARD	CODE	EASY	TARGET	ARTIST	SONG
Keep!	235	Single!	<input type="checkbox"/>	Kevin Kane	In the Snow
Keep!	236	Single!	<input type="checkbox"/>	Paul Anka	It's Christmas Everywhere
Keep!	244	Double!	<input type="checkbox"/>	Jaymz Bee and the Royal Jelly Orchestra	It's Christmas Time (Oh Yeah)
Keep!	245	Single!	<input type="checkbox"/>	k.d. lang	Jingle Bell Rock
Keep!	246	Single!	<input type="checkbox"/>	Sloan	Kids Come Back Again at Christmas
Swap!	255	Double!	<input type="checkbox"/>	Myène Farmer	L'Instant X
Swap!	256	Single!	<input type="checkbox"/>	Alanis Morissette	Last Christmas
Skip!	266	Double!	<input type="checkbox"/>	Hannah Georgas	Let It Snow (Home for the Holidays)
Keep!	333	Triple!	<input type="checkbox"/>	Tegan and Sara	Make You Mine (Happiest Season)
Keep!	334	Double!	<input type="checkbox"/>	Stompin' Tom Connors	Merry Christmas Everybody
Keep!	335	Double!	<input type="checkbox"/>	Dragonette	Merry Xmas (Says Your Text Message)
Keep!	336	Double!	<input type="checkbox"/>	Raffi	Must Be Santa
Keep!	344	Double!	<input type="checkbox"/>	Wild Strawberries	O Little Town
Keep!	345	Single!	<input type="checkbox"/>	Bruce Haack & Ted Pandel	Oo Bah Humbug
Keep!	346	Single!	<input type="checkbox"/>	Mitsou	Petit Papa Noël
Swap!	355	Double!	<input type="checkbox"/>	Feist	Please Be Patient
Swap!	356	Single!	<input type="checkbox"/>	Joni Mitchell	River
Skip!	366	Double!	<input type="checkbox"/>	Bryan Adams	Run Rudolf Run
Keep!	444	Triple!	<input type="checkbox"/>	Shadowy Men On A Shadowy Planet	Santa's Compromise
Keep!	445	Double!	<input type="checkbox"/>	Great Big Sea	Seven Joys of Mary
Keep!	446	Double!	<input type="checkbox"/>	Spoons	Smiling in Winter
Swap!	455	Double!	<input type="checkbox"/>	Gordon Lightfoot	Song for a Winter's Night
Swap!	456	Single!	<input type="checkbox"/>	Neil Young	Star of Bethlehem
Skip!	466	Double!	<input type="checkbox"/>	Randy Bachman	Takin' Care of Christmas
Swap!	555	Triple!	<input type="checkbox"/>	Bob and Doug McKenzie	Twelve Days of Christmas
Swap!	556	Double!	<input type="checkbox"/>	Crash Test Dummies	Winter Song
Skip!	566	Double!	<input type="checkbox"/>	Diana Krall	What Are You Doing New Year's Eve?
Skip!	666	Triple!	<input type="checkbox"/>	Guy Lombardo and His Royal Canadians	Auld Lang Syne

OPERATION CANCON



DEREK SCHRANER

Checklist (blank, double page 1)

HARD	CODE	EASY	TARGET	ARTIST	SONG
Skip!	111	Triple!	<input type="checkbox"/>		
Skip!	112	Double!	<input type="checkbox"/>		
Skip!	113	Double!	<input type="checkbox"/>		
Skip!	114	Double!	<input type="checkbox"/>		
Skip!	115	Double!	<input type="checkbox"/>		
Skip!	116	Double!	<input type="checkbox"/>		
Swap!	122	Double!	<input type="checkbox"/>		
Swap!	123	Single!	<input type="checkbox"/>		
Swap!	124	Single!	<input type="checkbox"/>		
Swap!	125	Single!	<input type="checkbox"/>		
Swap!	126	Single!	<input type="checkbox"/>		
Keep!	133	Double!	<input type="checkbox"/>		
Keep!	134	Single!	<input type="checkbox"/>		
Keep!	135	Single!	<input type="checkbox"/>		
Keep!	136	Single!	<input type="checkbox"/>		
Keep!	144	Double!	<input type="checkbox"/>		
Keep!	145	Single!	<input type="checkbox"/>		
Keep!	146	Single!	<input type="checkbox"/>		
Swap!	155	Double!	<input type="checkbox"/>		
Swap!	156	Single!	<input type="checkbox"/>		
Skip!	166	Double!	<input type="checkbox"/>		
Swap!	222	Triple!	<input type="checkbox"/>		
Swap!	223	Double!	<input type="checkbox"/>		
Swap!	224	Double!	<input type="checkbox"/>		
Swap!	225	Double!	<input type="checkbox"/>		
Swap!	226	Double!	<input type="checkbox"/>		
Keep!	233	Double!	<input type="checkbox"/>		
Keep!	234	Single!	<input type="checkbox"/>		

OPERATION CANCON



DEREK SCHRANER

Checklist (blank, double page 2)

HARD	CODE	EASY	TARGET	ARTIST	SONG
Keep!	235	Single!	<input type="checkbox"/>		
Keep!	236	Single!	<input type="checkbox"/>		
Keep!	244	Double!	<input type="checkbox"/>		
Keep!	245	Single!	<input type="checkbox"/>		
Keep!	246	Single!	<input type="checkbox"/>		
Swap!	255	Double!	<input type="checkbox"/>		
Swap!	256	Single!	<input type="checkbox"/>		
Skip!	266	Double!	<input type="checkbox"/>		
Keep!	333	Triple!	<input type="checkbox"/>		
Keep!	334	Double!	<input type="checkbox"/>		
Keep!	335	Double!	<input type="checkbox"/>		
Keep!	336	Double!	<input type="checkbox"/>		
Keep!	344	Double!	<input type="checkbox"/>		
Keep!	345	Single!	<input type="checkbox"/>		
Keep!	346	Single!	<input type="checkbox"/>		
Swap!	355	Double!	<input type="checkbox"/>		
Swap!	356	Single!	<input type="checkbox"/>		
Skip!	366	Double!	<input type="checkbox"/>		
Keep!	444	Triple!	<input type="checkbox"/>		
Keep!	445	Double!	<input type="checkbox"/>		
Keep!	446	Double!	<input type="checkbox"/>		
Swap!	455	Double!	<input type="checkbox"/>		
Swap!	456	Single!	<input type="checkbox"/>		
Skip!	466	Double!	<input type="checkbox"/>		
Swap!	555	Triple!	<input type="checkbox"/>		
Swap!	556	Double!	<input type="checkbox"/>		
Skip!	566	Double!	<input type="checkbox"/>		
Skip!	666	Triple!	<input type="checkbox"/>		

OPERATION CANCON



DEREK SCHRANER

Checklisted Artists & Songs

The following artists and songs appear in the default checklists of this special. For gameplay reasons, only 56 selections were possible, and some tough decisions had to be made, such as limiting artists and songs. All things being equal, inclusion depended on balancing a song's importance to me personally with its narrative relevance. As such, many favourites were omitted, and no offence is intended by any absences. You are invited to create and share your own custom checklists using the supplied templates, or download sheets from [LockdownLudonaut.com](https://lockdownludonaut.com)

1. Corey Hart, "Another December"
2. Gowan & Stuck On Planet Earth, "Can You Make It Feel Like Christmas"
3. Jacksoul, "Can't Wait Till Christmas"
4. Meryn Cadell, "Cat Carol"
5. Oscar Peterson, "Child Is Born"
6. Partland Brothers, "Christmas Day"
7. Payolas, "Christmas Is Coming"
8. Hooper Family, "Christmas Kiss"
9. Serena Ryder, "Christmas Kisses"
10. Ronnie Hawkins, "Christmas Must Be Tonight"
11. Wilf Carter, "Christmas Time in Canada"
12. Skydiggers, "Church Bells Ringing, (Christmas in the City)"
13. Jonathan Roy & Corey Hart, "Driving Home For Christmas"
14. Barenaked Ladies & Michael Bublé, "Elf's Lament"
15. Platinum Blonde, "Father Christmas"
16. Blue Rodeo, "Getting Ready for Christmas Day"

17. Barenaked Ladies & Sarah McLachlan, "God Rest Ye Merry Gentlemen"
18. Percy Faith & His Orchestra, "Happy Holiday"
19. Glass Tiger & Roch Voisine, "Happy Holidays"
20. Grapes of Wrath, "Happy Xmas (War Is Over)"
21. Mother Mother, "Hit or Miss Christmas"
22. Susan Aglukark, "Huron Carole"
23. Honeymoon Suite, "I Believe in Father Christmas"
24. Lily Frost, "I Don't Need Presents"
25. Barenaked Ladies, "I Have a Little Dreidel"
26. Ali Milner, "I Love Christmas"
27. Bif Naked, "I Saw Mommy Kissing Santa Claus"
28. Holly Cole, "I'd Like You for Christmas"
29. Kevin Kane, "In the Snow"
30. Paul Anka, "It's Christmas Everywhere"
31. Jaymz Bee and the Royal Jelly Orchestra, "It's Christmas Time (Oh Yeah)"
32. k.d. Lang, "Jingle Bell Rock"
33. Sloan, "Kids Come Back Again at Christmas"
34. Mylène Farmer, "L'Instant X"
35. Alanis Morissette, "Last Christmas"
36. Hannah Georgas, "Let It Snow (Home for the Holidays)"
37. Tegan and Sara, "Make You Mine (Happiest Season)"
38. Stompin' Tom Connors, "Merry Christmas Everybody"

39. Dragonette, "Merry Xmas (Says Your Text Message)"
40. Raffi, "Must Be Santa"
41. Wild Strawberries, "O Little Town"
42. Bruce Haack & Ted Pandel, "Oo Bah Humbug"
43. Mitsou, "Petit Papa Noël"
44. Feist, "Please Be Patient"
45. Joni Mitchell, "River"
46. Bryan Adams, "Run Rudolf Run"
47. Shadowy Men On A Shadowy Planet, "Santa's Compromise"
48. Great Big Sea, "Seven Joys of Mary"
49. Spoons, "Smiling in Winter"
50. Gordon Lightfoot, "Song for a Winter's Night"
51. Neil Young, "Star of Bethlehem"
52. Randy Bachman, "Takin' Care of Christmas"
53. Bob and Doug McKenzie, "Twelve Days of Christmas"
54. Crash Test Dummies, "Winter Song"
55. Diana Krall, "What Are You Doing New Year's Eve?"
56. Guy Lombardo and His Royal Canadians, "Auld Lang Syne"

Even given twice the number of pages in this book, I could never fully nor adequately express my admiration for each of these musical luminaries and their invaluable contributions to our culture and my life. A heartfelt appreciation to every artist here; I am grateful to you all, in *and* outside the holiday season.



CanService Scavenger Hunt

How many of the following "easter egg" references can you find in the *Holiday Special*?⁴

- ☐ The ultimate form of Alice and Aaron's bookstore. > <
- ☐ Scarborough band, er, banned from New Year's Eve. > <
- ☐ The "Spirit of Radio" station at 102.1 FM. > <
- ☐ Noted for its flock of fibreglass geese. > <
- ☐ Before it was TIFF, it celebrated cinema. > <
- ☐ Unashamed stories in the 1950s and '60s. > <
- ☐ For tech ahead of its time... until 2015. > <
- ☐ Band from Kelowna, named for a novel. > <
- ☐ Lilith impresario says your love is better than this. > <
- ☐ Without this, Neil Young thinks that we won't get too far. > <
- ☐ On a flag, in syrup, and a hockey team. > <
- ☐ Stephen Leacock's fictionalized Orillia. > <
- ☐ Coming of age in a Quebec mining town. > <
- ☐ Love on the road, but shot in a subway. > <
- ☐ Music icon with a famous spinning sign. > <
- ☐ Deglassi's reminder to make it through. > <

⁴ Highlight or select the end of each line to reveal or copy the solution!



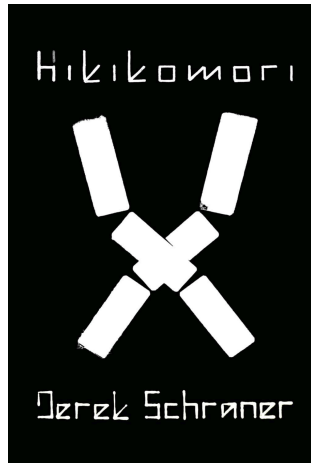
Deeds

How many of the following have you achieved?

- ☐ Selected Deeds (from the OCC trilogy):
 - ☐ Shopsy!
 - ☐ The Big Smoke!
 - ☐ Raccoon Eyes!
 - ☐ Zed!
 - ☐ Hogg's Hollow!
 - ☐ The Four One Six!
 - ☐ Can-Do!
 - ☐ MAPL Mastery!
 - ☐ Hipster bonus!
- ☐ **Regular!** Complete a session with basic rules.
- ☐ **Sugar Sugar!** Complete a session in HJ (Easy) mode.
- ☐ **Creamed!** Complete a session in WE (Hard) mode.
- ☐ **Double Double!** Complete a session in Combo mode.
- ☐ **The Biggest Smoke!** Roll 18 on a 3D6 stock sizing.
- ☐ **A Six Pack of Trash Pandas!** Roll 12 on a 2D6 stock sizing.
- ☐ **Eh!** Roll 6 on a 1D6 stock sizing.
- ☐ **Triple Tripled!** Roll at least three triples.
- ☐ **Zamboni!** Acquire six target items in three hours.
- ☐ **Snowplow!** Acquire six target items in two hours.
- ☐ **Red Rocket!** Acquire six target items in one hour.
- ☐ **Degrassi Noël!** Earn 15 RP in one hour.
- ☐ **Shunt!** Complete the Scavenger Hunt.
- ☐ **HOH OH0!** You've written to Santa Claus, an officially recognized Canadian citizen
- ☐ **The Daze I Know!** You've shopped on Yonge Street in the last week of the year!



Also by Derek Schraner...



Swiss-Canadian author Derek Schraner presents *Hikikomori*, an immersive "lucky lockdown life simulator" inspired by the concept of social isolation. It offers a unique approach to balancing daily activities. Players complete a series of simple minigames representing different aspects of day-to-day life. What makes the gameplay challenging are the ever-evolving rules. In this interactive experience, decisions made each day reveal how those rules change over time.

Hikikomori: *a lucky lockdown life sim*

How many days since March 14, 2020?
That's how long the lockdown has lasted.

Players will need six-sided dice and something to write with, as they record their progress and track various activities.

At its core, *Hikikomori* is a meditation on balance. It explores the tension between conflicting obligations and the pursuit of fulfilment in routine. It is the culmination of the author's experience living this way for five years, offering personal reflection, and inviting you to share in the challenges and insights of the journey.



Operation CanCon: Canadian Music Shopping Gamebooks

Relive the history of Canadian music in the *Operation CanCon* trilogy, blending nostalgic storytelling with a retro treasure hunt. Navigate branching paths and roll the dice in bin-diving

minigames while visiting iconic record shops. Each standalone installment forms a part of the epic quest to recover lost Canadian Content and, hopefully, save a nation.



Operation CanCon: The Canadian Eighties Music Shopping Gamebook

**A Mission to Save the Music
and the Future of a Nation**

Dive into the interactive world of *Operation CanCon*, where your mission is to collect Canadian Content. Navigate Eighties music stores in search of iconic songs. The hope of a country's future will depend on preserving its cultural artifacts.

Using dice and a checklist, take your chances with the Sweep minigame, a treasure hunt where every roll reveals another hit. It's not all random chance, however. Your decisions really matter. Choose which tracks to target, which stores to visit, and how long to search. How will you spend your limited time in

Toronto? Whether you play a single game or a multi-day campaign, you'll discover opportunities for tactics and strategy. Advanced modes, tweaks, and New Game Plus provide even more challenges.

Perfect for gamers, music lovers, and fans of Canadiana, *Operation CanCon* is a new take on nostalgia. With an interactive narrative, flexible gameplay, and customizable goals, it's more than a game, it's a retro celebration.



Operation CanCon: The Canadian Nineties Music Shopping Gamebook

**It's Time to Take "Shopping Local"
to the Next Level!**

Welcome back to the Nineties. Canada's music scene is rocking, and the store shelves are packed with winners, if you're ready to roll. In *Operation CanCon*, you're not just flipping through dusty bins, you're chasing priceless cultural artifacts. As a lone collector on a mission, your goal is to target a checklist of tracks scattered in iconic Toronto shops.

Part interactive fiction, part solo roll-and-write game, every visit is a

gamble, whether for ten minutes or a campaign. All you need to play is three six-sided dice and something to write with.

Operation CanCon is your passport to an era of gone-but-unforgettable Canadian Content. The music that inspired a generation is ready to rise again, but it needs YOU to bring the decade back to life. Fully steeped in nostalgia, this standalone sequel to the Eighties original lets you relive a time when finding the right album seemed like fate.



Operation CanCon: The Canadian Classic Music Shopping Gamebook

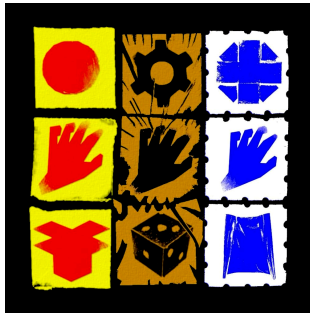
Drop the Needle on One Last Flashback...

It's Game Time Canada!

It all comes down to this: the final verse in *Operation CanCon*. Leap between two capitals, across two centuries, on a mission to recover dozens of Canadian Content classics.

All you need is something to write with and three six-sided dice to roll your way through record stores in search of national treasures.

Equal parts branching-path adventure and bin-diving minigame, this interactive journey is a nostalgic tour of Canadian music. Whether you play for the memories or simply to know the score, this gamebook is your ticket to the past and, hopefully, a future.



Break system gamebooks

In the *Break* system series of interactive gamebooks, you don't just read a story, you also play it. Each book in this trilogy is a standalone heist adventure, yet they all connect to form an overarching

narrative that follows your journey as an evolving thief. This series ramps up progressively, to turn you from a passive reader into an active player.



The Summer Job: a Break system gamebook

Summer in Kyoto.
The city is alive... with danger!

An international syndicate has set its sights on a heist in the heart of Japan, and YOU are the fledgling thief at the centre of it all. It isn't just their mission; it's your adventure.

As the Gion Matsuri festival pulses through the streets, you'll face unexpected twists that could change everything for your future. Every decision made affects the world, your

path... and the end. Dozens of different stories are waiting for you.

Set against the vibrant backdrop of Kyoto's most famous festival, *The Summer Job* is the first *Break* system gamebook. Accessible, fun, and full of surprises, the unexpected is waiting. Ready to roll? The heat – and the heist – is on!



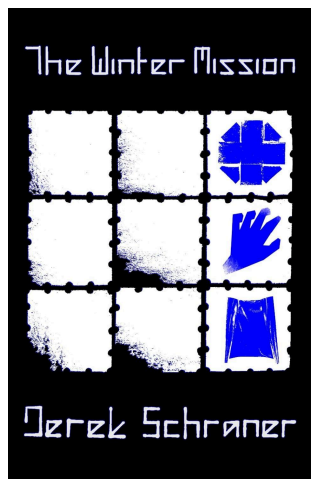
The Fall Affair:
a Break system gamebook

Unfinished business at
an unfinished casino!

Your mission takes you away from the bustling streets of Kyoto to a long-abandoned casino in Ontario. It's the weekend after Halloween, and the chill isn't from the autumn. Your target: a doomsday device with a secret link to your past. Its lingering effects make even the simplest things terrifying. With the stakes now higher than ever, success may cost more than expected.

The Fall Affair is a standalone trip in the *Break* system series. A six-sided die is recommended, but not required for your journey. The gamebook also includes several additional activities, from bonus mini-games to a curated musical playlist.

The heist is on and, this time, it will haunt you!



*The Winter Mission:
a Break system gamebook*

The math says no.
The season says yes.

An impossible opportunity lures you from the streets of Toronto to the treacherous peaks of Switzerland in mid-December. You can't resist the target – something you thought was lost forever – but traps lie in wait. The enemy knows you're coming.

Surviving alone may be possible, but it would take a miracle. Success demands more than skill and luck. You're going to need some allies.

The Winter Mission marks the conclusion to the *Break* system series of gamebooks. With branching choices, dice-based challenges, and new crew management, this adventure will test every lesson you've learned, with every move you make.

The dead of winter. The heart of Helvetia.

A holiday heist to remember.





About the Author

In 1993, Derek Schraner attended the CFNY Edge Acoustic Christmas show. Unfortunately, he was wracked by an ill-timed migraine, and could barely remain conscious, let alone enjoy himself. (The Nineties strikes again.)

Since then, he has obtained undergraduate degrees in Cinema Studies, English and Philosophy from the University of Toronto, as well as Bachelor's and Master's degrees in Media Production from Ryerson University. Maybe they were responsible for the migraines.

He has been a writer, a producer, an instructor and, circumstances permitting, a musician, a blogger and, perhaps unsurprisingly, a gamer.

