OPERATION CANCON

SAMPLER

Also by Derek Schraner*

Hikikomori: a lucky lockdown life sim

Operation CanCon:
the Canadian Music Shopping Gamebook series:

- *Eighties*
- *Nineties*
- *Classics*
- *Holiday Special*

the Break system series:

- *The Spring Break*
- *The Summer Job*
- *The Fall Affair*
- *The Winter Mission*
- *The Break System*

* See the end of this book for more details...

Credits

Operation CanCon Sampler
derived from Operation CanCon:
The Canadian Eighties Music Shopping Gamebook

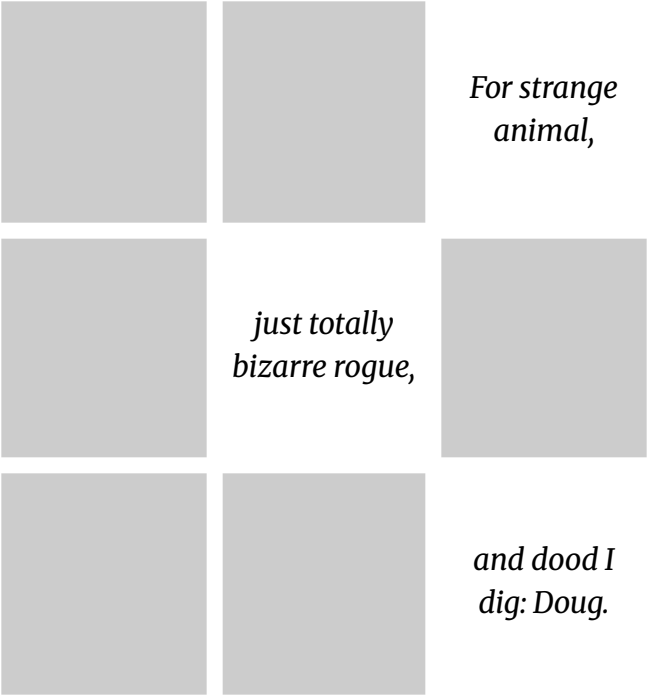
© Copyright 2025 by Derek J. Schraner

All rights reserved. No part of this book may be reproduced in any form or by any electronic or mechanical means, including information storage and retrieval systems, without permission in writing from the author.

All game design, development, and writing by Derek Schraner; original photo of Derek Schraner by Walter Schraner; all other images, design, and layout by Derek Schraner.

For information and printable sheets, please visit LockdownLudonaut.com

20261005S2


For strange animal,
just totally bizarre rogue,
and dood I dig: Doug.

Contents

Introduction

Overview

Prologue: Basic Rules (Sweep)

- Components
- General Description
- Basic Rules (Steps)
- Example

Included in *Operation CanCon*

Also by Derek Schraner...

About the Author

Introduction

Welcome to my *second* attempt at *Operation CanCon.* About fifteen-to-twenty years ago, I first conceived of *OCC.* I had recently become aware of *Canadia: 2056*, a science fiction comedy series on CBC Radio, courtesy of Matt Watts. While thrilled for the success of Matthew, a friend from childhood, I loved the shows regardless, and consumed every episode.

Then I started wondering: if audio dramas were back in fashion, could I maybe express myself likewise?

At the time I was producing podcasts for Ottawa-based Cognos, now a part of IBM business intelligence. Someone there once asked me how I enjoyed what I was doing. My reply was something along these lines: I enjoyed the *how* more than the *what*. Doing audio was a dream come true, but business? Not so much.

So, in my spare time, I cobbled together some notes and scripting for a series and pilot. The series was heavily science fiction, with a time travel element, collecting cultural artifacts, while trying to avoid an apocalypse. Individual episodes would tell portions of that story, with a standalone focus on songs and events from my life. The pilot focused on Blue Peter's "Don't

Walk Past", and the closing of Sam the Record Man's flagship store.

Then "real life" intervened for a decade or two.

Now, ***this*** *Operation CanCon* is not ***that*** *Operation CanCon*, but it's close enough for rock and roll, as they say. I don't know exactly what rekindled the idea now. A longing to revisit the CanCon focus of *GeekVsGoth.com?* My return to games and writing with *Hikikomori?* Memories of distant friends and our way-back shopping in downtown Toronto? A current wave of national pride against existential threats? Or maybe just an impulse to capture my dwindling memories?

Whatever the reasons, this time it stuck, and I'm happy with the result. I hope you will be too, whether you're a gamer or reader, fan of shopping, nostalgia, or Canadian Content.

To paraphrase James Barber, I've done the best I can with what I've got.

Overview

In ***Operation CanCon***, your goal is to collect as many **songs** as possible from a stipulated **checklist**. Initially, you will attempt to **find** eight of a possible 56 songs. You can **visit** a wide variety of **stores**, or focus on just a few. A **minigame** (***Sweep***) will simulate the experience of "bin diving", trawling through any available **stock** to find the corresponding albums.

As such, in order to play complete **games** and/or **campaigns** (multiple connected games) of *Operation CanCon*, you will benefit from first understanding the *Sweep* minigame. Its rules are covered in this section and, notwithstanding the details, hopefully you will find it simple and intuitive.

Once you understand the basics of *Sweep*, start by reading the 'Operation CanCon' section 0 (zero) to establish the narrative background and your motivation, or go all the way to 11 (eleven) to begin playing. Follow the end-of-section prompts – "continue to" or "go to" a new section number – for an interactive experience with flexibility, opportunities to mitigate your fortunes, and anecdotal glimpses into a gone – but not yet forgotten – era.

Each read-through is considered a single game of up to eight in-game "**hours**" with several opportunities to play the *Sweep* minigame.

After one such game, you may want to read the Interlude section for details on connecting multiple eight-hour **days**, forming a campaign, earning **Rogue Points**, and using **CanKarma Effects**.

Then, after you have finished a full campaign of multiple connected days, you may want to read the Epilogue section for details on advanced variations and "**New Game Plus**" (NG+) options, including **Triple Constraint Mode** and **Encumbrance Modes**.

Later, you may wish to refresh your understanding of specific terms in the Glossary, each of which appears in **boldface** type when first used. For the time being, however, just focus on the following simple activity, the *Sweep* minigame.

Prologue:
Basic Rules (Sweep)

Components

To play the *Sweep* minigame and, by extension, the *Operation CanCon* campaign, you will need the following:

- Something to write with. Whether a paper and pencil, tablet and stylus, or some other solution, use what you prefer. You may find a "graph" lined surface helpful, or you may copy the checklists found in the Appendices. Note that several of the default checklists are similar, but supplied in different sizes and orientations. You may wish to use the larger (horizontal, landscape) checklists if, for example, you actually lived through the time period covered by this book!

- Three six-sided dice (**3D6**). Such dice are readily available in many common games, or inexpensively at some dollar stores. As with the writing materials, you may prefer a digital tool, which can be found in app stores. Just search for "dice simulator", "die roller", "random number generator", or google "3D6".

General Description

Working with an existing checklist of 56 songs, you will choose a subset of specific target **items**, presumably eight for your first game. This initial figure reflects the fact that there are eight stores and an eight hour timeline.

In a full game, you may choose to visit each store for one (in-game) hour apiece, or spend up to three hours at fewer stores. (So you will probably visit from three to eight stores, but you will have, at most, eight hours either way.) For the purpose of the minigame, however, we will spend one hour at one store.

The first time you visit a store, their **display stock** will contain a number of items equal to the sum of 3D6 (3 to 18). You will check that number of items to see if they match any of your (eight) targeted songs. Checking them all will take one hour, however many there are. If you find all the songs you targeted, then you're done, and the game is over, with a score of eight. (The only loss would be a zero.)

To check the current stock, you will roll 3D6 but, this time, instead of adding the values, you will arrange the dice results in ascending numerical order, to form a three digit **code**, such as 111 or 223 or 456. Find this code in the "CODE" column of the checklist; note its presence in the appropriate store, and confirm

whether it matches any of your targets. Continue generating and checking codes in this manner until you have exhausted the current stock. With luck, you will have **acquired** at least some – and hopefully all – of your targets during this hour.

However, in the full game, you have up to eight hours so, if you still have any targets remaining, then you may do another sweep of the store, which consumes an additional hour of time, or you may move on to another adjacent store.

When you do each additional sweep of the same store, any new/available stock will be gradually reduced. Remember, the first time you do a sweep, there are 3D6 (3 to 18) items available. The second time, there would be **2D6** (2 to 12) more items available (presumably dug up from a back room). The third time, there would be **1D6** (1 to 6) more items available (presumably picking through the **return stock**). After those three hours, you would have seen everything the store has to offer.

At any point in those first three hours, you can decide to stay or go. On one hand, you might move on to another store to see up to eighteen more items, although any of them might be useless, randomly overlapping with what you've already seen/acquired. On the other

hand, you might stay at the current store because, while you may see fewer (up to twelve and/or six) items, they will all be new to you, because duplicate results allow you to reroll.

After eight hours, the game ends, and the number of targets acquired becomes your score. For details on a longer campaign, and how your score may be converted into a future bonus, you can read the Interlude section. Before you do so, however, be sure you have played at least one game and fully understand these basic rules.

Basic Rules (Steps)

A. Prepare a checklist of songs, either the supplied default or your own custom checklist, using a blank template (both found in the Appendices).

B. Select a subset of specific targets (usually eight in number) by indicating them in the "TARGET" column of the checklist.

C. Choose any store immediately adjacent to your current position on the **Store Grid** (found in the Appendices). If this is your first/only game, simply begin at the

top-right corner of the grid, marked "(1) Records on Wheels".

D. If you had already done three sweeps in the prior game(s) of a campaign, you would need to choose the next available **location**, moving clockwise around the Store Grid, through "(2) Music World", "(3) Sunrise Records", etc.

E. Calculate your location's current **stock rolls**. If you had already done two or fewer sweeps at your location, then your current stock rolls would be 3D6 minus 1D6 for each prior sweep. So, for your first visit (no prior sweeps), you would have 3D6 stock rolls; for your second visit (one prior sweep), you would have 2D6 stock rolls; for your third (and final) visit (two prior sweeps), you would have 1D6 stock rolls.

F. Roll the appropriate number of stock roll dice, and add the results. That sum – whether 3 to 18, or 2 to 12, or 1 to 6, respectively – represents the number of albums you can check against your list this hour.

G. Make note of having done this sweep at this location; the simplest way of doing so will be to record the stock roll sum in

the appropriate space at your current location on the Store Grid.

H. In a longer game, you might decide whether to stay at the current store or move to another (adjacent) one. Now that you know the amount of stock you can check this hour, you can judge whether it seems like enough for you to stay, or whether you prefer your odds elsewhere. If you were to go elsewhere, you would return to Step C; otherwise, continue to Step I.

I. Make note of the fact you have decided to stay at this store for one hour. Doing so is less important in this walkthrough than in a full game, when time would be limited to eight hours, after which time the game is over.

J. Begin (or continue) sweeping (searching) for target items in the store's stock by rolling 3D6. Use the three results to form a code in ascending numerical order, and then check that code on the checklist to discover which specific song it represents.

K. If you find that the song has already appeared on a prior check, then ignore this code, and return to Step J to reroll; otherwise, continue to Step L. (You won't

need to worry about this step on your first check; continue to Step L.)

L. Mark the tick box of the song which corresponds to the current code in the appropriate store's column to show that it is currently in stock here.

M. Confirm whether the same item matches any (one) of your target songs. If so, then continue to Step N; otherwise, skip ahead to Step P.

N. Mark the target item on the checklist by highlighting it, crossing it out, or otherwise indicating you have acquired it. Please note that, in some more advanced variations of the game, this step may be expanded upon such that you do not automatically acquire whatever you find. There may be limitations, as in the Triple Constraint Mode (which models cost, time, and quality factors) or Encumbrance Modes (which model your own personal carriage limits, or inventory space). These modes are optional, however, and would only apply at a later point, not while learning.

O. Confirm whether you have acquired all of your target items. (To do so in a single hour is not likely, but it is possible.) If so,

skip ahead to Step U; otherwise, continue on to Step P.

P. Make note of the fact that you have made one check in the current sweep, reducing the stock number accordingly. So, for example, if the stock roll gave you a sum of 3, then you would reduce it to 2, the number of possible checks remaining.

Q. Confirm whether you have reduced the number of remaining checks to 0 (zero). If not, then there are still undiscovered items remaining in the store's stock, and you may continue to check them by returning to Step J; otherwise, you have completed your current sweep, and should proceed to Step R.

R. Reduce the number of stock rolls by 1D6. So, if you just rolled 3D6 to establish the most recent accessible stock, then any subsequent stock rolls would use 2D6. Similarly, if you rolled 2D6, then you would roll 1D6 next.

S. Confirm whether your stock rolls have been reduced to 0D6 (zero). If so, then you have completely exhausted all possible stocks at the current store, including anything on the public display floor, in back room storage, or ready for

return. If so, then they want you out, and you should return to Step C to visit another store; otherwise, there may still be remaining stock for you to investigate, and you should proceed to Step T.

T. Decide whether you want to remain in the current store, regardless of whether there is the possibility of any remaining stock. After all, you may prefer to go elsewhere and (hopefully) sweep eighteen items, rather than stay and spend an hour on (potentially as few as) one or two items. The counterbalance to that argument is that, in another store, you may find duplicate items, which are of no use to you, while any discoveries in the current store will be new to you. If you decide to stay, then return to Step G; otherwise, if you decide to leaf[1] then return to Step C. It's up to you!

U. You have reached the end for now. Of course, there are many more possibilities to come but, hopefully, you now have a better sense of the logic behind spending an hour (or three) sweeping through the stock of a location. It is possible to play all eight hours and find

[1] Apparently, that's how we spell "leave" in Toronto.

no target items; it is also possible to find everything in less than eight hours. You may stay as long as possible at fewer stores, thoroughly scouring their wares, or you may visit all eight stores for one hour each, gambling on quantity, 144 rolls.

Example

1. I make a copy of the default checklist (as per the Basic Rules' Step A) and decide to select, for my eight targets, only songs by one-word groups. In the "TARGET" column, I make tick marks next to Boulevard, Box, Chilliwack, Harlequin, Payolas, Spoons, Toronto, and Trans-X artist names. (That's Step B. Remember, you can pick any you prefer; I chose these eight for fun.)

2. I'm just going to play one sweep, so the specific store doesn't necessarily matter but, if this session were part of a full game or campaign, then I'd start at Records on Wheels, the top-right of the Store Grid. (Steps C, D)

3. Since I'm only playing one sweep, I would get a stock roll of 3D6. (Step E) I roll 3D6 and get 1, 4, and 6, for a total

amount of 11 items in stock. (Step F) Basically I have to match as many of my eight picks as I can within eleven rolls (not counting any extra rerolls). Because this is just a quick game, I jot down "11" in the margins of the checklist as a note to myself; if I planned to play more, I would write it in the "3D6" space of the Records on Wheels section. (Step G)

4. Again, because this game is a one-off, I'm not going to weigh the pros and cons of moving to another location. (Step H) We're also not too concerned with timing during this tutorial, since we'll just do one sweep. (Step I)

5. Now the fun begins. I will be sweeping the stock of 11 items by rolling 3D6 eleven times. Each time, I will note the resulting three-digit codes – each arranged in numerical order – and compare them against the checklist's "CODE" column. (Think of it like checking lottery numbers.) For my first roll(s), I get 6, 2, and 4. They form the code 246. That code corresponds to Martha and the Muffins' "Song in My Head". (Step J)

6. Since this game is my first, that song has never appeared previously (Step K) and I

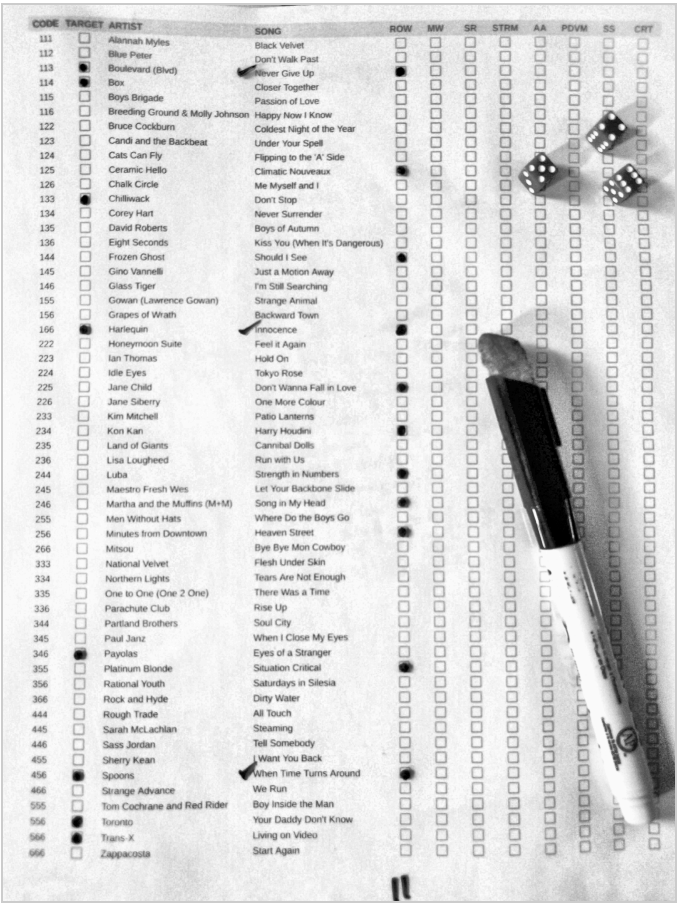
mark the tick box next to the song in the "ROW" (Records on Wheels) column. (Step L) However, the same song is not one of my target picks so – while it is a great song – it's just not one I need on this occasion. (Step M)

7. Obviously, I haven't **found** any – let alone all – of my picks yet, so I will continue, tracking the number of rolls remaining, and rolling that number of additional codes until I have exhausted the stock amount. (Steps O, P, Q)

8. My next roll is 113, giving me my first acquisition, Boulevard's "Never Give Up". I mark it in both the store column, and cross it off my list. (Step N).

9. I continue rolling nine more times… actually, ten more times. On one roll, I get numbers which match a prior code, so I ignore it and reroll. (Step K) In combination, the nine codes were 125, 144, 166, 225, 234, 244, 256, 355, and 456, which actually hits on two more of my picks: Harlequin's "Innocence" and the Spoons' "When Time Turns Around". Together with my prior acquisition, I wind up with a grand total of three out of eight, which is actually quite good for one hour in one store; if my luck held

out, I could finish before the deadline or, with more advanced rules, acquire more than eight targets. (Step U)



CODE	TARGET	ARTIST	SONG	ROW	MW	SR	STRM	AA	PDVM	SS	CRT
111	☐	Alannah Myles	Black Velvet	☐	☐	☐	☐	☐	☐	☐	☐
112	☐	Blue Peter	Don't Walk Past	☐	☐	☐	☐	☐	☐	☐	☐
113	●	Boulevard (Blvd)	Never Give Up	●	☐	☐	☐	☐	☐	☐	☐
114	●	Box	Closer Together	☐	☐	☐	☐	☐	☐	☐	☐
115	☐	Boys Brigade	Passion of Love	☐	☐	☐	☐	☐	☐	☐	☐
116	☐	Breeding Ground & Molly Johnson	Happy Now I Know	☐	☐	☐	☐	☐	☐	☐	☐
122	☐	Bruce Cockburn	Coldest Night of the Year	☐	☐	☐	☐	☐	☐	☐	☐
123	☐	Candi and the Backbeat	Under Your Spell	☐	☐	☐	☐	☐	☐	☐	☐
124	☐	Cats Can Fly	Flipping to the 'A' Side	☐	☐	☐	☐	☐	☐	☐	☐
125	☐	Ceramic Hello	Climatic Nouveaux	●	☐	☐	☐	☐	☐	☐	☐
126	☐	Chalk Circle	Me Myself and I	☐	☐	☐	☐	☐	☐	☐	☐
133	●	Chilliwack	Don't Stop	☐	☐	☐	☐	☐	☐	☐	☐
134	☐	Corey Hart	Never Surrender	☐	☐	☐	☐	☐	☐	☐	☐
135	☐	David Roberts	Boys of Autumn	☐	☐	☐	☐	☐	☐	☐	☐
136	☐	Eight Seconds	Kiss You (When It's Dangerous)	☐	☐	☐	☐	☐	☐	☐	☐
144	☐	Frozen Ghost	Should I See	●	☐	☐	☐	☐	☐	☐	☐
145	☐	Gino Vannelli	Just a Motion Away	☐	☐	☐	☐	☐	☐	☐	☐
146	☐	Glass Tiger	I'm Still Searching	☐	☐	☐	☐	☐	☐	☐	☐
155	☐	Gowan (Lawrence Gowan)	Strange Animal	☐	☐	☐	☐	☐	☐	☐	☐
156	☐	Grapes of Wrath	Backward Town	☐	☐	☐	☐	☐	☐	☐	☐
166	●	Harlequin	Innocence	●	☐	☐	☐	☐	☐	☐	☐
222	☐	Honeymoon Suite	Feel it Again	☐	☐	☐	☐	☐	☐	☐	☐
223	☐	Ian Thomas	Hold On	☐	☐	☐	☐	☐	☐	☐	☐
224	☐	Idle Eyes	Tokyo Rose	☐	☐	☐	☐	☐	☐	☐	☐
225	☐	Jane Child	Don't Wanna Fall in Love	●	☐	☐	☐	☐	☐	☐	☐
226	☐	Jane Siberry	One More Colour	☐	☐	☐	☐	☐	☐	☐	☐
233	☐	Kim Mitchell	Patio Lanterns	☐	☐	☐	☐	☐	☐	☐	☐
234	☐	Kon Kan	Harry Houdini	●	☐	☐	☐	☐	☐	☐	☐
235	☐	Land of Giants	Cannibal Dolls	☐	☐	☐	☐	☐	☐	☐	☐
236	☐	Lisa Lougheed	Run with Us	☐	☐	☐	☐	☐	☐	☐	☐
244	☐	Luba	Strength in Numbers	●	☐	☐	☐	☐	☐	☐	☐
245	☐	Maestro Fresh Wes	Let Your Backbone Slide	☐	☐	☐	☐	☐	☐	☐	☐
246	☐	Martha and the Muffins (M+M)	Song in My Head	●	☐	☐	☐	☐	☐	☐	☐
255	☐	Men Without Hats	Where Do the Boys Go	☐	☐	☐	☐	☐	☐	☐	☐
256	☐	Minutes from Downtown	Heaven Street	●	☐	☐	☐	☐	☐	☐	☐
266	☐	Mitsou	Bye Bye Mon Cowboy	☐	☐	☐	☐	☐	☐	☐	☐
333	☐	National Velvet	Flesh Under Skin	☐	☐	☐	☐	☐	☐	☐	☐
334	☐	Northern Lights	Tears Are Not Enough	☐	☐	☐	☐	☐	☐	☐	☐
335	☐	One to One (One 2 One)	There Was a Time	☐	☐	☐	☐	☐	☐	☐	☐
336	☐	Parachute Club	Rise Up	☐	☐	☐	☐	☐	☐	☐	☐
344	☐	Partland Brothers	Soul City	☐	☐	☐	☐	☐	☐	☐	☐
345	☐	Paul Janz	When I Close My Eyes	☐	☐	☐	☐	☐	☐	☐	☐
346	●	Payolas	Eyes of a Stranger	☐	☐	☐	☐	☐	☐	☐	☐
355	☐	Platinum Blonde	Situation Critical	●	☐	☐	☐	☐	☐	☐	☐
356	☐	Rational Youth	Saturdays in Silesia	☐	☐	☐	☐	☐	☐	☐	☐
366	☐	Rock and Hyde	Dirty Water	☐	☐	☐	☐	☐	☐	☐	☐
444	☐	Rough Trade	All Touch	☐	☐	☐	☐	☐	☐	☐	☐
445	☐	Sarah McLachlan	Steaming	☐	☐	☐	☐	☐	☐	☐	☐
446	☐	Sass Jordan	Tell Somebody	☐	☐	☐	☐	☐	☐	☐	☐
455	☐	Sherry Kean	I Want You Back	☐	☐	☐	☐	☐	☐	☐	☐
456	●	Spoons	When Time Turns Around	●	☐	☐	☐	☐	☐	☐	☐
466	☐	Strange Advance	We Run	☐	☐	☐	☐	☐	☐	☐	☐
555	☐	Tom Cochrane and Red Rider	Boy Inside the Man	☐	☐	☐	☐	☐	☐	☐	☐
556	●	Toronto	Your Daddy Don't Know	☐	☐	☐	☐	☐	☐	☐	☐
566	●	Trans-X	Living on Video	☐	☐	☐	☐	☐	☐	☐	☐
666	☐	Zappacosta	Start Again	☐	☐	☐	☐	☐	☐	☐	☐

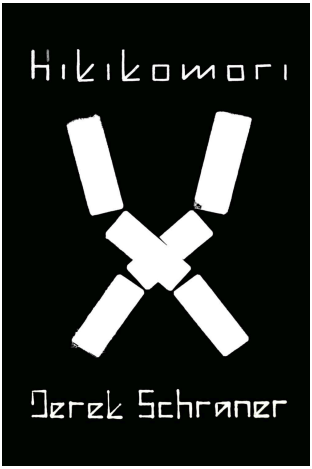
Included in *Operation CanCon*

Thank you for previewing *Operation CanCon.* The sampler ends here, but full versions are available now, and include the following:

- ***Operation CanCon***: 102 sections supply a narrative game, a way to play through history, touring eight real-world stores.
- **Interlude / Campaign Considerations**: Extend the basic game with variations and their combinations: earning Rogue Points and triggering CanKarma Effects.
- **Epilogue / Advanced Variations & New Game Plus**: Remix the experience even further, with various tweaks and modes like Countdown, Encumbrance, and Triple Constraint.
- **Glossary**: What is "CanCon" anyway, and what does "MAPL" mean?
- **Appendices**: Play sheet templates, plus everything you'll need to play both Basic and New Game Plus modes.
- **CanService Scavenger Hunt**: Who needs fan service? Bonus drops have been scattered throughout the book. Can you find them all?
- **Deeds**: It's not always luck that finds success here. How many achievements can you win?

For more information, please visit:
LockdownLudonaut.com

Also by Derek Schraner...



Hikikomori: a lucky lockdown life sim

How many days since March 14, 2020?

That's how long the lockdown has lasted.

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.

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

In ***Operation CanCon***, your mission is to collect Canadian Content. Navigate Eighties music stores in search of iconic songs. The hope of a country's future depends 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. 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.

---

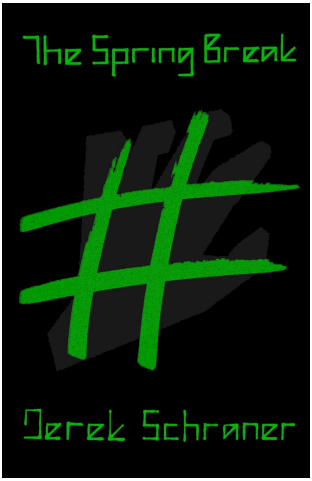
the ***Break*** *system* gamebooks

In *the* ***Break*** *system* series of interactive gamebooks, you don't just read a story, you also play it.

Each book 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.

Upon completing the gamebooks, you'll be ready for the ultimate challenge: ***The Break System***. This master rulebook -- which includes an annotated version of ***The Spring Break*** prequel as its tutorial -- will provide all the tools you'll need to create and play your own ongoing heists!



*The Spring Break: a **Break** system prequel*

Spring Break in Hawaii is no vacation!

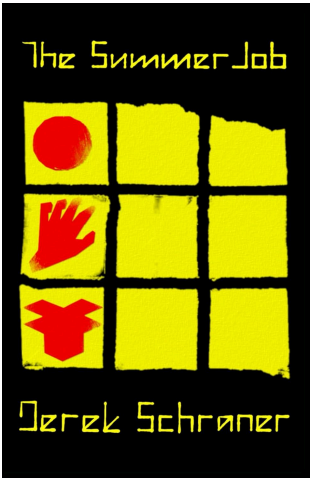
You think it's just another job. It isn't.

You're a small-time thief in paradise, chasing a fresh start, when a pawn shop heist goes sideways and drags you into a more challenging score.

This is where it all begins. Before the Alps, before the casino, and even before Kyoto, this prequel to the Break system series follows the run that started everything... the one that nearly broke the game before you made a move.

Spring into action. *Break* the system.

Your epic adventures start here.



*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!

---

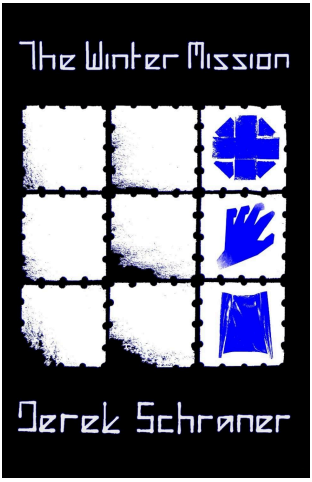
*The Fall Affair: a **Break** system gamebook*

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

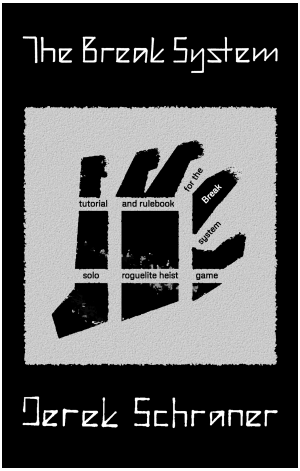
The math says no.
The season says yes.

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 await. 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* gamebook series. With branching choices, dice-based challenges, and new crew management, this adventure tests every lesson you've learned, with every move you make.

The dead of winter. The heart of Helvetia.
A holiday heist to remember.



The Break System: tutorial and rulebook for the solo roguelite heist game

Some plans were made to be broken…

Claw your way from low-level operative to master strategist in ***The Break System***, a solo heist adventure. Scout, negotiate, infiltrate, and escape! Every decision shapes your approach.

You won't be without resources. *The Spring Break* prequel story is included with new annotations to guide your early steps. Key moments reveal their mechanics and show how chance and choice shape a mission. You don't need to study the rules upfront; they're introduced gradually. Take it slow or jump ahead. In this heist, you call the shots.

Beyond the tutorial, the full ***Break*** *system* offers a roll-and-write campaign of increasing challenge. Six-sided dice and tactical decisions keep you on your toes, while you track your progress, building your reputation. Even failure isn't the end; here, learning beats luck. Adapt your plans and carry on…

In ***The Break System***, the end is just a beginning.

Continue the Heist Online!

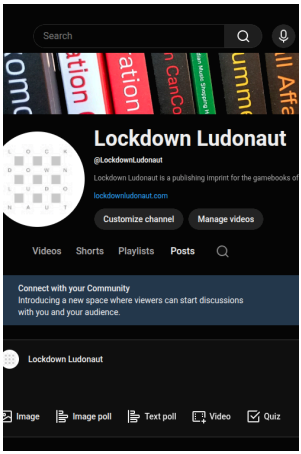
Free downloads, bonus content, and more gamebooks

Download printable playsheets, reference tables, and other full-sized materials for this book, and many more

Lockdown Ludonaut is the official home of Derek Schraner's gamebooks, including *the **Break** System* series, ***Operation CanCon***, and other interactive titles, featuring the latest news, updates, and extras.

Explore sample adventures, additional resources, and exclusive freebies available online.

Get your free downloads now:
LockdownLudonaut.com



Watch the Adventures Come to Life!

Reveals, demos, and deep dives into Derek Schraner's gamebooks

Experience each gamebook with "**Reveal**" videos showcasing new releases, "**How to Play**" rule demonstrations, and "**Deep Dive**" explorations of the stories and systems.

Curated playlists make it easy to follow individual gamebooks, full series, or specific video types.

Never miss a video: Subscribe for full-length content and exclusive insights from the official channel:

youtube.com/@LockdownLudonaut

About the Author

In 1989, Derek Schraner would not have been surprised to learn that he'd write a book about Eighties CanCon; he would, however, have been surprised that it would take over 35 years. Why did he wait all that time? He can't remember. Maybe it took him that long to think of an excuse for buying so much of it.

Between then and now, 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.

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